



Pages from the Mages



Advanced Dungeons & Dragons



Pages from The Mages

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Introduction

Any rogue can craft a spell—but it takes a really reckless fool to write one down.

Who said that? Why, me, of course. It seems no other mage on several worlds has wits enough to speak out against the flood of striven magic unleashed on us all. What one mage writes down, most others can read (so long, as they say, the pictures are plentiful enough) . . . so, inevitably, spells of dangerous power spread throughout the known worlds. This perilous process has all too often been aided and abetted by folk so bereft of morals (or “too fascinated to help themselves,” as one once vainly tried to justify himself to me) that they publish such secrets of Art openly, for any irresponsible hedge wizard with eyeballs to toy with.

And now, look ye, that rascal, rogue, and jackanapes Ed of the Greenwood’s been at it again—passing on precious lore (words I spoke in confidence, mind ye) to folk at TSR, who’ve promptly published it for all to view. Has he no shame? Thinks he for a moment of the dragons—and worse—that could be called down upon him? The flying castles crashing into what he’s pleased to call his “backyard?” The menacing dooms that may leer up at him from his freezer? The creeping horrors that might snarl from the depths of his closet? The mind-rending horrors that’ll doubtless soon inhabit his *laundry* hamper?

All this could have been avoided, of course . . . if he’d listened to me. He never does.

They never do. None of them. If the handful of heedful folk in the worlds’d listen to me but a few moments more, much trouble could be averted—and, I suppose, much high adventure. Hmm . . . perhaps ‘tis the doom of humans to always rush in, heedless of the costs—and to open and read every old, crumbling book they find.

Certainly this book is full of the doings of too many wizards who did. (How many wizards is too many? As the old mages’ joke goes: two, because there’s only one of me . . . but I digress). And all who read this will be amply equipped to repeat their mistakes. Hmmph. Just don’t come ye wailing at my door when whatever world ye’ve destroyed falls apart around ye! (I’ll be in bed with some good zzar and my scrying-crystal, watching ye and having a good laugh.)

Determined to read on? I can’t blame ye, I suppose . . . I know I did, every chance I got. From the slim black *Tome of Azuth*, whose single page holds a different spell each time ‘tis opened—to the *belt of spells* created by Szass Tam when he was young: strings of coins hanging from a waistband, each string a single spell, written on the faces of the coins—to the book Ansharla of Raurin tattooed on the back of her largest manservant . . . I’ve read my share of Faerûn’s books of magic. And now ye can too, albeit a selection of tomes



daring adventurers are more likely to find than honest folk.

Honest folk? What am I saying? ‘Tis *wizards* who’ll be devouring every page of this work, seeking new spells to rule or remake their world with, of course! And all too soon, they’ll turn from transforming mountains and say, “More! More! These spells are *old*—trade ye new spells for old!”

I’ve heard that very cry in the bazaars of Calimshan, uttered by men who should have known better. Yet they did not, and fared forth in great peril of their lives to seek out more magics, in the tombs and vaults of wizards who were never human, and mages and monsters alike who skulk in remote fastnesses of the Realms. At least having such spells as these gave them some defenses on such farings—defenses ye now have, too.

See ye at the Magefair. . . where we can hurl a few fireballs together. A little *spellfire*, scarecrow? Oh. Sorry. It’s all too easy to get carried away with magics such as these. Look ye: Be careful. Have fun, but be careful. Ye hold here the power to change worlds.



—Elminster of Shadowdale





Spells of The Realms

This book describes spells that are specific to the FORGOTTEN REALMS® campaign setting. This is not a complete list; while many rare spells have been brought to light from old, musty tomes, a number still remain hidden.

Some of the spells presented here are in general use, or at least the magical population at large is aware of them. This awareness is in part due to a pamphlet entitled *Volo's Guide to All Things Magical*, in which the author revealed a large number of long-forgotten spells to the general populace. Soon after its release, Volo was confronted by some powerful mages who would have preferred the spells remained forgotten, and thereafter the sage shifted his efforts to writing travel guides, instead.

The spells reflect the AD&D® 2nd Edition game. If a spell previously in use is not in this listing, it does not mean that the spell does not exist, only that it is not now generally known to the magic-using populace.

Named spells are usually named for their creators. There are spells by Bigby, Mordenkainen, and other characters who are not native to the Realms. Given that travel to other planes is common among the higher level mages of the Realms, this should be expected. While it is suspected that Elminster has visited Oerth and Bigby has visited Toril, it is known that Mordenkainen and Vangerdahast both competed magically for the hand of a young extra-planar beauty. (Both lost, by the way.)

Availability of Spells

There are three categories of spells in the Realms: common, rare, and unique.

Common spells are spells that any wizard can gain access to, as long as his Intelligence permits him to assimilate them. They have been known for centuries, and almost everyone, not just wizards, knows about them and their effects. The names of their creators have long since been lost. These spells have generic names like *charm person* or *magic missile*.

Rare spells are not so rare as their name implies. These are the "named" spells, such as the various *Bigby's hands*, *Tenser's floating disk*, *Leomund's assorted shelter spells*, and so on. Apprentices are not commonly taught these spells, and a wizard may not have one in his repertoire because he has never been taught it or researched it. Still, these spells are well known, at least by name, to most of the magical fraternity.

Unique spells are found only in obscure spellbooks, such as those described herein.

All spells detailed in this work are identified by *bold italic* type where they appear in the spell lists associated with the unusual magical books detailed in the following pages.

Spellbooks

The spellbooks described in this work are of exceptional nature. They often vary widely in content and appearance from the more typical spellbooks possessed by player character mages. The size of these rare books is usually measured in "hands." A "hand," or "handwidth," is about 3½ inches, a measurement based on the size of the delicate hand of the scholar Aleric.

Many of the new spellbooks are actually *orizons*. An *orizon* is a jumble of spells of varying levels, sometimes interspersed with spell research notes or other information, or even spells usable only by other classes.

An *arcanabula* is an illusionist's workbook or traveling spellbook, as opposed to the more complete spell tomes kept in secret by almost all spellcasters. Most *arcanabulas* are nondescript, although illusionists in the Realms have shown a talent for making theirs look like something else—such as a musical instrument, a gaming board, a belt of linked metal plates, and so on.

The general guidelines for standard spellbooks follow:

General Note: A mage completing his or her apprenticeship generally has one, or possibly two, spellbooks. A book of 1st-level spells will certainly be possessed, and cantrip notes may be given as well. The other depends upon the options of both the DM and the concerned player. The following guidelines apply to spell books of the usual sort.

Type of Spellbooks: Two types of wizard spell books exist: *Standard books* contain up to 24 spells of 1st-3rd level, up to 16 spells of 4th-6th level, or up to 8 spells of 7th-9th level. *Traveling books* contain at most one-fourth of the number of spells possible in a standard spell book—either 6 spells of 1st, 2nd, and/or 3rd level; 4 spells of 4th, 5th, and/or 6th level; or 2 spells of 7th, 8th, and/or 9th level.

Cost of Spellbooks: A standard spellbook costs 1,000 gp for materials, plus an additional 100 gp per spell level for each spell contained therein. (Special cantrip uses are recorded as 1st-level spells.) The cost of a new mage's or illusionist's initial book or books is assumed to be borne by the new spellcaster's former master, so the fledgling spellcaster will have them at no cost. Books prepared later in a mage's career (having higher spell-level capacity than "beginning" books) are not supplied by the master but are composed by the character as part of his or her training when rising to a higher experience level. This composition will take from 1d4+3 weeks for each new standard book; the book is composed during and after the time when other training exercises are taking place.

These same costs/prices apply when such a book is being manufactured and composed: A standard spellbook requires a





1,000-gp investment for materials, plus 100 gp per level for each spell entered in the book, payable when a mage adds a new spell to his or her repertoire. (A 1st-level spell costs 100 gp, a 2nd-level spell costs 200 gp, etc.)

A traveling spell book costs 500 gp for materials. The cost of each spell contained within such a book is the same as the cost for entering a spell in a standard book. All traveling spellbooks must be fabricated by the mage or otherwise discovered as treasure by the mage or his or her associates. A player character does not possess a traveling spell book when beginning his or her career.

Physical Aspects of Standard Spellbooks: A standard spellbook is approximately 16 inches in height, 12 inches wide, and 6 inches thick. (The DM has leeway to reduce or enlarge this general size, although nothing smaller than 12×12×6 inches or larger than 18×12×9 inches is recommended.) The weight of a standard book of median size is 15 pounds (adjusted upward or downward for varying sizes).

The cover of a standard book is typically heavy leather—dragon hide or something similar—inlaid with metal so as to provide both extra durability and a means to close and secure the book. Vellum pages are sewn together and secured to a fine, supple leather spine backing. Pages are secured additionally by fine leather front and back pieces. It is also usual for such a tome to have vellum stubs at intervals for insertion of additional pages, although this by no means allows for any increase or change in the number and types of spells the book can contain.

Notwithstanding any special protection placed thereon, a standard spellbook has a saving throw equal to that of “leather” with +2 to dice rolls made to save against acid, fireball, disintegration, and lightning attacks. Special books may have other saving throws.

Physical Aspects of Traveling Spellbooks: A traveling spell book is approximately 12 inches tall, 6 inches wide, and 1 inch thick; 9×9×1 is likewise a good working size. The weight of such a book is approximately three pounds. Five such books will fit within a backpack, twice that number in a large sack.

The cover of a traveling spellbook is strong, supple animal skin such as that from a giant cobra. The hand-sewn leaves of parchment are carefully secured to a fine leather backing and glued to the spine. The whole is further secured by front and back pieces of vellum. A small lock or leather ties are typically used to secure the whole. Pages are very thin and fragile, so great care must be taken to protect the book when it is in use.

Notwithstanding any special protection placed thereon, a traveling spell book has a saving throw equal to that of “leather” or “book,” with no bonuses (as a standard book has) against certain forms of attack.

Value of Spellbooks: A standard spellbook has an experience point value of 100 points per spell level contained therein, and a gold piece value of 1,000 gp per spell level (which applies to all spells, and cantrip applications are considered the same as 1st-level spells).

Mage Sigils in The Realms

Each mage in the Realms has his own personal rune or symbol, which is used both to identify his own work and to protect his items (as with explosive runes). This sigil is unique for each active mage in the Realms and remains with the particular caster until death.

A wizard chooses a sigil sometime before reaching 4th level. Long-lived wizards sometimes go through a number of sigils, but most stay with the first one they choose. A change can be made at 10th level and each fifth level thereafter. The inherent nature of the sigils themselves prevents accidentally copying another living wizard’s sigil. (Accidentally copying a dead wizard’s sigil is another matter, but some liches have their own ideas about protecting their symbols.)

No two mage sigils are identical—and each is readily identifiable by its owner. Mage sigils can be reproduced by others to disseminate truthful information (such as “this is the sigil of Elminster of Shadowdale”), but a heavy curse is invoked against those who seek to use the sigils of others to their own ends, either with intent of counterfeiting, fraud, or mischief making.

This curse is said to come from the goddess Mystra herself and to be delivered by her faithful servant Azuth, whom all wizards venerate for the ability to cast spells. The curse affects any and all who attempt to use the sigil of another mage for their own ends.

If such an attempt is made, the offender must make three ability checks—one for Strength, one for Intelligence, and one for Charisma.

☆ Failing the Strength check means that the offender loses one point of Strength permanently and 1d4 hit points.

☆ Failing the Intelligence check means that the offender loses one point of Intelligence permanently and, is feebleminded as the 6th-level wizard spell (no saving throw).

☆ Failing the Charisma check means that the offender loses one point of Charisma permanently. In addition, a glowing apparition appears (believed to be Azuth himself) which points at the afflicted character and declares “Falsely done!” In extreme cases, the apparition stays with the offender for days, visible to all, pointing at the offender who copied another’s sign.





Special Note About How To Use This Book

While some of the spells presented in this book have appeared previously (including the earliest magazine versions recently republished in the *Encyclopedia Magica*™ volumes), the text as presented here should take precedence. Many of the spells originally presented in DRAGON® Magazine were later reproduced in a more developed form in the *Forgotten Realms Adventures* hardbound. In this work, the opportunity has been taken to correct some minor errors and also to match the current format for spell presentation.

In order to make the spells easier to reference, the spell level of each has been included in the spell information. After the text describing the books themselves, the spells are presented in order of spell level, with the spells of each level in alphabetical order.

Finally, DMs in particular are directed to Elminster's introduction. The materials herein are quite potent in game terms and are perhaps best suited to NPC wizards, at least at first. It is far easier to add a new spell to a campaign than to remove one if it doesn't work out. Scrolls are a good way to let player characters experiment with unusual spells. Likewise, a campaign that has a low level of magic will likely be greatly disrupted if a volume like the *Alcaister*, which contains more than forty spells, comes into the permanent possession of a low- or mid-level character.

Even the three-fold curse of Mystra does not stop some individuals, though it daunts all but the most clever and black-hearted rascals. The curse applies to everyone, nonmages as well as mages, and is triggered even if the offender used some other agency (spell, charmed individual, or such) to copy the sigil. Among wizards of good and neutral alignment, copying another's sigil is considered nasty business, on a level with using *fool's gold* to pay debts and forging another's name to a letter.

Wizard Sigil Note

In this accessory, the sigil given in the description of a magical tome is that of the wizard to whom the book is attributed.





Against The Undead

This small book is simply decorated and does not appear fantastic in any way. It is about 9 inches tall and 6 inches wide; its covers are made of walnut wood covered on the outside with black leather. The book bears no title; it was named by one of its readers, based on its contents. Inside are 94 pages of fine vellum, most covered with handwriting. The writing is small but neat; few ink blotches mar the book, but several large sections have suffered damage from water and other sources, rendering their lines illegible.

Written as a diary, the book describes the adventures of a wizard from the Dalelands. The name of the mage is never revealed in the book, but he seems to have been a man who lived nearly a century ago, traveling the Heartlands. He had a special hatred of undead creatures, and concentrated his adventuring career on entering ancient tombs and destroying such abominations. Among the diary's entries are many descriptions of tombs and battles with the undead found within. *Against the Undead* contains good advice regarding the disposal of many types of undead, including vampires and lichs. Scattered among the entries are several rare spells created or found by its author, including *corpseflight*, *cloak from undead*, *ward against undead*, *teleport dead*, and *sunburst*. The descriptions of these new spells follow.

The diary's last entries cover an approach to a vampire's lair; most sages who have read the book believe its unknown author met his end in this monster's lair. The tome has shown up in the libraries of several mages of the Heartlands and along the Sword Coast. Less than a decade ago, it was sold to an adventuring party in Waterdeep; they may have taken it with them on a trip to the Hill of Lost Souls. The book's current whereabouts are unknown.

Corpseflight

(Alteration, Necromancy)

Level: 1
Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 1 body or undead/level
Saving Throw: None

This spell causes a dead or undead body to glow with a pale radiance. The glow may be white, yellow, green, amber, or red according to the desire of the caster. The caster can alter the glow at will if within 30 feet of the glowing body. The light may vary from the barest outline to the brightness

of a torch, suitable for reading or detailed work.

The glow is diffuse and constant, and it does not penalize the undead creature in combat. The caster can affect one man-sized body per level, twice as many small-sized bodies, half as many large-sized bodies, or one-fourth as many huge creatures. No creature larger than huge in size can be affected by this spell. The glow does not harm undead creatures in any way. It can be cast on undead that have material form, even if that form is noncorporeal (such as wraiths, but excluding ghosts, which exist primarily on other planes). This spell can be used by necromancers (specialist mages in necromancy) but not by transmuters (specialist mages in alteration magic).

The material components of the *corpseflight* spell are a pinch of saltpeter and a bit of phosphorous or glowworm.

Cloak From Undead

(Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

By means of this spell, the caster or a single creature touched by the spellcaster is cloaked from undead in a similar manner to the 1st-level priest spell *invisibility to undead*. The protected creature can take any non-hostile action and any undead nearby will ignore him. If the cloaked individual attacks an undead creature, only the undead that is actually attacked notices the protected individual and can attack back. A cloaked priest or paladin cannot turn undead.

This spell is automatically effective against skeletons, zombies, ghouls, shadows, wights, ghosts, and other undead with 5 Hit Dice or fewer. Wraiths, mummies, spectres, and more powerful undead are allowed to make a saving throw vs. spell to see the cloaked individual. Vampires and undead creatures with 9 Hit Dice or more make this saving throw automatically. Extraplanar creatures and creatures that are not undead are not affected by this spell.

The material components of the spell are a piece of bone and a pinch of powdered silver.





Ward Against Undead

(Abjuration)

Level: 3
Range: 0
Components: V, S
Duration: 1 round + 1 round/level
Casting Time: 3
Area of Effect: 10-foot/level radius
Saving Throw: Neg.

This spell prevents undead creatures from moving into its area of effect. Upon casting this spell the affected area radiates a faint blue, flickering radiance, visible to all.

Undead must successfully save vs. breath weapon in order to enter the warded area; those failing the saving throw cannot enter. Those who can enter the area do so without penalty. An undead creature can attempt to enter the warded area once per turn, gaining a new saving throw with each attempt.

Undead already in the area of effect must make a successful saving throw vs. breath weapon or be slowed (as the 3rd-level wizard spell) for the duration of the spell.

The *ward against undead* is stationary and has no additional effect on combat or turning. Once a particular undead creature makes a successful saving throw against the ward it does not need to make that saving throw again. Multiple wards can be cast in the same area, requiring multiple saving throws to cross or avoid their effects, though no undead will suffer more than one slow spell at any time. A *dispel magic* spell will destroy the ward, but otherwise the spell will run to the end of its duration.

Teleport Dead

(Alteration, Necromancy)

Level: 6
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1 undead creature
Saving Throw: Neg.

By means of this magic the caster can instantly teleport a single dead or undead creature to any location on the same plane. Weight is not a factor, but only one creature and its immediate belongings can be teleported. Undead with spell abilities and access to this spell can teleport themselves. Success depends on how familiar the destination is to the caster (see table).

The caster must touch the undead to be teleported, and if the teleportation is involuntary, the undead gains a saving throw vs. spell to resist the effect. Undead that can use spells (such as liches) gain a +3 bonus to these saving throws to avoid teleportation.

Teleporting high means the undead arrives 10 feet above the ground for every 1% it is below the lowest "On target" probability. A low result means that the undead has appeared 10 feet below the location chosen. This is often, though not always, fatal to the undead involved. It is not possible to purposefully "teleport high" – the location chosen must be on a hard surface.

This spell is often used to send the recently deceased back to a safe haven or friendly church for care and eventual resurrection. It can also be used to send a particularly nasty single undead away, with the chance that it will not return. Teleporting undead into the houses and castles of enemies is considered to be an evil act in most of the Realms, and those who are affected (if they survive) will take steps to track down the individuals responsible.

Probability of Teleporting:

Destination is	High	On Target	Low
Very Familiar	01-02	03-99	00
Studied Carefully	01-04	05-98	99-00
Seen Casually	01-08	09-96	97-00
Viewed Once	01-16	17-92	93-00
Never Seen	01-32	33-84	85-00

Sunburst

(Evocation)

Level: 8
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 10-foot/level radius
Saving Throw: Special

The *sunburst* spell causes a globe of radiance to explode silently from the caster's form, reaching its limit of 10 feet per level of the caster instantaneously. The sunburst has the following effects:

- ☆ All creatures looking at the caster and within this area of effect must successfully save vs. spell or be blinded for 1d3 rounds.
- ☆ All creatures looking at the caster, and within the area of effect who use infravision must successfully save vs. spell or be blinded for 2d4 rounds.
- ☆ All creatures within the area of effect to whom sunlight is harmful must make a saving throw vs. spell. If they make their saving throw, they are blinded for 2d6 rounds – otherwise they are blinded for 1d100 days.
- ☆ All undead within the radius, including vampires, suffer 8d6 points of damage. They take half that damage if they make a successful saving throw vs. spell.
- ☆ All fungoid life within the radius takes 8d6 points of damage from the light with no saving throw.

The material components of this spell are a piece of sunstone and a naked flame.





The Alcaister

The *Alcaister* is a large, russet-colored volume constructed of metal plates covered with burlap or hessian, tied together with a spine of waxed, intricately interwoven leather thongs ("like the lacings on a lady's high leather riding boot," according to the sage Nornagrym). To the weaving are sewn forty-six pages of the finest thick parchment, each containing a simple magic spell. (Two pages discuss *cantrip* spell applications.) The last page bears a curious rune.



The word "Kuhoralminthanas," in Common, is written in a circle around it. The outer covers bear only the inscription "The Alcaister," burned in small, fine flowing letters in Common, picked out in paints of silver. The book shows only light weathering, but its appearance gives the impression of some age.

The Alcaister is of great antiquity but unknown origin; it was written somewhere in the North by a mage of good penmanship and some powers at least six hundred years ago, when it appears in a merchant's catalogue-of-cargo declared before the plague-masters (quarantine officers) of the time, of Waterdeep. It was passed into the city and presumably sold but did not surface again until brought to the sage Ardagundus in Baldur's Gate by an adventurer named Wilund, in payment for information as to the whereabouts and uses of the *magical chessmen of Ultham-Urre*. Ardagundus gave the book to his apprentice Nornagrym for cataloguing and study, and it is from Nornagrym's exacting catalogue that precise details of *The Alcaister* come.

Nornagrym is believed to have brought the book with him to Waterdeep upon his master's death, where it reposed in his library until his own death, whereupon it vanished again. It was observed by the sorcerer Zemloth of Amn to be in the library of his onetime tutor, Orgoth the Tainted (the same who was later destroyed by three fiends he had summoned), but was not found when the party of the adventurer Malahuke searched the hidden untouched tunnels of Orgoth's ruined fortress. Its present whereabouts are a complete mystery, but Zemloth asserts that it must still exist because he encountered a prestidigitator in a tavern in Zazesspur who employed a *cantrip* with unusual side effects (characteristic only, as far as Zemloth knows, of the version of *cantrip* in *The Alcaister*). The prestidigitator, one Mavrhune, was involved in a tavern brawl at the time and did not survive it, so Zemloth was unable to inquire where and from whom the *cantrip* had been learned.

The Alcaister has a tradition of slaying those who read it; as more and more of the book is perused, the reader grows



weaker and weaker, and finally slips into a slumber from which he or she does not wake. Nornagrym found the cause of this regrettable side-effect; the edges of *The Alcaister's* metal pages are coated with a colorless and transparent gummy substance of unknown origin—a contact poison as yet unidentified and seemingly unique. This substance works through skin (a cut is not necessary) and it numbs the senses subtly, so the victim is not likely to notice its effects. Each contact with (or turning of) a page drains one hit point; the body recovers from such damage at normal healing rate. There is also a temporary (1d4+1 turns) loss of one point of Strength (18/percentage to 18, 18 to 17, and so on) for every five hit points of damage so suffered. This substance retains its efficacy after many years and resists attempts to remove it, but Nornagrym found that its effects (assuming one is aware of its presence) can be simply avoided by wearing gloves or by turning the pages with a knife or other aid.

The Alcaister's forty-six pages contain the following inscriptions, one to a page: the spells *affect normal fires*, *cantrip*, *charm person*, *dancing lights*, *erase*, *hold portal*, *identify*, *magic missile*, *protection from evil*, *read magic*, *spider climb*, *audible glamer*, *ESP*, *fool's gold*, *locate object*, *magic mouth*, *mirror image*, *rope trick*, *wizard lock*, *clairaudience*, *dispel magic*, *flame arrow*, *gust of wind*, *haste*, *hold person*, *infravision*, *slow*, *water breathing*, *charm monster*, *dimension door*, *ice storm*, *remove curse*, *wizard eye*, *Bigby's interposing hand*, *cone of cold*, *feeblemind*, *anti-magic shell*, *death spell*, *geas*, **reconstruction** (unique), *reverse gravity*, *simulacrum*, and **death link** (unique).

The two pages about the *cantrip* spell discuss its applications for cutting thin rope (up to ½ inch thick), disrupting a spellcaster's concentration (if a saving throw vs. spell is failed) and creating a surge of adrenaline that doubles the movement rate of a creature touched for one round (this ends the *cantrip* spell immediately). All of these effects are accompanied by a small shower of sparkling blue light. Any mage who knows the *cantrip* spell can learn one special application per week of study.





Reconstruction

(Alteration)

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 1
Area of Effect: 1 cubic foot/level
Saving Throw: None

By means of this spell, a wizard can temporarily restore or make whole a broken physical object, even if it is badly shattered and with portions or parts missing. The item is fully restored and can function normally for the duration of the spell.

The reconstructed item will stand up to almost every test as identical to the original object—smell, touch, and physical properties. A *detect magic* spell will reveal the spell's dweomer, and a *true seeing* spell or equivalent will show the item as truly broken.

A fragmented gold coin can be restored to full size by this spell, as can a crushed gem. A magical item restored will radiate magic (from the spell) but will not regain lost magical properties. Attempts to render a repair permanent with *permanency* or *enchant a weapon* spell will cause the reconstruction spell to end immediately. A reconstructed item can be broken again, which breaks the spell. At the end of the spell duration, the item falls apart again.

Living things cannot be affected by a *reconstruction* spell, nor can an unbroken item be restored to the original form of its component materials.

The material components of this spell are a pinch of fine sand and a dollop of sticky sap or gum.

Death Link

(Necromancy)

Level: 8
Range: 240 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

Also called the *body sympathy* spell, this spell puts the wizard and a target creature in a two-way sympathetic link. Any damage inflicted on the mage is automatically inflicted on the linked creature as well; should the caster die, so too will the

linked creature. Conversely, if the linked creature is damaged or hurt, the caster will be hurt as well.

Saving throws, ability checks, and Armor Class are considered those of the individual attacked—only the effect is carried over to the partner in the death link. The only exception is that if the linked creature dies, the caster survives unless enough hit points of damage have been received through the link to prove fatal. Both curative and destructive spells cross the link—healing one party heals the other.

Once cast, the spell cannot be ended by either party until its duration runs out or one or the other party physically leaves the plane of existence the other occupies. Distance between the parties (except at the initial casting) has no effect on this spell.

The death link is occasionally used as a tool of revenge by powerful mages against individuals weaker than themselves, but it is more often used as a vouchsafe to protect one side or the other in negotiations—if both sides can be hurt by a single act of treachery, then both sides tend to negotiate in better faith.

The "Gate Page"

The last page of *The Alcaister* (that which bears the rune shown on page 9) is a *gate* that will shift any creature standing on the rune (or at least touching it), with the book open, while the word written around the rune is spoken aloud by anyone. This plane shift occurs regardless of the wishes of the creature touching the rune and will transport the creature (plus all items worn or carried) to one of the destinations as determined by the table below. The creature being *gated* must be holding *The Alcaister* with his or her bare hand as the word of activation is intoned to bring the tome along; otherwise, it remains behind on the Prime Material Plane. (If the *gate* is used on a plane other than the Prime Material, the book will always accompany the creature back.)

Roll	Resulting Plane
01-48	Prime Material Plane (If used while on the Prime Material, the destination will be another crystal sphere; a different game world.)
49-66	Avernus (uppermost layer of Baator)
67-76	Concordant Opposition
77-88	Mechanus
89-92	The Demiplane of Shadow
93-98	Any one of the five planes of Limbo
99-00	Other (DM's choice)





The Arcanabula of Jume

This is a rectangular tome, three handwidths across by five in height, of translucent sheets of polished rock crystal. The sheets are clasped separately to two heavy brass rings and are cut with characters of Ruathlek (the “secret language” of illusionists). Some of the runes are inlaid with colored pastes of ruby red, emerald green, and silver.

The *Arcanabula of Jume* is uncommonly ornate and formal (as well as unusually beautiful). Assembled by the female mage Jume, who lived in Baldur’s Gate several hundred winters ago, the *Arcanabula* has unusual protective magic upon it. It acts as a *ring of spell turning* with respect to magic of any sort cast either upon it or so as to include it in the area of effect. It cannot be shattered. From time to time (a 5% noncumulative chance checked once every 60 days), the book *teleports* to a random locale in the Realms, regardless of magical barriers, prisons, safeguards, and the like. All we know of Jume today is that she was fat, good-humored, and quite clever in her devising of unique illusionist spells. She was not a specialist in illusions, and the term *arcanubula* is thus not precisely correct when applied to this tome. Nonetheless, it has come down to present-day Realms lore by that name.

The *Arcanabula* contains four of Jume’s own magics as well as more widely known spells. Its 22 pages have the following contents: a front cover bearing Jume’s rune; a back cover that radiates a very faint silvery glow (which presumably bears most of the mage protective spells on the tome), and 20 pages between that either are blank or bear one spell each. The contents of the pages are as follows: *audible glamor*, *change self*, *gaze reflection*, *dark mirror* (unique), *hypnotic pattern*, *magic mouth*, *misdirection*, *dispel magic*, *nondetection*, *phantom steed*, *spectral force*, *shadow monsters*, *shadow hand* (unique), *shadow magic*, *prismatic eye* (unique), *shadow gauntlet* (unique), *true seeing*, and three blank pages.



Dark Mirror

(Abjuration, Alteration)

Level: 2
 Range: 10 yards/level
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Special

The caster chooses to do one of three things at the instant of casting: to prevent magical darkness from forming around the caster, to reflect an incoming magical darkness effect back upon its source (up to 10 yards per level distant), or to allow himself to see perfectly in or through any darkness (up to 10 feet per level; this effect lasts one turn per level).

The only time a saving throw applies to this spell is when darkness is to be reflected back upon a source creature. In this case, a successful saving throw vs. spell by the source creature causes the magical darkness to pass out of existence; failure means the darkness is centered directly on its own caster. Note that if the caster of *dark mirror* chooses to reflect darkness back at the original source, but not directly upon the specific source creature, then no save is allowed—the darkness is stationary and a mobile being can leave the area freely.

Once cast, *dark mirror* remains in effect and can either prevent the formation of or reflect back multiple darkness effects (even several in the same round) until the spell expires.

The material components of this spell are a small mirror and a candle, which need not be lit.

Shadow Hand

(Illusion/Phantasm)

Level: 5
 Range: 10 yards/level
 Components: V, S
 Duration: 1 round/level
 Casting Time: 5
 Area of Effect: Creates 1 hand
 Saving Throw: Special

A *shadow hand* is a smoky, translucent coalescence of force, shaped like a human hand. Appearing in midair near the caster, its size, initial location, handedness (left or right), and luminosity (ranging from nothing to the equivalent of *faerie fire*) are chosen during casting.

The *shadow hand* moves as the caster wills, remaining within 10 yards per level of the caster at all times. The hand is under the control of the caster: It can point the way or in-





dicating items of interest (such as concealed doors), warn away intruders, engage in combat, and so on. Changing its activity requires the caster's attention, but continual concentration is not required to maintain the spell—the caster can choose to perform other actions, such as spellcasting, rather than manipulating the hand.

A shadow hand has no direct effect against the undead, golems, mechanical monsters or constructs, creatures from the Outer Planes, or living things with extremely primitive nervous systems (oozes, slimes, nonsentient plants, etc.).

Otherwise, the hand can slow to half speed any opponent of less than 1,000 pounds weight trying to push past it, moving to block one opponent per round as the caster desires. (If the *shadow hand* is operating in a narrow tunnel or passage, slowing the foremost of a group of creatures may impede those behind it.)

Alternately, a *shadow hand* can strike an opponent as directed by its caster; the caster cannot cast another spell in the same round. The shadow hand attacks once in a round for every three levels of the caster and an attack roll is required for each attack. The hand has the same THAC0 as the caster and inflicts 1d4 points of damage with a successful hit. An individual who tries to disbelieve in the hand receives a saving throw vs. spell. If successful, hand strikes against that individual inflicting only 1 hit point of damage each.

A *shadow hand* cannot be dispelled by physical attacks, nor can it carry weight. It has no appreciable force—it cannot push an opponent off-balance, nor can it shatter breakables.

Prismatic Eye

(Alteration, Evocation)

Level: 6

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Creates 1 eye

Saving Throw: None

This magic creates a visible orb resembling an eye, much like a *wizard eye*, that floats above one shoulder of the caster. The caster can cause the eye to move at 120 feet per round and can see through it if he desires. The eye can be sent up to 10 yards away per experience level of the caster. The eye has 20-foot infravision and normal vision up to 60 feet in good light.

In the round in which it appears (the round after casting) and every fourth round thereafter, the *prismatic eye* can emit a





straight, pencil-thin beam of clashing colors equal in effect to the 1st-level wizard spell *color spray*. The beam affects only one creature, and the caster must make a successful attack roll to strike a target. If the beam misses or if the caster chooses not to have the eye emit a ray, the *color spray* power is lost for another four rounds.

The beam will strike a creature of up to 6 Hit Dice or levels unconscious for 2d4 rounds. A creature with less than 6 Hit Dice is automatically affected, a creature with 6 or more Hit Dice receives a saving throw vs. spell to avoid the effect. A creature of 7 or 8 Hit Dice or levels must successfully save vs. spell or be blinded for 1d4 rounds. A creature with more than 8 Hit Dice must similarly save vs. spell or be stunned (reeling and unable to think or act coherently) for one round.

Instead of a *color spray*, the caster can will the eye to emit light (as the 1st-level wizard spell), centered on the eye itself and lasting four rounds. The intensity is controlled by the caster but cannot be made so bright as to blind.

If attacked, the eye is AC 3 and has 9 hit points. If it is destroyed, the spell ends.

The material components of this spell are an eyeball (dried or preserved) from any sort of creature, and a polished, rain-bow-hued slice of abalone, oyster, or tortoise shell.

Shadow Gauntlet

(Evocation, Illusion/Phantasm)

Level: 6

Range: 10 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Creates 1 gauntlet

Saving Throw: Special

A *shadow gauntlet* is a more powerful version of a *shadow hand* that can wield weapons, snatch at items, or act as a shield for the caster or other creatures. The spell effect appears in midair, as a gleaming, silvery metal gauntlet. Its size may range in proportion from human to gargantuan (12 feet long), and its luminosity can range from dark to the intensity of *faerie fire*.

These specifics, the handedness (right or left), and the initial location of the gauntlet are chosen by the caster during the casting. Thereafter, the gauntlet moves as the caster wills, up to 240 feet per round. The caster need not concentrate upon the spell to maintain it, but he cannot cast a spell in any

round in which the gauntlet attacks or shifts to a new opponent or function.

The gauntlet can strike weaponless once in a round for every three levels of its caster (normal attack rolls apply). All weaponless attacks in a given round must be directed at a single opponent. Successful hits inflict 1d4+1 points of damage. An individual who disbelieves the existence of the gauntlet and makes a successful saving throw vs. spell takes only 2 points of damage from a weaponless hit by the gauntlet.

The gauntlet can wield a weapon, striking once per round, using the caster's THAC0. Magical weapons can be employed by a *shadow gauntlet*, but it cannot use any special abilities of the item (for example, powers triggered by empathy or command words).

Inattention will cause a previously attacking *shadow gauntlet* to hang motionless in midair until control is reapplied. If the caster falls unconscious, the gauntlet ceases its actions; if the caster dies, the gauntlet silently vanishes. If a caster goes insane, the gauntlet wildly attacks random living beings within range, at double speed (six attacks per round, three at one opponent, three at another).

Alternately, a gauntlet can snatch at items held by others. It lacks the strength or solidity to dislodge an object from any grasp, but it can foil *telekinesis* and hamper enemy weapons as described below. It can carry objects weighing up to one pound (e.g., a key, a ring, a gem) for up to two rounds.

A gauntlet can hamper one creature in a given round, slowing it to half its movement rate, temporarily worsening its Armor Class by one point, causing any attacks made by the creature to be at a -2 penalty to hit, and ruining all of the creature's spellcasting except verbal-only spells (magical item command words can be used also).

Finally, a gauntlet can be interposed between a specific creature and foes attacking it. The gauntlet adds a +1 bonus to saving throws against special attacks from the protected side. It also absorbs 1d2 points of damage from any attack that strikes the protected side, and the absorbed damage counts against the gauntlet itself.

The *shadow gauntlet* can perform only one function during a round. If its caster does not concentrate on it, it will continue to perform the last function it was directed to do (other than attacking), moving about as necessary to perform its function.

If the gauntlet is attacked, it has an effective Armor Class of 2 (AC 4 if interposing). The gauntlet has as many hit points as its caster; when these are expended, it is destroyed and the spell ends. The spell has a maximum duration of one round per level of the caster.





Aubayreer's Workbook

This book is fashioned of a long strip of green hiexel bark, folded and refolded upon itself accordion-fashion. It is bound and protected between two rectangular pieces of oiled wood held together with hemp cord. Upon one of the boards is carved a rune, and by this rune the work can be identified as that of the mage Aubayreer.



Aubayreer was a mage of the Dalelands in the first days of settlement, who later sailed east to what is now Aglarond, where he founded a sorcerous ruling dynasty that continues to this day. The many works Aubayreer made while High Mage of Aglarond, and later Mage-King, are kept securely in the libraries of the palace

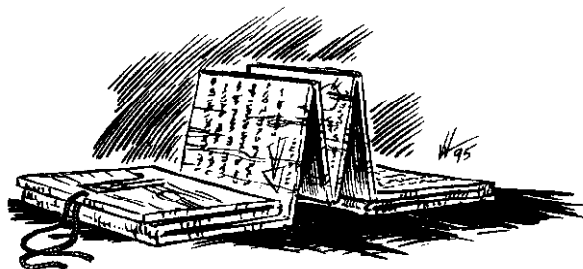
there, but the original workbook Aubayreer developed as an apprentice to the Mages of the Covenant (see below) has been lost.

Early in the reign of Lurskas, grandson of Aubayreer, thieves broke into the royal libraries. Several were slain by the guardians and protective magic of the place, and these indeed kept the more powerful tomes safe, but the workbook was stolen. It vanished into the debatable lands east and south of Aglarond, and no definite trace of it has been found since, although reports of the activities of several mages (notably Nuzar of the Seven Curses) have hinted that they have perused *Aubayreer's Workbook*, or at least copies of the two spells Aubayreer developed that close the work.

That the book still exists is attested to by the unceasing efforts of the royal house of Aglarond to recover it. The present ruler, the shapeshifting Mage-Queen known as "The Simbul," is known to have slain the wizard Thanatus and ransacked the libraries of the school of magic at Mirrorstar in her attempts to seize the workbook.

Aubayreer's lone apprentice, the now-dead mage Nytholops, set down in his *Chronicles* the contents of the workbook, for it was from this book (and no other) that Aubayreer taught him the Art.

There are (or were) 18 faces of folded bark in *Aubayreer's Workbook*. The foremost is usually blank; it served as a surface for various magical protections (*explosive runes, symbols, and the like*) when desired. The next 14 surfaces contain the spells *read magic, burning hands, dancing lights, enlarge, identify, light, message, write, ESP, wizard lock, dispel magic, explosive runes, fireball, and extension I*. Then follow three special spells: *hailcone* (Aubayreer's version of *ice storm*), and two unique spells, *phase trap* and *thunderlance*.



Hailcone

(Evocation)

Level: 4
Range: 10 yards/level
Components: V, S, M
Duration: 1 round
Casting Time: 4
Area of Effect: 30-foot diameter cone
Saving Throw: None

The spellcaster causes large hailstones (2-inches across and greater) to rain down in a conical area, from a point 30 feet above a surface or target downward in a cone that opens to a 30-foot base diameter. Creatures within this area of effect suffer 3d10 hit points of damage, and any exposed items must make a successful saving throw vs. crushing blow to avoid damage.

If the spell is cast in midair, there is a danger zone up to 10 feet below the broad base of the cone; creatures in this area take 1d10 points of damage and items that are fragile and exposed must save vs. crushing blow.

Creatures beneath the danger zone might be struck by odd hailstones and thus become aware of the spell's effect, but these hailstones will have no appreciable force and will inflict no damage.

The material components of the *hailcone* are a pinch of dust and a few drops of water.

Phase Trap

(Alteration)

Level: 4
Range: 20 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

Upon casting this spell, the wizard deprives a creature with the ability to exist in multiple planes from using that ability





for the duration of the spell, in effect “locking” the creature in the Prime Material Plane. The caster must have the creature in sight at the time of casting.

When subject to this spell, phase spiders and similar creatures are immediately put “in phase” and can be attacked normally. Blink dogs cannot blink and displacer beasts cannot use their displacement power. Xorn lose their invulnerable walk through solid objects and, if in a solid object, take 2d10 points of damage per round until they can free themselves.

Magical items that put individuals into the Ethereal Plane or open holes into pocket dimensions (such as a *portable hole*) will not function while this spell is in operation. Magic spells of 4th level or lower (such as *rope trick* or *blink*) will not function and, if already functioning, will cease to exist, bringing the individual back into the Prime Material Plane immediately. Spells of 5th level or higher that access other dimensions (such as *phase door*) function normally and are unaffected.

The creature or individual this spell is cast upon gains a saving throw vs. spell to avoid its effect. Creatures that phase through solid matter save at a -2, while those on the Astral Plane save at +1.

The material component of this spell is a clear gem worth at least 50 gp – the gem is lost in casting.

Thunderlance

(Evocation)

Level: 4

Range: 0

Components: V, S, M

Duration: 1 round/level or until discharged

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Upon casting this spell a faint, gray, shimmering force comes into being in the general shape of a staff or spear. The force can extend up to 20 feet from the caster’s pointed finger and retract or grow to the desired size, but it always remains a straight lance of force. Any creature that touches or is touched by the thunderlance takes 4d6 points of damage.

Upon discharge, the thunderlance vanishes with a loud clap of thunder. The thunderlance can also be willed out of existence by the caster at any time without hitting anyone. The thunderlance will disappear without inflicting any damage if the caster dies, loses consciousness, or casts any other spells. Full conscious control is not necessary to command the thunderlance, so the mage is still able to move and fight normally while carrying it.

The lance can be used as a barrier or a trap against attacking creatures but is most often used as a weapon. The lance attacks



creatures at their lowest unarmored Armor Class (a dragon would still be AC 2 but a mounted knight would be AC 10). Any non-innate armor is ignored, but Dexterity and magical bonuses do apply to the target’s Armor Class.

The touch of a thunderlance will destroy a *shield* spell, a *wall of force*, a *minor globe of invulnerability*, and similar minor abjuration magics of 5th level or less. Higher level abjuration spells are unaffected by the thunderlance. In either case, the thunderlance is discharged and fades upon striking such a magical barrier. It can pass through fire and water (including ice) unharmed, even if the fire, water, or ice is the result of magic spells.

As a bonus, the thunderlance absorbs magic missiles directed at the wielder and for every magic missile so absorbed, the lance will inflict 1d4+1 additional points of damage when discharged. The thunderlance can absorb and then discharge one magic missile for every three levels of the caster. Additional magic missiles are absorbed but do not increase its discharge. “Magic missiles” include other spells with similar properties such as *Snilloc’s major missile* and *Snilloc’s snowball*. Each of these spells, if absorbed in the thunderlance, inflicts 1d4+1 more points of damage, regardless of the typical damage of the spell.

The material component of this spell is a small, silver spear.

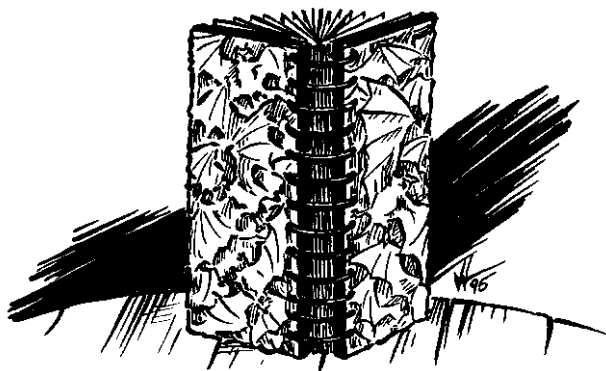




The Book of Bats

This gruesome-looking tome is tall and narrow, being three handwidths across but nine handwidths top-to-bottom. Its twenty-two pages are of polished electrum, stamped and etched with the symbols and script of spells, one to a page. The book's covers are plates of blackened, sealed oak bound about with the tattered, leathery hides and wings of black bats of large size, claws still attached.

This fell tome is of unknown origin. It contains spells created by (or at least attributed to) the long-ago mages Beltyn and Shaeroon, but it may well have been assembled long after their deaths. It first appears in recorded Realmslore among a satrap's treasures in Calimshan some two hundred and ten winters ago and since then has had a bewildering variety of owners, being stolen or seized many times by mages or minor rulers who slew the previous owner. Its present location and owner are unknown; thieves plundered a ship in Calimport that was to carry the book to Tashluta last summer, where it is believed the archmage Malharduu had arranged to purchase it.



The mage Khondall Sszundar catalogued the volume's contents when it was (briefly) in his hands—he purchased it from the merchant Chulu Thall of Ithmong, and lost it when his tower was destroyed by demons sent by an unknown foe. The tome reappeared in Innarlith soon after but was stolen again! Khondall's catalogue tells us that the Book contains the following spells: the rarely-seen priestly prayer *censure* (described below), and the wizard spells *hold vapor* (unique), *feign death*, *protection from good 10' radius*, *slow*, *Beltyn's burning blood* (unique), *dimension door*, *fear*, *polymorph other*, *wall of fire*, *animate dead*, *cloudkill*, *cone of cold*, *feeblemind*, *telekinesis*, *wall of iron*, *anti-magic shell*, *death spell*, *geas*, *invisible stalker*, *project image*, and *blade of doom* (under the name *Shaeroon's scimitar*; unique).

Censure (Priest Spell)

(Conjuration/Summoning)

Level: 4
Sphere: All
Range: Touch
Components: V, S, M
Duration: 12 hours/level
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: Neg.

To enact this spell, the priest must touch the subject creature with his or her holy symbol. If a successful attack roll indicates the priest has done so, the priest then by word and gesture "casts out" the creature, which is allowed a saving throw vs. spell. If this fails, the creature is marked by the spell. The mark is visible to the casting priest and all followers of the same faith. Priests of the same alignment who worship other deities instinctively react to a *censured* creature with fear, hatred, and aversion, and will not trust nor willingly aid it.

The followers of the faith (those able to see the mark) will refuse to aid or even approach the *censured* creature, ignoring it if it attempts to deal with them or driving it away if it tries to enter a building, a home, or even a territory controlled by one who can see the mark.

The mark shines clearly through clothing or disguises, but is invisible to the one bearing it. The bearer may not even know of its existence if it was bestowed in a battle or while the creature was asleep or unconscious. Worshipers can thus readily spy upon and follow those marked as enemies, even in crowds or busy city streets.

The mark will be revealed by a detect magic spell and can readily be removed by means of a *dispel* magic spell. Priests are warned that misuse of such a spell will bring about divine disfavor.

Hold Vapor

(Abjuration)

Level: 3
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Globe with radius of 20 feet + 10 feet/level
Saving Throw: Special

This spell allows a wizard to halt and prevent the further movement of any visible cloud or vapor within the spell's range and area. Such clouds include gaseous breath weapons,





fog cloud, *cloudkill*, and *incendiary cloud* as well as the smoky effects of *pyrotechnics*. Other objects can pass freely through this barrier so individuals can pass in and out of the gas-filled area. (A volatile gas could be contained by the spell and then safely incinerated by tossing a torch through the barrier.)

The spell lasts for as long as the wizard continues chanting, to a maximum of one hour, at which time the spell fades and the cloud (if it is still there) settles or drifts naturally. The mage can move normally during this period, though if silenced or interrupted from chanting for a full round, the spell will fade and the cloud will be freed.

The *hold vapor* spell will restrain gas clouds even against magical and natural winds. A creature in gaseous or airlike form (air elementals, djinns, and vampires, for example) can also be contained by this spell. In these cases, the creature being contained is permitted a saving throw vs. spell each round to break through the barrier. Gaseous creatures cannot transform back to their natural states when being contained by this spell.

This spell does not control a cloud of gas, it only contains it and halts its movement.

The material component of the spell is a small balloon or bladder.

BELTYN'S BURNING BLOOD

(Necromancy)

Level: 4
Range: 10 yards/level
Components: V, S, M
Duration: 3 rounds
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

By means of this spell, a mage can cause any creature who is presently bearing open, bleeding wounds (for example, one who has been damaged by edged weapons recently and whose wounds have not yet been dressed or healed) to suffer 3d4 points of additional damage per round by causing a subtle, temporary change in the victim's blood that causes it to become corrosive to adjacent tissue.

The subject must have blood to be affected, and any creature immune or resistant to fire or corrosive damage cannot be affected. Once the spell is cast, the caster does not have to concentrate on the spell. It continues to work as the caster performs other actions. No attack roll is necessary and the victim need not even be in sight of the caster as long as the victim is within range. Astral or ethereal subjects cannot be affected.

The spell causes no damage if the subject's saving throws are successful in each of the three rounds of the duration. If one saving throw is made, the subject still can take damage during the other two rounds of the duration. The spell continues to burn even if the victim moves out of range.

Targets who have altered their shape or entered other objects (such as a tree or stone) are still vulnerable to this spell as long as they are bleeding. Creatures who have powers of regeneration are only affected as long as they have open wounds. Any magical curative spell or regeneration ability staunches the flow of blood and negates the spell.

The material component of the spell is a pinch of saltpeter and the presence of exposed blood.

Blade of Doom

(Evocation)

Level: 6
Range: 20 yards
Components: V, S, M
Duration: Special— 1 year maximum
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: None/Neg.

Blade of doom, recorded elsewhere as *Shaeroon's scimitar*, is a specialized type of curse. When cast, a large blade of magical force appears above the target creature. This blade is visible only to the caster, those who can see invisible items, and those who cast a *detect magic* spell on the creature. The blade is poised to drop on the creature's head when a particular action (specified by the caster) occurs, such as the speaking of a particular word, beginning to cast a spell, or drawing a weapon.

If the condition is met, the blade immediately drops upon the creature (and the creature only), inflicting one point of damage per level of the caster. A successful saving throw vs. spell negates this damage.

The caster of the spell can dispel it at will as can such magic as a *limited wish* or *wish*. A simple *dispel magic* has no effect on the blade of doom. Only one *blade of doom* can be cast on a particular individual at a time.

Blade of doom is a very long-lasting spell. Unless dispelled by the caster, it can last up to a year before its energies run out. It is used usually as a method of vouchsafing an individual's good conduct in negotiations and occasionally as a form of punishment to those who offend a wizard or are seeking his favors.

The material component of this spell is a small scimitar carved of rock crystal (value 300 gp), diamond, or clear sapphire (value 3,000 gp).





Book of Shangalar The Black

This is a tome of beaten electrum pages stamped and etched with the runes of the spells set down within. The four pages are secured by small rings to covers of polished silver (that have tarnished to a smoky black appearance). The name of Shangalar is written in Thorass on the lower right corner of the front cover and is the only lettering or adornment that the cover bears. The book is surprisingly heavy, but it is less than a finger thick, and its cover is three handwidths across by seven handwidths in height.



Shangalar was a mage of Calimshan some 700 winters ago. Reclusive and secretive from the first, he gained experience and much treasure by exploring and pillaging ruins of the lost kingdoms of men, elves, and dwarves, making extensive use of animated undead servitors, summoned monsters, and charmed hirelings.

Deeply paranoid, Shangalar believed that every creature in the Realms was out to get him, so he trusted no one and laid many elaborate plans, back-up strategies, and double-crosses to protect himself from betrayal. These undoubtedly saved his life on the several occasions when he did encounter deceit and treachery, but they won him no friends and caused many blameless individuals to be slain or ruined along the way—Shangalar cared not.

He rapidly grew in power and built himself a hidden keep somewhere in the northeast of Calimshan, killing any who learned of its location or even its appearance. It remains hidden to this day, perhaps as the lair of a lich. All that is known to men is the suspicion (perhaps false) that it is an aerial dwelling, concealed amid mountain peaks.

Shangalar is known to have specialized in the Dark Arts and was once robbed by the master thief Athchos the Black while exploring a ruined desert city. Athchos emerged from Anauroch with the book that bears Shangalar's name, obviously a volume compiled by Shangalar in his early researches.

Athchos recited the book in Iriaebor to a cabal of evil

magicians, led by Orllstar Meir, for copying; it is from their various records that Elminster knows the book's contents. Athchos then tried to lease the book to a mage in Elturel but was slain by a swarm of hundreds of crawling claws. The book vanished in the attack, and it is widely believed that Shangalar was responsible, for he thereafter styled himself Shangalar "the Black" (thought to be a proud reference to his slaying of the notorious thief). Perhaps Shangalar did not regain the book—or perhaps he allowed it to pass into the hands of others for coin or for his own fell reasons—because the book turned up again in Neverwinter, where it was unmistakably described by Ourgos, a minor sage. The book was promptly stolen by evil magicians of Luskan or agents working for them, but it is believed to have since vanished again (and is being sought by those of Luskan who desire to retrieve it).

The tome's four pages each contain a single spell dealing with the dead, undead, or necromancy. The book itself bears no alignment nor known traps (although Athchos spoke, perhaps falsely, of a poisoned clasp, to deter theft by those to whom he lent it), and the spells it contains seem more protective than actively evil in nature. These spells are *bone javelin* (a unique spell), *negative plane protection* (a wizard's equivalent of the widely known priest spell), *repel undead* (a unique spell), and *bone blade* (a unique spell). All are described below.

Bone Javelin

(Alteration, Evocation)

Level: 7

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: Creates 1 javelin

Saving Throw: None

A *bone javelin* springs into being in the air above the caster's hand and flashes as the caster points, at a speed of 100 yards per round. The javelin turns after striking or reaching maximum range and returns at the same speed. It then floats above the caster's hand until directed forth again. Spellcasting or other activities can be performed between javelin casts without sending forth or dismissing the javelin.

The javelin can twist and turn as necessary to overcome barriers and return to its caster. It strikes only once per round, requiring a successful attack roll. Other creatures in the javelin's path may be imperilled if the javelin misses the target first chosen by the caster. The javelin inflicts 1d4 hit points, plus 1 hit point per three levels of the caster (rounded up). It can damage undead, ethereal, other-planar, and Prime Material Plane creatures alike. The javelin is AC -4 and shatters if dealt at least 7 points of damage.





This magic requires a tiny carved replica of a javelin fashioned of any organic material, a drop of the caster's blood, and a bone fragment, all of which are destroyed in the casting.

Negative Plane Protection

(Abjuration, Necromancy)

Level: 7

Range: Touch

Components: V, S, M

Duration: 1 turn/level, or until discharged

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

This spell protects against *energy drain* spells and undead powers. The creature touched (which may be the caster) is partially protected against one successful attack of this type per five experience levels (round up). Note that this differs from the 3rd-level priest spell of the same name.

Undead existing partially on the Negative Material Plane (such as shadows, wights, wraiths, spectres, and vampires) inflict physical damage normally, but if the caster successfully saves vs. death magic, no drain of strength or level results. Instead, the energies cancel with a flash of brilliant light and a thunderclap; an attacking undead creature suffers 2d6 hit points damage, but attackers using spells or magic to drain energy are not so harmed. Note that failure to save vs. death magic does *not* cause the protected being double physical damage, unlike the priest spell. The spell lasts for one turn per level of the caster unless discharged first. This spell cannot be cast on the Negative Material Plane.

The material component is three drops of the caster's blood.

Repel Undead

(Abjuration, Necromancy)

Level: 7

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: 15-foot radius

Saving Throw: Special

This spell forces undead away from the caster's person. Undead that fail a saving throw vs. spell at a -3 penalty are repelled from the area and will leave at their best speed (in places dedicated to evil, evil undead may save at a lesser penalty: -2, -1, or normally, at the DM's discretion). If a solid

barrier prevents them from fleeing the area, the undead are held at bay until the spell expires or the caster moves away. The spell effect remains centered on and moves with the caster.

Undead failing the saving throw but able use missiles or spells may do so, but they cannot operate freely in the spell's area for its full duration, regardless of the subsequent actions or status of the caster and regardless of any attacks made against them.

An undead creature making a successful saving throw vs. spell at -3 can take normal actions for one round but must save at the beginning of each and every round. Upon any failure to save, the spell forces the undead creature to move directly away from the caster at full movement rate.

The material component of this spell is a bar magnet with a drop of the caster's blood on one end and a fragment of bone or carrion placed on the other.

Bone Blade

(Alteration, Evocation, Necromancy)

Level: 8

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 8

Area of Effect: Creates 1 blade

Saving Throw: None

This spell creates a temporary but very effective weapon. The blade created can be wielded by any being normally able to wield edged weapons. It is identical in size, weight, and damage to the bladed weapon that serves as a material component of the spell. The *bone blade* has the following special properties:

- ☆ It is unbreakable until it crumbles into dust at the spell's expiration.
- ☆ It is a magical weapon for attack purposes.
- ☆ An undead creature struck by a particular *bone blade* for the first time must successfully save vs. death magic or be instantly blasted out of existence; if a creature of 8 HD or more is destroyed in this manner, the *bone blade* is instantly destroyed also.
- ☆ The blade inflicts double damage against undead.
- ☆ The blade deals damage against undead as a *sword of wounding*. (The undead creature suffers one additional point of damage per round per wound; a round spent treating a wound negates this special effect for that wound; magical curing is ineffective against such wounds.)

The material components for the *bone blade* spell are a normal bladed weapon and a bone from any source; both are consumed in the casting.



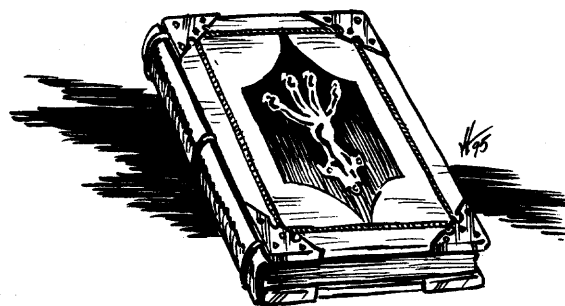


Book of The Silver Talon

This book is of papyrus, 25 leaves sewn into a leather binding. The leather has been dyed black with some thick, durable dye that remains supple and covers the hide deeply, preserving the tome somewhat. Into the front cover of this is inset a silver claw or talon (held by means of its nails, which pass through the hide and have been folded under shrewdly with a hammer so as to close the grip), from which the book has gained its name. The edges of the leaves have been painted red, rather unevenly, mottling the border of each page.

The book is believed to have been the workbook of the famous and much-feared archmage Asmiak, the "One Without Fear," when he was but an apprentice to the wizard Thurl. The strongest proof of this conjecture lies in the talon device set in the cover (the book is untitled and unsigned), which Asmiak used at the time. This does not mean the book was necessarily his, but a study of Asmiak's deeds reveals his recurring attempts to obtain the book (or reacquire it, assuming he once possessed it). This indicates he knows the book exists, but its contents would be so superfluous to him now, at the height of his power, that his attempts seem to be evidence of an emotional attachment to the tome. Asmiak's attempts to possess the book have never been carried out personally but always by agents. At least eight former owners of the book, all of them mages of low level, have met death because of Asmiak's servants, and other owners of relatively higher levels have narrowly escaped the same fate. Their reports indicate that Asmiak employs a varied complement of servants, many of them not human. One survivor by the name of Casimur, a former mage who now runs the Whistling Wizard Inn, relates that he was slain by three gargoyles, who fled with nothing but that one book from among those in his library, and that he found this out when he was subsequently raised by the cleric Steeleye.

The adventurer Steeleye confirms this incident and adds that the gargoyles were slain with a shower of silver arrows by the elves of the High Forest as the creatures swooped low over the treetops, looking for a place to rest. The gargoyles were flying east at the time, and Asmiak is rumored to live in that direction, far across deserts and mountains. The book fell into the forest but was not recovered by the elves, and it somehow found its way to a bazaar some winters later, where it was purchased by the astonished magician Phandal. He in turn exchanged it for other spells with the thaumaturgist Alphon, who fled with the book into a forest to escape repeated goblin raids against his property. It is not known how Alphon fared after that, but the druid Rairun "Blackbrow" was the next person known to have possessed the book. He tried to send it overland to a colleague, but the caravan taking it to the mage vanished in the moorlands.



Although no trace of the caravan itself was ever found, an adventurer named Shoon later came across the book in the dungeons of a deserted castle and brought it to the city of Waterdeep. There he sold it to the merchant Deragus, who never had a chance to sell it since his shop was robbed later the same night. The master thief Dunas is known to have had the book one winter later, and he traded it to an unknown mage for three magical weapons. The book's whereabouts at present are unknown. Dunas has been heard to say he's glad to be rid of the *Book of The Silver Talon*, and any who find it would do well to conceal it or risk attack from the servants of Asmiak.

The first 22 leaves of the book contain spells, all written in magical inks upon the papyrus, in a slanted, beautiful hand, including the necessary runes, glyphs, symbols, and notes on necessary conditions and components. The spells, in order of their appearance in the book, are *read magic*, *burning hands*, *comprehend languages*, *detect magic*, *erase*, *write*, *identify*, *message*, *phantasmal force*, *shocking grasp*, *shield*, *darkness 15' radius*, *detect invisibility*, *knock*, *ray of enfeeblement*, *web*, *wizard lock*, *blink*, *dispel magic*, *gust of wind*, *infravision*, and *protection from normal missiles*.

Peculiar to the work are slight variations in the spells that appear to be Asmiak's own. The magician Phandal, who copied from the work spells he needed, has noted the changes in those he already knew:

Burning Hands: The spell developed by Asmiak (or taught to him by the wizard Thurl) takes longer to cast (casting time 4) because of a longer verbal component. The effect takes the form of a thin beam of flame like a rod or staff extending from the caster's forefinger. This beam can be varied in length from 2 to 8 feet by force of will but is stopped (and deflected—possible hazard to the caster) by stone, thick wood, earth, and the like. Casimur, who retains this spell in his books, notes that it can be fanned back and forth rapidly by merely waving one's finger and is therefore far more than a parlor trick for cutting ropes or lighting candles.

Flame Ray: Page 23 of the book, which was beyond Casimur's mastery when he possessed it, contains notes on how to strengthen the spell's flame into a more potent weapon. This improved version is of 2nd level, and the theurgist Alphon is thought to have employed it when battling trolls on the Evermoors. The casting time is 6, the duration is two rounds, and the spell creates a cone of flame extending





+20 feet from the caster's forefinger, 6 feet in diameter at its furthest extent. The intonation of the verbal component dictates how hot the flames will be; they may be so hot as to create a breeze and cause target creatures to fall back from the heat. The flame inflicts points of damage equal to the caster's level in the round of casting, and half this amount (rounded up) in the second round. Thus, a 7th-level caster inflicts 7 points of damage upon those struck in the first round, with an additional 4 points in the second round. Phandal dubbed this spell the *flame ray*.

Other spell variations are minor.

Darkness 15' Radius: Asmiak's version uses a tiny vial of ink smashed on the ground to serve as the center of the spell effect, as well as bat fur. Thus, the spell cannot be moved once cast, and the ink seems less effective than pitch or coal because the spell lasts only eight rounds, plus one round per level of the caster. Asmiak specifies giant octopus ink, but Casimur has subsequently experimented with giant squid sepia and reports that it also produces *darkness*, but of six rounds plus one round per level of the caster in duration.

Ray of Enfeeblement: Asmiak's version of the spell has a different verbal component than the common version (a casting time of 3). It has a fixed range of 60 yards and a fixed duration of eight rounds.

Blink: Similarly, Asmiak's version has a fixed duration of four rounds, caused by the differences in verbal and somatic components (the level and casting time remain the same).

Gust of Wind: Asmiak's spell is an improved version. It emanates from a self-chosen extremity of the caster and is thus directional, and the caster can rapidly change the direction. Its somatic component differs from the norm, and its material component is a sycamore seed cluster or milkweed pod.

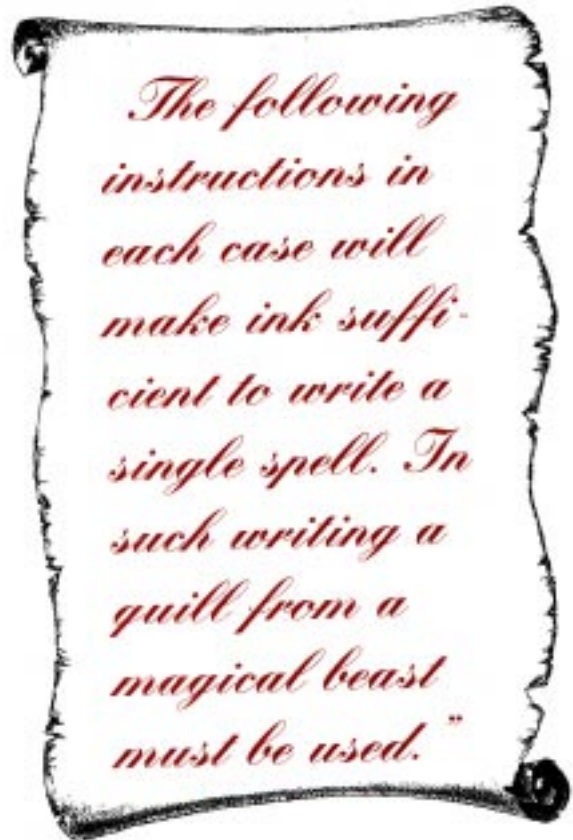
The last three pages of the book are careful notes on the preparation of magical inks for each of the 1st-level spells in the book. Users of the Art will notice that these are not the only known ink formulae for these spells. Note that the formula for *burning hands* will probably not work for writing the spell in its usual form. Asmiak's notes follow (see scroll).

Asmiak does not define "magical beast." Each formula in his book contains one or more elements of magical origin or specific to the Realms.

Scroll Ink Preparations

Read Magic

- 1 ounce giant squid sepia
- 1 large blue sapphire, powdered
- 1 medium carbuncle, powdered (or substitute: 1 large rock crystal and 1 eagle's eye. Alternatively: blue quartz equal in size to a man's fist and 2 eyes from a black falcon)
- 1 drop of the writer's blood
- 1 pinch of earth
- 1 sprinkle of water



Powder the rocks and gems in a mortar and to them add the blood, the earth, and the water. Stir with a finger or a stick (or anything, so long as it is not metal) and mix into a paste. Put this into a crucible and pass it into the tongue of an open flame under the Tears of Selune (the veil of small celestial bodies that follow the moon). If eyes are used, hold these in the flame just above the open crucible and allow them to be consumed so that any ash or juices produced will fall into the crucible. Allow the crucible to cool in a dark place. Then, under the light of a waxing or full moon, pour the brew into a flask or vial and stir in the sepia with a finger or other non-metal object.

Burning Hands

- 1 ounce giant octopus ink
- 3 drops of the blood of a red or gold dragon, or 2 ounces fire elemental phlogiston, or 6 salamander scales, or 1 efreeti horn
- 2 ounces green plant matter
- 4 ounces animal flesh
- Wood, 1 plank or log
- Cloth, 1 scrap
- Parchment, 1 sheet





A fire must be built in a brazier, stoked until hot, and fed in full sunlight with the wood, cloth, parchment, flesh, plants—all types of flammable or burnable things the spell will be able to affect. To this add the dragon blood or an alternative ingredient. Allow the fire to burn down, then remove one ounce of coals from the fire bed by hand and immerse them in the ink. The mixture should be stirred to break up the ash, but do not remove the sediment from the ink container—let the undissolved solid settle to the bottom and remain there. Cover and keep from air until cool.

A marginal note suggests that the rare fire-based elements can be successfully replaced with hellhound ichor, fire Drake blood, or the ash from a tome guardian.

Comprehend Languages

- 1 ounce giant squid sepia
- The brain of a nonhuman sage (see note below)
- 1 fresh tongue (from any mammal)
- 1 medium sard (onyx), or powdered sard of equivalent amount

The sard should be crushed into powder if it is not already in that form. The brain should be placed in a crucible and boiled while the preparer sprinkles the powdered sard into the fluid thus produced. The tongue (and any parts of the brain not reduced to liquid) should be put whole into the heart of a fire, perhaps suspended in a metal pot or otherwise contained—the ashes of those ingredients must be kept separate from the ashes of the fire's fuel. When the fire burns down, the ashes should be stirred into the fluid first obtained with a wand of duskwood. Allow this mixture to stand for 13 hours and then pour it into a flask containing the sepia. Place the flask over a fire and bring the mixture slowly to a boil—do not stir. When the rising vapors darken from red to black, take the flask away from the heat and seal the contents from the air until use.

Some evil users of the book report that the brain of any intelligent creature that uses and comprehends languages may be used with success.

Detect Magic

- 1 ounce giant squid sepia
- Oak, ash, and thorn branches sufficient for a small fire
- 1 small sapphire, powdered
- 1 drop of the writer's blood
- 1 drop of spring water
- 1 object that radiates a dweomer

Heat the squid sepia in a fire built of oak, ash, and thorn. Place the object partially or wholly in the sepia, and let it remain there until the fire has burned out and the sepia is cool. While the fire is strong, add first the powdered sapphire, then the drop of water, and then the drop of blood, stirring with a mixthorn branch. Ensure that the branch is then consumed

in the fire. Let the fire bum out, remove the cooled mixture, and pour it into a flask, taking care that the object with the dweomer is not admitted into the flask.

Erase

- 1 ounce of giant squid sepia
- 1 ounce acid
- 3 dozen caraway seeds, crushed
- 1 chrysolite
- 1 black pearl

The gems must be placed whole into the acid and allowed to dissolve. This can take up to two days. When the last trace of the gems is gone (there must be no precipitant), the acid should be boiled in a bronze tureen of elven make, and while it is boiling vigorously, the caraway should be added. It will neutralize the acid and leave the resulting liquid slightly colored, with a small amount of precipitant matter. This must be allowed to cool slowly and then stirred into the sepia with a rod or bar of cold iron.

Write

- 1 ounce giant octopus ink
- 1 pinch graphite
- 1 drop of the writer's blood
- 1 basilisk eye
- 1 whole plant (including roots), lady's mantle

Chop up the basilisk eye and the plant together, cover in a crucible, and burn to ash over a slow fire of seaborne drift wood or acorns. Add the graphite to the ink, and then the ash. Stir once with a wooden spoon or rod and then add the drop of blood. Cover quickly, shake, and let stand in full moonlight for a night. When employing the spell, the desired writing must be copied with a special ink. Thurl says there are at least four known formulas for this ink; the intent is to create a neutral ink receptive to a dweomer so as to capture the essence of a spell.

The following ingredients will produce ink sufficient to write one spell, and the ingredients may be increased proportionally; add extra owl's eyes, spikenard, and ichor, but the quantities for sand, water, mistletoe, lead, and the gems other than the sapphires, remain the same.

- 1 ounce giant octopus ink
- ½ ounce ichor of slithering tracker
- 1 owl eye
- 3 blue-green sapphires, as large and as fine as possible
- 1 ruby (deep crimson)
- 1 piece of jet
- 1 piece of obsidian
- 1 spikenard (root)
- 1 pinch of sand
- 1 drop of water





- ½ ounce of lead
- 1 sprig of mistletoe

Boil the spikenard, mistletoe, and owl eye in the ichor over a blazing fire. Pulverize and add the lead and the gems when the mixture is at a full boil, in the following order: sapphires, jet, lead, obsidian, and ruby, sprinkling each over the full surface of the boiling mixture. Take the mixture from the flames, stir in the giant octopus ink, and allow to cool uncapped in a windy place. Then add the sand and water, and allow the container to stand for a full day and night, making sure it is exposed both to brilliant sunlight and bright moonlight.

Identify

- 1 ounce giant octopus ink
- 1 clump of honey fungus plant
- 1 bunch of fennel
- 1 fist-sized piece of rose quartz
- 1 drop of holy water
- 1 saffron plant
- 1 small, flawless diamond

Bottle the octopus ink in a silver vial, and take it to the woods at night. Live honey fungus is found on rotting bark and is readily identified by its pale green glow. Pluck it from the bark and submerge it straightaway in the vial, adding the drop of holy water immediately afterward. Cap the vial and warm it in a small fire. Meanwhile, crush and slice the fennel and saffron into a bowl of water, and powder the rose quartz. Add the powder to the silver vial and shake. Then take the vial from the fire, and allow it to cool in a dark place. Place the bowl over the fire and let the water boil away. Powder the diamond and add it to the water during boiling. Add the residue to the silver vial, seal, and place under pure, fast-running spring water for at least six days. Store the ink in the silver vial when not in use.

Message

- 1 ounce giant squid sepia
- 1 nonhuman ear
- 1 nonhuman tongue (from a different body than the ear)
- 1 floral crown from an angelica plant
- 1 turnip
- 3 shoots of fox-tail grass
- 6 hedge mustard leaves
- 1 drop of dew

Harvest a drop of dew from fern leaves beneath the light of a full moon. Place a cauldron of water over a fire, add the dew, and heat to a boil. Dice the organic ingredients separately,

and add them to the boiling mixture in the following order: tongue, angelica, hedge mustard, foxtail, turnip, and finally the ear, stirring well with a wooden rod or spoon of vundwood after each infusion. Allow the mixture to boil gently until the liquid is vaporized. Gently warm the sepia over a small flame. Scrape the residue from the inside of the cauldron and stir it into the sepia. Keep heating the mixture for one hour, stirring frequently. Allow it to cool slowly and stand undisturbed for one day.

Shocking Grasp

- 1 ounce giant octopus ink
- 1 ounce of ash from a lightning-struck tree
- 4 drops holy water
- 1 sapphire, powdered
- 1 pinch powdered orichalum
- Asafetida
- Balm of gilead
- Ginseng
- Mace (or masterwort)

The herbal ingredients must be burnt to ash in an oak fire. The resulting ash is then added to the ash of the lightning-struck tree in a small metal bowl (copper or white orichalum is best). Add two drops of holy water and stir the mixture into a paste. Then add the powdered gold and sapphire and stir in the other two drops of holy water. When this paste is thoroughly mixed, add it to the ink and heat to a boil, stirring until the paste is dissolved. Allow the mixture to stand out of doors for a day and a night.

Shield

- 1 ounce giant octopus ink
- 1 thumbnail
- 1 pinch of iron (filings)
- 1 piece of rock crystal
- 1 pebble
- 1 beryl
- 1 star sapphire

Burn the thumbnail to ash. Pulverize the rock crystal and the pebble separately in a dwarf-forged mortar, then do likewise with each of the two gems. Heat the octopus ink over a small fire but do not let it come to a boil. Add, stirring widdershins, the other ingredients in this order: pebble dust, iron filings, rock crystal dust, beryl dust, and the dust of the sapphire. Stir until all of these have been thoroughly mixed and partially dissolved, and then add the thumbnail ash. Allow to cool slowly as the fire dies.





Bowgentle's Book

This slim, black volume is most expertly bound in glossy, tooled, black leather—the best yoxenhide, from the yoke-oxen, or “yoxen,” of the plains of Amn. This has been stitched into a full-fitted cover encasing two slabs of slate, and worked on the outside into a repeating pattern of a human and a dragon confronting each other, each spouting flame at the other. Within are 53 sheets of the finest white vellum, all sewn to a spine-cord strip of black leather with spun silk thread, the whole being of the most delicate workmanship. (Several additional pages seem to have been tom out.) The pattern of the covers extends without a break over front, back, and spine, leaving only a lip or border around the edges of the tome, and an oval plate or raised area in the center of the front cover, which bears the character known as “Bowgentle’s Rune.”



Bowgentle of Silvermoon was a mage of gentle speech and manners, loved and revered in the North and the Sword Coast cities in his day, for he believed that magic belonged to all, and all should benefit from it. Many good works were ascribed to his name over the years he wandered the Realms, and legend has rounded out his deeds. Bowgentle continually sought new spells—and he embarked on reckless ventures to gain them, such as the plundering of Raurgoch the black dragon’s hoard (slaying that monster with the very magic found in its treasure) and the breaking open of the Wizard-King’s tomb, where that legendary mage, now living in lichdom, guarded his spellbooks as fervently as the crumbling bones of his mistresses and his dogs.

And ever did Bowgentle give of his knowledge to all who had the ability, and he wrote out spells tirelessly for those who were too young, too sick, or yet unborn. He paid for the hospitality given him on his travels with spells, cast for good ends, and his name is yet remembered with affection and awe. It is often said of a gentle, shy, and well-favored babe that it “has Bowgentle’s eyes,” and an act of selfless kindness is oftentimes agreed to be properly “of Bowgentle’s way.”

When he grew old, Bowgentle came to the School of Wonder, founded some years earlier by the mages Myrdon and Salasker, and wrote down his spells for the apprentices there. He passed on his way and, when word came shortly thereafter of his death in a snowstorm in the high forests, the Masters commanded that



Bowgentle’s written spells be collected from the apprentices and closely guarded in the library there, for all to see and use. This was done, the book being constructed by elven craftsmen, and the cover depicting a famous scene of Bowgentle’s youth: his fiery battle with a red dragon, whom he teased (and enraged) by gouting flame back at it, before he vanquished the beast.

The book did not remain at the school for long, however. Fiends slew its masters and most of the apprentices, and set the towers ablaze one crisp winter night (fiends, some whispered, summoned by careless or jealous and vengeful novices who lost control of their tanar’ri servitors), and the school was no more. Thieves were the first bold enough to venture into the smoking ruin, and one must have found and safely taken away *Bowgentle’s Book*, for it surfaced some years later in Scornubel, identified by the sage Laertilus as among the treasures he appraised for Vaerum, the Master Thief. Vaerum, head of a local thieves’ guild, soon fell victim to a “gray war” (one of the oft-occurring skirmishes between rival guilds), and the book vanished. Its present fate and whereabouts are unknown, but it is thought by most sages to still exist.

The book’s contents are all spells in standard form, set down one to a page, save two unique spells. They appear in the following order: *affect normal fires*, *cantrip*, *hold portal*, *identify*, *mending*, *read magic*, *sleep*, *continual light*, *darkness 15’ radius*, *detect evil*, *detect invisibility*, ***dispel silence*** (unique), *ESP*, *forget*, *knock*, *levitate*, *locate object*, *magic mouth*, *rope trick*, *strength*, *wizard lock*, *blink*, *dispel magic*, *fireball*, *fly*, *hold person*, *infravision*, *Leomund’s tiny hut*, *lightning bolt*, *protection from evil 10’ radius*, *protection from normal missiles*, *slow*, *tongues*, *water breathing*, ***Bowgentle’s fleeting journey*** (unique), *charm monster*, *confusion*, *dimension door*, *enchanted weapon*, *fire shield* (both versions), *minor globe of invulnerability*, *polymorph other*, *polymorph self*, *remove curse*, *wizard eye*, *Bigby’s interposing hand*, *cone of cold*, *hold monster*, *passwall*, and *wall of force*.

Three pages discuss the applications of the *cantrip* spell, explaining a most efficient way to clean and dry materials that are dirty or wet—and detailing a special effect that creates a soft, blue light, sufficient for reading, that the caster can move at will within ten feet. A full week of study per effect is required for an owner of the book to add these effects to his *cantrip* repertoire. The two unique spells in *Bowgentle’s Book* are detailed here.

Dispel Silence

(Abjuration, Alteration)

Level: 3
Range: 0
Components: S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 10-foot/level radius
Saving Throw: None





This spell negates the effect of magical silence within the area of the *dispel silence* spell for the duration of the spell. Following the casting of the *dispel silence*, all spellcasting, speaking, and actions can proceed normally.

For the duration of the spell, the area protected by the *dispel silence* is proof against *silence* spells—they will not function within the area of the *dispel silence*. The area is immobile, however, and does not move with the caster.

The material component of this spell is a pinch of powdered diamond worth at least 50 gp, flung into the air.

Bowgentle's Fleeting Journey

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg.

By casting this spell and touching the target creature, the caster sends that individual to another location within sight. The individual remains at the location for one round, at the end of which time he is teleported back to his original location.

This teleportation must be to an area viewed and pointed at by the spellcaster when casting the spell. The range is up to 20 yards per level horizontally and 10 yards per level vertically. The teleportation operates as the 5th-level wizard spell of the same name, but the location will not be less familiar than “seen casually.” The individual might teleport high or low as listed, but if teleported into a solid object is not slain, but rather pushed into the Astral Plane. An individual pushed into the Astral Plane must get back to the Realms on his own, as the spell will not return him.

Should the teleportation be successful, the individual can immediately act in the next round, performing any one-round action (most spell casting, moving, attacking, picking up an item, etc.). A maximum of 500 pounds of character and equipment can be teleported in this fashion. If the character is overloaded (or secured by chains, ropes, webs, or other ties), the teleportation fails.

At 15th level, the caster can send the recipient of the spell to a location for two full rounds instead of one. Regardless of level, the caster cannot send himself anywhere with this spell, or send dead bodies or inanimate objects alone.

The material component of this spell is a small ball of uncured rubber.





Briel's Book of Shadows

This untitled volume is a large, leather-bound folio with 21 wrinkled, dog-eared sheets of parchment sewn in place. It has received heavy (though careful) handling and is obviously a workbook, full of scribbled notes and thoughts, rather than a formal compendium of spells. This untitled, ancient volume has traditionally been known as *Briel's Book of Shadows*, as it is thought to be the work of the Archmage Briel when he was but an apprentice under the tutelage of the great Aumvor the Undying (now believed to be a lich whose lair is somewhere in the vast mountain ranges of the North). The sage Ubergast of Amn points out that the informal handwriting found in the book closely resembles that preserved in a letter in the archives of Baldur's Gate, wherein Briel wrote of his intention to found a school of wizardry there. Certainly no other claimant to authorship has declared himself, nor has any name been advanced as more than speculation by sages.

The book's inscriptions are rambling, and the pages are much stained with various liquids and powders used as ingredients in spells, spell inks, and in the making of a homunculus. Its useful contents are as follows:

- ☆ A section about the *cantrip* spell.
- ☆ The complete spells *affect normal fires*, *scatterspray* (unique), *shield*, and *write*.
- ☆ The magical and medicinal uses of alicorns (unicorn horns).
- ☆ A recipe, copied from another source, for the making of a homunculus (see the *Monstrous Manual*TM tome).

The section about the *cantrip* spell covers four uses: eliminating natural vermin (fleas, lice, etc.) from a creature of up to man-size, causing natural plants or vegetable matter to wilt (as much as a small bouquet), knotting the end a rope (square knot, bowline, etc.), and creating smoke puffs (small rings or balls, the color of which can be varied at will). Each of these can be learned after one week of study by someone who knows the *cantrip* spell. Specifics of the other matters follow.

Scatterspray

(Alteration)

Level: 1
Range: 10 yards/level
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: 10-foot radius
Saving Throw: Neg.

Upon casting this spell, the mage can point to any collection of small, unsecured items grouped together within the spell's range and cause them to fly off in all directions simultaneously. The items will fly 10 feet in random directions, rebound against the limits of the spell, and bounce around inside the area of effect for one round, damaging those caught in the area.

No less than six items or more than 14 can be affected. The items can be no larger than chicken eggs and are typically such things as coins, marbles, gems, dice, or sling bullets. Items that are in pouches or otherwise restrained are not affected, though those in an open pouch could be enchanted by this spell.

Creatures of size S generally take 1d6 points of damage from the shrapnel while those of size M take 1d4 and those of size L and larger are unharmed. A successful saving throw vs. spell negates the damage. Small creatures flying into a scatterspray must successfully save vs. spell or be grounded, unable to fly, for 1d4 turns. Size M or larger flying creatures are unharmed. Magical protections such as *shield*, *wall of force*, *Bigby's hands*, and *protection from normal missiles* will protect those within from the effects of the spray. The caster is always unharmed by the spray, even if within its area of effect.

The damage from the *scatterspray* spell assumes hard objects are used for missiles. Eggs, fruit, and other soft objects can be used, but this reduces damage by 2 points in all cases (down to a minimum of 0). Spellcasting is not possible from inside a spray if the spellcasting opponent fails a saving throw vs. spell.

The material components of this spell are a flint and steel or tinderbox.

The Uses of Alicorns

Alicorns, or the horns of unicorns, are rare and precious things, seldom gained by a user of magic, so it behooves one not to waste or misuse them if they are acquired. Often the horns of other creatures will be sold or offered as alicorns; the powers and properties below are unique to alicorns, and testing will avoid deception.

When a unicorn lives, its intact horn has strong magical powers, notably the ability to call upon Silvermoon (the "divine unicorn" of the Realms pantheon) for one priestly spell of any sort per day, something seldom done (some say Silveranus grants such magic). Unicorns cannot be coerced into such use of their horns—nor do the horns retain this power if removed from the host, or if the unicorn is slain.

Other powers do continue after the separation from the living beast, and these should be carefully noted; most important, they are sovereign remedies against poison. Upon direct contact with any poison—liquid, solid, or vapor—a unicorn's horn turns from its usual ivory hue to purple, the intensity of the color (mauve through black) deepening ac-





according to the efficacy of the poison. This effect fades 1d4 rounds after the cessation of contact. Some very rare alicorns are naturally of a hue other than ivory, but they are never purple and only turn that color when poison is present. Powdered unicorn horn, taken internally (washed down with water or wine) is an antidote to all ingested poisons, neutralizing them immediately and preventing any further damage. Rubbing an envenomed blade, spearhead or arrow-tip with powdered or whole alicorn will remove and negate the poison so effectively that the process of removal itself is not dangerous. A unicorn horn carried next to the skin confers upon any creature a +7 bonus to all saving throws of any kind.

Druids have found that a *faerie fire* spell cast upon a whole alicorn or piece of alicorn lasts for 44 rounds. The efficacy of a mending spell is increased by touching a part of the item to be mended with an alicorn during casting; magical items can be made whole—although their *dweomer* is not restored—and shattered items with many fractures (such as broken earthenware pots or crystal flasks) can be completely restored. A *cantrip* can be cast on an alicorn in hand such that a small blue glow can be centered upon the horn. The horn can be released by the caster, and the caster and horn separated by any distance without the light failing until the caster ceases concentration.

Other powers of alicorns are rumored, but no more have yet been verified. Powdered alicorn is known to be a possible ingredient (there are herbal alternatives) in making a sweet water potion.

Homunculus Creation

Being A Recipe, Most Complete And Correct, Prepared By The Willing And Allied Hands Of The Grand Alchemist Of Neverwinter, Askrim "the Bold," And The Wizard Dauntus, Seneschal of Silverymoon: The Making Of A Homunculus.

First, an acidic base of water, into which is crushed a thousand ants and out of which is strained the insect remains, is prepared in a black iron cauldron. Secondly, the following herbs must be crushed and powdered together in a separate vessel: an acorn and a whole plant or large leaf each of balmoney, birthwort, fennel, and ginseng. Thirdly, a brass brazier must be lit, stoked with charcoal, and over the flames must be cast a handful of rose petals, incense, and a pinch of fine sand.

The cauldron of acid must now be placed on the brazier and heated. Straightaway, ere it comes to the boil, the powdered herbs must be stirred into it (mind that a dipper or ladle of wood and not metal is used), and the following ingredients must also be introduced into it, in the order given: the whole skin of any reptile (size is unimportant, so long as the skin is whole), the brain of a mind flayer, the wings of a bat, and the mouthparts or whole head of a vampiric bat. These may be

agitated as necessary—they must be wholly dissolved ere the mixture comes to a boil. As the mixture begins to bubble in earnest, the mage shall let fresh blood from his own body into a vessel by means of an incision, and one pint exactly must be added to the pot.

The alchemist then must tend the mixture constantly, allowing the brazier to bum out and the mixture to slowly cool. When the side of the cauldron is no warmer than the room, the mixture may be covered (tightly, with stretched and tarred hide sealed with wax, to keep the air out) and left undisturbed for four weeks. When it is adjudged ready by the alchemist (by the smell of the seal, which should be sharply spicy), the mixture shall be uncovered and put once more over a brazier with charcoal and incense.

As it heats, the mage must cast a *mending* spell upon the fluid, a *mirror image*, and then *wizard eye*. He must remain within the presence of the cauldron as the mixture is heated to a boil. The alchemist shall then stoke the fires hotter, and when much of the fluid is boiled away, the completed homunculus will be revealed in the cauldron. When it has cooled (the vapors from the cauldron passing away), the mage must touch it. It will then be animate and will survive (barring physical attack or misfortune) until the death of the mage, whereupon it will dissolve into boiling vapor and pass into nothingness. If it should die first and the mage survive its death, guard and hide its corpse well, for whatever is done to the carcass shall happen also to the spellcaster—do not burn the remains unless magic to protect against fire is to be had. The homunculus can see in the darkness where the mage cannot, guarding while its creator sleeps, waking the mage at the approach of any creature.





Caddelyn's Workbook

This is a slim volume covered with sheets of polished silver, sealed against corrosion, over slate sheets, hinged with electrum, and holding about sixteen sheets of fine parchment, all but three blank.

This tome was recently plundered from the tower of the long-ago mage Caddelyn by unknown hands. Caddelyn's tower rises from a mountain north of The Great Glacier, and was only recently discovered by the famous explorer Dabron Sashenstar of Baldur's Gate. Dabron's band examined the book but did not take it, and continued on in their expedition. On their return, they camped at the tower again—and found the book missing.

Caddelyn, a good mage who is remembered with respect, died peacefully while on a visit to Waterdeep, and he is entombed with other mages in The City of the Dead there.

The tome's three written pages (the book was obviously incomplete at the mage's death) bear two unique spells, described below, and the complete

process of creating a minor magical item. The spells are *Caddelyn's catastrophe* and *spell invulnerability*; the magical item is the *magemask*. The properties of the finished item are listed on the next page; Dabron's band lacked the time to copy out the entire process.

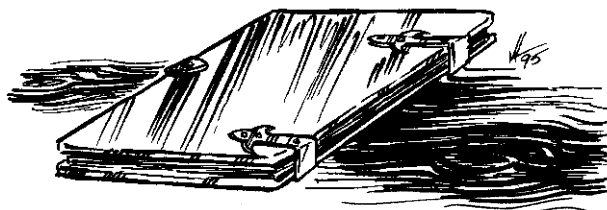
Caddelyn's Catastrophe

(Enchantment/Charm)

Level: 5
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1d4 creatures in a 30-foot cube
Saving Throw: Special

This variation of the *fumble* spell allows the caster to affect up to four creatures if desired, all of whom must be visible to the caster during casting. If four creatures are attacked, their saving throws vs. spell are normal; if three are attacked, all save at -1; if two are attacked, they save at -2; and if only one is attacked, the save is at -3.

Creatures who make successful saving throws are slowed for the duration of the spell; creatures who fail immediately drop



all held objects, trip or stumble if running or charging, fall if balanced on a ledge or climbing, and have any spellcasting ruined. Any missile attack launched by an affected creature will miss, and any physical attack will be at -2 to hit. Weapons are dropped and any weapon attack becomes a bare fists' attack. Dropped items may well suffer damage. (The DM decides which saving throws, if any, apply.)

The material components for this spell are a banana peel or melon rind and a tallow candle or lump of animal fat.

Spell Invulnerability

(Abjuration)

Level: 9
Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell is rendered completely immune to one spell, spell-like effect, or magical item. The spell, spell effect, or item is chosen at the time of the spell. When describing a particular spell or spell effect, a full description is necessary. Specifying invulnerability to a *light* spell, for example, is not sufficient, since the spell can be either a wizard spell or a priest's spell. The correct casting would be to ward against the "1st-level wizard spell, *light*."

Such protection is complete for the recipient of the spell, and it is as if the spell or item does not exist for the protected individual. A character rendered invulnerable to a *wall of iron* spell could walk through such a wall, as long as it was created by the spell.

Invulnerability to a particular spell provides complete protection from that particular spell only. Related or lesser versions of that spell, nonmagical equivalents of that spell, and spell-like abilities that duplicate the spell will still affect the protected character.

When dealing with spell-like abilities, *spell invulnerability* provides complete protection from one spell-like ability used by one type or species of creature. An invulnerability to a be-





holder's disintegration eye does not provide protection from the beholder's other eyes or from any other form of disintegration.

When cast to protect against a magical item, this spell protects against all attacks from that item and all identical magical items. Invulnerability to a *long sword* +1 makes the character invulnerable to all such swords (they will pass through him harmlessly, since they do not exist). A *short sword* +1 or a *long sword* +1, +4 vs. reptiles will affect the spell's recipient normally.

Invulnerability to a particular magical item has no effect against another character who has been affected by that magical item (invulnerability to a *potion of berserker rage* protects the character if he drinks it, but does nothing to protect the character from someone else who drank it). Scroll spells are considered magic spells rather than items and must be protected against individually.

Artifacts, relics, and unique magical items (the *Blade of Inverness*, for example, of which only one exists) cannot be affected by this spell. Living things, magical creatures (such as golems), extra-dimensional and extra-planar beings, and nonmagical items cannot be affected by this spell.

Only one *spell invulnerability* can be cast on an individual at one time. It cannot be cast on the dead, on an item, or on a location.

The *spell invulnerability* is considered by abjurers to be one of their masterpieces. It is believed that the spell was developed as a reply to the transmuters' *spellstrike* spell.

Magical Item

Magemask

XP: 1,500

GP: 15,000

The *magemask* is a halfmask of leather with crystal lenses. Through these, a wearer views surroundings as if using *detect magic* and can see concealed glyphs, runes, and inscriptions. If these are magically concealed and not yet activated, the mask wearer sees only the outlines of the areas covered. The mask's lenses also confer *infravision* upon the wearer, enable any who wears them to *read magic* (although a nonspellcaster will not understand anything more than the general nature and intent of the spell), and allows clear and easy reading of spellbooks, scrolls, maps, inscriptions, and nonmagical writing) in near darkness. Such a mask cannot be used in conjunction with other magical lenses or spectacles.





The Chambeeleon

This tome is truly resplendent. Its covers are sheets of polished, iridescent abalone edged and cornered with beaten gold; its pages are of burnished electrum, into which script has been etched and runes, glyphs, symbols, and characters are embossed or raised from the surface. The work is demonstrably waterproof. The Chambeeleon (pronounced kam-BEE-lee-on) is probably worth 4,000 gp in materials alone. It is worth far more to a mage, however, because of its contents.

The origin of this tome is unknown, but it is certainly of great antiquity. Many legends exist ascribing its authorship to various sea gods and powerful beings, but nothing of the book's whereabouts is verifiable except that Alaer, holder of the Dolphin Throne an age ago, mentions it in an inventory of the sea elves' court at Thunderfoam. It was borne away from that city at some later time and reappears in the memoirs of the hero Galadaunt, who found it on the deck of an abandoned, drifting "ghost ship" which he boarded off the Emerald Isles. He sold it to a mage whose name was not recorded, whom we know to have been the tutor of one called "The Mad Mage," who in turn was master to the wizard Arbane. It is likely that the *Chambeeleon* came into the Mad Mage's possession, but it did not pass into the hands of Arbane, so we have only Arbane's recollections to rely on for its contents. The present location of the *Chambeeleon*, or even if it still exists, is unknown.

Arbane said that he often read from the *Chambeeleon* as he was trained, but he was only allowed to peruse certain pages. Many he glimpsed were beyond his understanding, but he remembers that the fiend who guarded the book told him it had 66 pages in all and none but Arbane's master had ever mastered them all.

(Arbane's rather brief description of the fiend suggests that it was a succubus. There is no mention of a guardian fiend in the legends concerned with the book, so it is likely that the Mad Mage bound the fiend to guard it, perhaps only for as long as Arbane was allowed access to its pages.)

All of the pages Arbane studied contained spells. From his notes, he gives us this list: *water breathing*, *fly*, *lightning bolt*, *fire shield* (cold flame version only), *ice storm*, *airy water*, *cone of cold*, *conjure elemental* (see below), *disintegrate*, *glasse*, *part water*, *Drawmij's instant summons*, *reverse gravity*, and *vanish*. "From the Mad Mage's casual comments," writes Arbane, "he believes the book also contains the spells *imprisonment* and *prismatic sphere*, but at the time he lacked any means to verify this." If the book is entirely full of spells, and each stands alone on one page (as did those Arbane studied), then there might be as many as fifty spells in the work not on Arbane's list. One suspects, however, that there are far fewer, and most of the unknown pages contain records or other writing. Only the possessor of the work knows for sure.

Arbane mentions one important difference from the norm in the spells contained in the book: the conjure elemental spell as it is written therein will summon only water elementals, but these will be friendly to the caster and will never attack him or her. Such an elemental may (5% chance) return to its own plane before the spell has expired, rather than attacking, and although friendly, it will act only upon the commands of the spellcaster, not helping independently.

If one may trust the more doubtful source of religious teachings, it must be noted that the priesthoods of at least seven aquatic gods worshiped by various creatures claim the *Chambeeleon* as their own, and they assert that the bulk of its pages contains the record of the Creation associated with their deity. If this is so, none have proved it.





The Codicil of White

The *Codicil of White* is a tall, thin volume bound in white ermine over seasoned boards of white pine and sealed with a clasp and lock of tarnished silver. The ermine is somewhat worn about the edges from use. The 27 pages within are of vellum painted with silver gilt on the outer edges. The whole is sewn to a leather binding with strips of sinew, making it quite durable.

It has been postulated that the *Codicil* was written by clerics of Auril as a primer on her worship, and on the uses of the

cold in which the Frostmaiden revels. It has been seen only once outside of the devout circle of her followers. Ten winters ago, an adventuring company known as the Company of Seven Stars gained the *Codicil* as part of the spoils from a group of bandits they slew while guarding an early spring caravan to Neverwinter. They sold the book to the sage Erpalio of Neverwinter, whose description of the volume is the only record of it in the Realms. Agents of the sect of Auril are assumed to have recovered the book the next winter, for Erpalio was found frozen in his warm study, and the *Codicil* was gone. It has not been seen since, although it is doubtless present at ceremonies honoring the Frostmaiden in the North. In addition to the denominational lore it contains and the knowledge of secret ceremonies it discloses, possession of the *Codicil* also grants the owner *resistance* to cold (as the priest spell) as long as it is carried on the owner's person.

The first page is simply a title page with the snowflake rune of Auril on it. The next 13 pages cover the rites and services of Auril, the Frostmaiden, in chilling detail. One of these rituals includes the summoning of an ice para-elemental. The next 13 pages include major ceremonies. The ceremonies for coming of age, burial, dedication, investiture, ordination, and special vows are all described. Due to the large number of evil wizards and witch doctors who worship Auril, the priestly section is followed by the mage spells *chill touch*, *frost fingers* (unique), *shatter*, *gust of wind*, and *wall of ice*.

Frost Fingers

(Evocation)

Level: 1
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: ½

This is essentially a cold form of the *burning hands* spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120-degree arc in front of the caster. Any creature in this area suffers 1d3 hit points of damage, plus 2 points for every level of the spellcaster, to a maximum of 1d3 + 20 points of cold damage. Those who make a successful saving throw vs. spell receive half damage. Liquids engulfed by the cold will freeze unless an item saving throw vs. cold is made.





The Collected Wisdom of Snilloc

This thick tome offers advice and observations from Snilloc, a mage who achieved a degree of fame more than a century ago because of his participation in the defeat of a horde of hobgoblins near Procampur. The book is 2 feet tall and a foot wide; it contains 120 pages of vellum covered with flowing script.

In a tone that is occasionally patronizing, Snilloc describes some of his travels and offers advice to “any who would seek adventure.” Many traps are discussed within the tome, as well as the ways of disarming or circumventing them. Several examples of escapades are presented, including encounters with vampires, pirates, dinosaurs, beholders, and spirits. Each is anecdotal in nature and describes the clever methods used by Snilloc and his companions to defeat everything that stood in their way.

It is said that Snilloc eventually traveled south to the fabled lands of Zakhara, leaving the book behind as a sort of a monument. The book rested in a private library for several decades before it was stolen; its current whereabouts are a mystery, but several copies of the spells within have appeared throughout the Realms.

The rare spells described in the book include *vocalize*, *ghost armor*, *spectral wings*, and *spectral guard*. In addition, three unique spells created by Snilloc appear in the tome: *Snilloc's snowball*, *Snilloc's snowball swarm*, and *Snilloc's major missile*. Each is followed by several paragraphs with tips on how to use the spells to good effect in unusual situations; unfortunately, most of the situations described are so unusual that they are not of any use (though they are somewhat entertaining).

Snilloc's Snowball

(Evocation)

Level: 1
Range: 20 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 target
Saving Throw: None

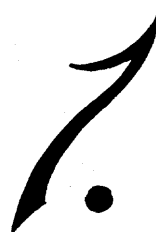
This spell creates a mystical snowball in the hand of the caster, which can then be thrown immediately against any target within range. The snowball hits automatically for 1-3 points of damage, 1d6 points if used against a fire-using or fire-dwelling opponent. The snowball strikes like a *magic missile* and can be affected or repelled in the same way. (A *brooch*

of *shielding* or *thunderlance*, for example, gives the same protection against both spells.)

Snilloc's snowball is considered by most mages to be a lesser form of *magic missile*, though it has the advantage in range at higher levels (as opposed to multiple strikes) and can be directed against an object as well as a creature. It is also more effective against fiery creatures.

The material component of this spell is a chunk of ice or a small bit of ivory.

There are reports of a 2nd-level variant of this spell with identical effects called *Snilloc's cream pie*. These reports are unconfirmed.



Snilloc's Snowball Swarm

(Evocation)

Level: 2
Range: 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 30-foot radius
Saving Throw: ½

By means of this spell the caster causes a flurry of magical snowballs to erupt from a point within his range. The snowballs fly in all directions, hitting everything in the area of effect (including the caster) and causing 1-3 points of damage per level of the caster (to a maximum of 8d3). Against fire-using and fire-dwelling creatures, the spell inflicts 1d6 points of damage per level of the caster (again to a maximum of 8 dice of damage).

Unlike the higher-level *fireball*, the snowball swarm is completely contained within its area of effect. Obstructions and low ceilings do not cause the cloud of snowballs to deform—they just hit the walls and splatter. These snowballs are considered normal missiles when determining the effects of protection spells. All targets are considered AC 10 against the snowballs, however; only Dexterity modifiers apply.

This spell is much less powerful than the *fireball* spell, but useful where the dimensions of the area of effect are unknown or against fire-using or fire-dwelling creatures.

The material component of this spell is a chunk of ice or a single pearl.





Vocalize

(Alteration)

Level: 2
Range: Touch
Components: S, M
Duration: 5 rounds
Casting Time: 2
Area of Effect: 1 spellcasting creature
Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the *vocalize* spell. Only the verbal requirement of spells is deleted. This spell has no effect on other noises or speech—it simply removes a spell's verbal component.

This spell is of great use when quiet is desired in spellcasting or the individual has been magically silenced. The *vocalize* spell does not negate the magical silence, it merely permits spellcasting without verbal components.

The material component of this spell is a bell with no clapper.

Ghost Armor

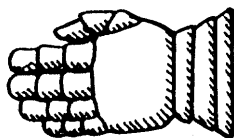
(Conjuration)

Level: 3
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 1 creature, size H or less
Saving Throw: None

An improved version of the armor spell, ghost armor provides the recipient with a suit of ghostly, translucent plate armor. The plate armor provides an AC of 3 to the user, which combines with Dexterity and magical bonuses. If the recipient is already AC 3 or better, the spell has no effect. Magical bonuses from existing armor (*leather armor* +2, for example) are not added to the ghost armor.

Ghost armor has no weight and does not restrict the wearer in normal movement, spellcasting, or thieving. The armor is magical force, not metal, and so is not vulnerable to attack from rust monsters or the *heat metal* spell.

The material component of this spell is a fragment of real armor that has been worn in battle.



Spectral Wings

(Evocation)

Level: 4
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Creates wings, 26-foot span
Saving Throw: None

This spell creates a misty, gray, largely intangible flying steed. The *spectral wings* appear as a set of gray, ghostly wings, 12 feet long, with a wingspan of 26 feet. The mount is visible to others but seems foglike and insubstantial. Those riding on the *spectral wings* feel it as a solid object.

The wings are a magical force under the mental control of the caster. This force is not a living thing; it cannot be slain or affected by normal weapons but can be dispelled normally. The caster must remain in contact with the wings in order to control them. If the caster is taken out of contact with the wings or is slain or rendered unconscious, the wings will perform the last order they received.

The *spectral wings* are utterly silent and have maneuverability class B and a speed of 15. They can pass through solid objects, but that ability is not passed along to the individuals and equipment that the wings carry. The wings can carry up to 100 lbs. per level of the caster. If overloaded, the additional weight falls through the wings. The wings provide a solid base for spellcasting and missile fire. The caster can engage in other actions while riding the wings, but the wings will continue to move according to their last orders if this is the case.

The material component of this spell is a wing bone from any type of flying creature. The wings resemble the wings of that particular creature.

Snilloc's Major Missile

(Evocation)

Level: 5
Range: 60 yards + 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

Snilloc's major missile functions in most fashions as the 1st-level wizard spell *magic missile*, save for increased damage and limitation to a single creature target. The *major missile* inflicts 1d4+1 points of damage upon a single creature, much as a





magic missile. The caster gains an additional 1d4+1 for every two levels thereafter, to a maximum of 15d4+15. *Snilloc's major missile* cannot be split up between multiple targets and will be affected by all spells that negate or affect the *magic missile* spell.

This spell is the result of intensive research following the Avatar crisis, after which it was discovered that the common *magic missile* was no longer as effective at high level.

Spectral Guard

(Evocation)

Level: 7

Range: 60 yards

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: Sphere of 20-foot radius

Saving Throw: None

This spell creates an invisible guardian which will stand watch at a specific location no larger than a 20-foot-radius sphere. The guard waits, undetectable by normal, nonmagical means, though it will radiate a strong magical aura and be completely visible to *true seeing* and similar magic.

When the *spectral guard* is created, it must be given specific activation conditions such as the opening of a particular chest or door, or a specific creature (or creature who is not the caster) touching a particular object. When this condition is fulfilled, the spectral guard appears.

The spectral guard appears as a wraithlike creature with a tapering, legless form and powerful limbs. One of these limbs will wield a melee weapon chosen by the caster at the time of the creation of guard. The spectral guard is noncorporeal and able to pass through solid barriers. It can attack gaseous creatures and creatures in the Ethereal Plane as well as those normally only struck by +2 weapons or better.

The strike of a spectral guard inflicts damage according to the weapon it carries. Victims feel a chill as the spectral blade passes through them. This chill has no game effect. The guard strikes twice per round with the same THAC0 as the caster at the time the guard was created. The spectral guard has the same number of hit points as the caster at the time the guard was created. The creature is AC 0 and flies silently with a movement rate of 24(B). It can move beyond the radius of its initial watch in pursuit of its victims.

The spectral guard cannot be charmed, turned, repelled,



blinded, confused, or tricked with illusion/phantasm magic. It can automatically detect living creatures within 50 feet of its position. It will ignore undead, and undead creatures will not activate the spell.

No more than one spectral guard can be placed within a 20-foot radius—attempting to place a spectral guard in an area already under the influence of another spectral guard will cause the second spell to fail. The spectral guard will fight until destroyed or dispelled, or until it successfully defends its charge. The original caster can dispel the spectral guard at will after it has been activated. Others have standard dispel chances against the caster's level.

The material components of the *spectral guard* spell are a human bone, the dried eye of a beholder, and a nonenchanted version of the weapon to be used by the spectral guard. All are destroyed in the creation of the spectral guard. In creating the guard, the caster can fashion the face and form to resemble a real person the caster is familiar with or just a typical face, race, age, and build.





Daltim's Tome of Fire

This tome is small in dimension, about 9 inches tall, 5 inches wide, and perhaps an inch thick. Its 50 pages are made of thick paper of a light gray color; the paper cannot be burned and is cool to the touch. The book is bound in rich red leather (purported to be the skin of a salamander) that is warm to the touch; Daltim's dragon-like sigil is impressed on the front cover. *Daltim's fiery protector* has been placed on the book, as has *Daltim's proof against fire*; both of these new spells can be found in the book (and are described here).



Daltim's Tome of Fire is similar to *Darsson's Notes* (see page 41) in two significant ways. First, it is penned by a Halruan mage. Second, the mage Daltim Flamefist is still living. Like Darsson, Daltim has other copies of the spells but would like to retrieve this book for the many other notes it contains.

Daltim leads a mercenary company called the Destroyers. Based in Halabar (in Halruaa), the company specializes in artillery but also relies heavily on magical and psionic attack. Of the company's 50 members, 20 are 1st-level fighters who man catapults and other heavy weapons, while 30 are wizards and psionics of levels 2-9. Daltim himself is a 14th-level pyromancer (a wizard specialized in the school of elemental fire) and is known to have several psionic wild talents.

Unlike Darsson Spellmaker, Daltim Flamefist is proud to be from Halruaa. He is of noble birth, the son of an Elder of the nation of mages, and aspires to become an Elder himself. To gain experience, Daltim often leads his mercenary corps in battles. Recently, the group has been operating in Tethyr, in that nation's seemingly interminable civil war. It was in Tethyr that *Daltim's Tome of Fire* became separated from the mage; he is unlikely to have misplaced it or accidentally left it somewhere, so the book was presumably stolen by someone.

The book contains a number of unique and rare spells, including *Daltim's flaming fist*, *everlasting fire*, *fire gate*, *unburn*, *Daltim's fiery protector*, *shroud of flame*, *flameproof*, and *Daltim's proof against fire*. Besides the three spells named for him, Daltim claims credit for *unburn* and *everlasting fire*. The spell *flameproof* comes from the mages of Zakhara, located far to the south of Halruaa.

Besides the spells, *Daltim's Tome of Fire* also lists and describes several magical items related to fire and light: *magic match*, *magic tinderbox*, *glow ring*, and *one-way lantern*. Each item is described in some detail, and there are notes on creat-

ing a *magic tinderbox* as well. Finally, the tome contains a discussion on making psionically empowered items and lists several possibilities; there is also a brief treatise on the advantages of enchanting a psionic item.

Daltim's Flaming Fist

(Evocation)

Level: 4
Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Creates 1 fist
Saving Throw: None

Daltim's trademark, this spell produces a fiery fist about the same size as a normal human fist. The fist appears in midair within 10 yards, anywhere the caster desires. Within limits, the caster controls the fist for the duration of the spell.

The fist must stay within 60 yards of the caster but can be made to go anywhere within that area, easily crossing the entire area as the caster wills. Once per round, the caster can either touch an inanimate object with the fist or direct the fist to strike an opponent.

If a flammable object is touched by the fist, a successful saving throw vs. magical fire is required or the item burns.

If the caster attacks with the fist (foregoing any other attack that round), an attack roll is made as if the caster himself was making the attack. If the attack roll is successful, *Daltim's flaming fist* strikes the opponent and bursts into a 3-foot radius sphere of fire, centered on the point of impact and engulfing the target, which suffers 1d4+1 points of damage.

If the fist misses, its damage potential is stored, to be released on the next successful attack. Thus, if the fist misses once, then hits, it causes 2d4+2 points of damage; if it misses twice and then hits, it causes 3d4+3 points of damage, and so forth. If the spell's duration runs out before any successful attacks are made, any stored damage potential is released in a fiery burst with a 3-foot radius, centered on the fist's present location. Any creature caught in that radius must make a successful saving throw vs. spell or take the damage stored in the spell (1d4+1 for each round it missed up to that point).

If the caster stops concentrating on the fist, it continues to attack its last target each round until the spell's duration runs out. If the fist's last direction was not to attack, it remains in place, possibly setting fire to anything that touches it.

The spell's material component is a glove made to fit the caster. A pinch each of sulphur and phosphorus must be placed inside the glove; all components are destroyed upon casting.

This spell is not to be confused with *Malec-Keth's flame fist* from the *Tome of Magic*.





Everlasting Fire

(Evocation)

Level: 4
Range: 5 yards
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 object or construct
Saving Throw: None

This spell creates a very small gate to the Elemental Plane of Fire, calling through flame about equal to that on a torch. The flame is completely normal in all ways, except that since it comes from the Elemental Plane of Fire, it needs no fuel and continues to burn under any circumstance – without air, underwater, when covered with sand, etc. The flame lights any flammables that touch it, and it never goes out unless a *dispel magic* spell (or a stronger spell, like *limited wish*) is used to extinguish it.

Everlasting fire can be cast on a mobile or stationary object, but it burns anything flammable. The spell cannot be placed on any type of creature except a magical construct. Most casters place *everlasting fire* on an object made of stone or sturdy metal.

This spell can be used to make a magical item in the same manner as *continual light* can be placed on a rod. Such an “everburning torch” must be made of some nonflammable material. In order for the item to be carried safely, some insulation should be used. A *Daltim’s proof against fire* spell (described later) is a good way to make it possible to carry the “everburning torch.”

The material components for this spell are a bit of wood soaked in lamp oil; the material is consumed during casting.

Fire Gate

(Alteration)

Level: 4
Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

Upon casting this spell the caster can step into a large fire (with at least a 2-foot radius) and immediately reappear in another similar-sized fire up to 50 yards/level away. If no such fires exist within that range, the spell does not function and the caster remains in the initial fire. If multiple large fires are available, the caster can choose from them.

If there is a large, solid object blocking the *fire gate*, then the caster is mired in the plane of Elemental Fire and will remain so until he either finds another way out or is rescued.

This spell has made its way out of the savage and brutal lands of the Red Wizards of Thay. It is recommended that the spellcaster have some form of protection against fire before attempting it. Most reports of the power and the magic of the Red Wizards have been exaggerated to make them seem more powerful than they are. While many unique magics exist in the lands of Thay, they are often merely variants of spells found elsewhere and usually function several levels higher than is mentioned in bar talk and local legends.

Unburn

(Abjuration, Alteration)

Level: 4
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This rather odd spell reverses the effects of a fire. The *unburn* spell calls into existence a reversed form of fire, one with a black flame that radiates cold and shadow rather than heat or light. While a normal fire requires flammable material for fuel, the black fire created by *unburn* feeds on the ashes and charred remains of normal fire.

The most common use for *unburn* is to reverse the flame effects on something the caster wants such as an important scroll, a painting, or a home. When casting the spell, the caster chooses a point for the black flame to start; the initial manifestation is about the size of a human hand. From this place, the black fire spreads to other burnt materials, similar to the way normal fire spreads to flammables. The black fire spreads to all burned materials it touches and continues to restore all such materials for up to a full day, or until it can no longer reach burned materials. At that time, the black fire goes out, though the effects of its passage are permanent and cannot be reversed by such spells as *dispel magic*.

There are some restrictions to this spell. The results of a recent fire are relatively easy to undo because all the ashes and other materials are still there. *Unburn* can also be used on older fires, but there is a risk that some of the raw material has been carried off or blown away in the wind. The magic of *unburn* does not cause most of those materials to return to the scene, though it will call back minor amounts of ash that were wafted away by the hot air of the normal fire. The exact amount of material left unrestored is up to the DM and should be based on the size of the original fire and how long ago it happened.





Unburn is effective only on burned materials. It will not prevent a fire, restore hit points lost to a fire-based attack, or restore to life a creature slain by fire. (It will, however, restore a dead body that was consumed by flames.)

Since rust (and other tarnish) is produced by oxidation, and fire is a form of rapid oxidation, the black fire of *unburn* will also undo the effects of rust or tarnish on metal, removing corrosion and stains.

The material component for this spell is a small vial of water.

Daltim's Fiery Protector

(Enchantment, Conjunction/Summoning)

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 object

Saving Throw: None

This spell is usually cast on an object, sometimes a spellbook, that the caster wishes to protect. *Daltim's fiery protector* summons and imprisons an unintelligent and very minor fire elemental to guard the object. Much like *fire trap*, *Daltim's fiery protector* can be placed on any closeable item such as a book, box, door, or chest. No other closure or warding spells can be placed on the item; if such is attempted, both spells fail. It requires special markings to be made on the affected item, so it can be detected by thieves (and others able to detect traps) with normal chances for detection and makes the item radiate heat. Those attempting to remove the trap (by affecting the markings) have only half the normal chance to succeed; failure sets off the spell immediately. A thief who successfully disarms the trap frees the imprisoned elemental, which might attack before fleeing. An unsuccessful *dispel magic* does not cause the spell to go off, while a successful *dispel magic* causes the spell to dissipate and return the imprisoned elemental harmlessly to the Elemental Plane of Fire.

The caster can use the trapped object without activating the guardian. The caster can also establish a password which can be used by others to allow safe access to the object. If the object is opened by anyone else, the spell is activated, and the object's guardian is released to attack the transgressor. The *fiery protector* is similar to the weak elemental summoned by a *dust devil* spell; it has 2 HD, AC 4, and can be hit by normal weapons. The fiery protector can attack once per round, inflicting 1d4 points of damage on a successful strike. The elemental can move up to 180 feet per round and sets fire to any flammable object it touches, including opponents it hits or any flammable item that hits it. The guardian attempts to kill or drive away the individual who tried to open the protected



object and will not move more than 120 yards from the object to which it is bound. If the elemental is killed, the spell is ended. Otherwise, the creature stays active until the offending individual is killed or goes away, at which time it returns to its imprisonment with the item, ready to attack the next individual who attempts to open the protected item.

During casting, the caster must somehow mark the protected item and must make a small symbol that serves as the prison for the fiery protector. The material components of this spell include sulphur, which is sprinkled onto the object, and a ruby worth at least 500 gold pieces; the gem is used to lure the fire elemental into its prison and is consumed during casting.

Shroud of Flame

(Evocation)

Level: 5

Range: 10 Yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature, size L or smaller

Saving Throw: Neg.





Also called the “trollkiller” spell, casting this spell causes a single creature to burst into flames. A successful saving throw vs. spell negates the spell’s effect entirely. If the initial saving throw is missed, however, the target takes 2d6 points of damage per round from the fire. Each round thereafter the target can make another saving throw vs. spell. As soon as one of these saves succeeds, the flames die out, inflicting no damage that round.

While immolated, all flammable objects on the target are burned (magical items receive saving throws vs. fire). If flammable oil is on the character, it is ignited by the flames and inflicts additional damage.

The *shroud of flame* shoots off goutts of fire as it burns. All those within 10 feet of the burning target take 1d4 points of damage from the flame. Flammable objects near the flame will ignite and burn as well. Items such as *rings of fire resistance* and spells such as the priest’s *protection from fire* will protect both the target creature and those around it from the fire damage of the spell. They will not negate the immolation and possible burning of flammable items, however.

The material components of this spell are a pinch of saltpeter, a small piece of phosphorus, and a small scrap of lace cloth or spider web.

Flameproof

(Abjuration)

Level: 6

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 1 object or creature

Saving Throw: None

When cast upon an item, *flameproof* renders that item immune to all flame, whether magical or natural in origin, for the duration of the spell. The item (and anything it contains) will remain at normal temperature and cool to the touch despite immersion in lava or exposure to a red dragon’s breath weapon.

When cast upon a creature, the recipient gains full immunity to normal fires. Ordinary flame—even such exceptionally hot fires as molten lava—cannot harm him. Fire-breathing creatures (such as hell hounds or red dragons) and those made of flame (such as fire elementals) that attack the recipient suffer a -1 penalty to each die of damage inflicted.

The recipient also gains a +2 bonus on any saving throw against magical fire, including spells such as *fireball*. When cast upon a creature from the Elemental Plane of Fire, the spell has no effect.

Flameproof cannot be combined with other spells and magical items that provide protection against flame. (Contrast this with the magical item *ring of fire resistance*.)

The material component of this spell is a bit of candle wax.

DalTim’s Proof Against Fire

(Abjuration)

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 1 object, 1 cubic foot/level

Saving Throw: None

This spell grants permanent immunity to fire to the object on which it is cast. The protected object cannot be burned by any means. The caster can affect up to one cubic foot of material per caster level; thus, a 14th-level wizard can protect an item with up to 14 cubic feet of mass. Only solid objects can be affected by the spell. The item affected remains cool to the touch.

If *fireproof* is cast upon an item large enough to be worn (such as a suit of armor or a cloak), that item can be used as protection against normal fires, granting immunity to the effects of any normal flame that is blocked by the item when it is worn. The individual wearing the item also receives a +2 to any saving throws against magical fire.

The material component is an ink made of red dragon blood and a crushed ruby of 5,000 gp value. Protective runes are brushed onto the item before casting the spell; these fade and disappear when the spell is cast.

New Magical Items

Glow Ring

XP Value: 200

GP Value: 500

Upon pronunciation of a command word, the opal set into this silver ring produces a cool, dim glow much like moonlight. While the low light produced has a radius of only 3 inches, it is sufficient to allow reading or fine work with only a little difficulty. Such rings are enchanted especially for rogues and can be used only by them. They are useful in opening locks or in spying activities. Though it allows the rogue to see and does not interfere with infravision, there is little chance it will be seen by anyone else. The command word is usually inscribed on the inside of the ring, and it must be whispered to be effective. Repetition of the command word causes the light to go out. The ring will not function in magical darkness.

Several *glow rings* have been reported in Faerûn, most often in (or rather, on) the hands of leaders of thieves’ guilds. The master thief Silverfox, last seen in Cormyr, is known to have a *glow ring*.





Magic Match

XP Value: 15 each

GP Value: 75 each

A magic match appears to be a simple copper rod 3 inches long. Upon pronunciation of a short command word, a small flame leaps from one end of the rod. If used as a weapon, the flame of the magic match will do only one point of damage, but it will also set fire to flammable items or materials. The flame lasts for one round and cannot be extinguished by any normal means, even from strong winds or total immersion in water. Each magic match is good for only one use, but they are usually found in lots of 2d20. A group of the matches is normally contained in a small, engraved wooden box.

Magic matches are believed to have been invented in far-away Kara-Tur. The first specimens appeared in Faerûn at about the time of the Horde. Since then, western mages, such as Daltim Flamefist, have studied the items and discovered methods for producing them.

Magic Tinderbox

XP Value: 700

GP Value: 3,500

This item appears to be a normal set of firemaking tools, a bit of flint and steel, and some dry, burnable materials. All are held in an engraved wooden box which keeps items inside perfectly dry. The flint and steel will always make adequate sparks to start a fire, even in windy or rainy conditions, though gale-force winds or torrential downpours will prevent the item from working.

The first *magic tinderbox* was created just a few years ago by Daltim Flamefist. His method has spread since then, and these fire-producing devices have begun to appear among several of the better-equipped adventuring companies of Faerûn.

One-Way Lantern

XP Value: 750

GP Value: 3,750

This item, a lantern of fine copper with a dark ruby at the center, lights the way for the individual or individuals who touch its handle. Anyone who touches the handle can see as if the lantern provided a bright light (similar to a *light* spell) to a radius of 30 feet. Because of the lantern's small size, no more than three human-sized beings can touch the handle at the same time. If the individuals touching the lantern's handle have infravision, the infravision is spoiled.

The one-way light produced by the lantern has no effect whatsoever on any being not touching the item's handle. The light cannot be seen, so the lantern will not give away the position of those who hold it. The one-way light also has no effect on the infravision of those who do not touch the lantern's handle.

Daltim Flamefist discovered one of these items on a recent expedition. Though the origin of the *one-way lantern* is unknown, Daltim supposes that it was created for use by a

human (or humans) in a group of elves or other beings with infravision. An individual without infravision could carry the lantern and see normally without adversely affecting the infravision of elf (or other) companions. Several of the items could be in circulation, or they might be found in forgotten hoards of treasure throughout the Realms.

Notes on Psionically Empowered Items

(An excerpt from the notes of Daltim Flamefist, read last year to a symposium of wizards in Halruaa)

I am continually amazed by the ignorance of some mages. Even in Halruaa, home to the finest mages in the world, there are many who are unaware of the *not-magical* items, those items that act as if they were enchanted yet do not show up to normal divinations. These items are, of course, empowered psionically, imbued with the mental energies of some powerful intellect.

Since the energies used for their creation are different, psionically empowered items are undetectable to normal divinations, though divinations specially created to detect psionic emanations can be useful in uncovering such items.

Some jargon should be introduced at this point. Though there are several derogatory names for those who use their own mental energies to perform pseudo-magical tasks, the correct name for a person who studies and develops such powers is *psionicist*. A psionicist uses what are called *sciences* and *devotions* in much the same way that a mage uses spells. There are also others, such as myself, who are gifted with mental energies without study; we are known as *wild talents*.

Though I lack the ability to empower items with mental energy, I have *communicated* with several such items, and with their makers, and I have discovered many things worth passing on to those mages who would be well-versed in other types of arcana.

First, the process used to psionically empower an item parallels the enchantment of a magical item. The finest of materials must be used, and the maker must concentrate to imbue the item with arcane power. In addition, just as a mage must know the spells to be cast into an enchanted item, so must the psionicist know the psionic devotions and sciences to be placed within the empowered item. When an item is empowered, all sciences and devotions placed into it must come from the same *discipline*, a grouping of like sciences and devotions. This would be like a mage enchanting an item with spells only from one school. However, while the mage has the option of placing spells from several schools into an item, a psionicist must limit himself or herself to spells from a single discipline.

(A description of the empowering process follows, with many technical references; as it comprises over a dozen pages, it has been deleted from this source for the sake of brevity.)





. . . So you can see how similar the two processes are, and it should be obvious that many enchanted items can be duplicated, or nearly so, with psionic empowerment. Yet I must point out two important differences. First, as stated earlier, empowered items cannot be detected by normal divinations. Second, as hinted at, each empowered item is intelligent; it has a personality.

The personality of a given item is largely unpredictable. I suspect that it is created from some fragment of its creator's personality, possibly influenced by whatever the creator was thinking at the time, what he or she was striving for, perhaps even by the creator's dreams and desires.

Each empowered item can also communicate and indeed, any would-be user of the item must communicate with the item, often in an attempt to convince the item simply to cooperate! I own a few empowered items myself, and it was difficult "getting to know them," earning their trust, and convincing them to heed my requests. Fortunately, my items are relatively friendly, and they quickly became used to me, much in the manner of semi-intelligent pets or even familiars. I spend a few minutes each day in communication with the items, to maintain our good relationships so they will aid me whenever I ask.

It should be noted that empowered items can also be enchanted. Since fine materials must be used for empowered items, those items tend to lend themselves to enchantment as well. The two arcane methods are not mutually exclusive, and there are no disharmonies that prevent both from being used on the same item. Thus, it is possible to create a dagger empowered with the psionic ability to alter its size and to also enchant that dagger with the ability to create fear in an enemy, in the manner of a wand. One should be careful with the enchantment, however; if it is set up to be activated by mental command, the item could activate itself.

I urge you to become aware of psionics as an arcane force, if only to protect yourself from them. I will continue my own researches; I plan to explore the feasibility, however repugnant it may sound, of using a psionically empowered item as a familiar. If it can be done, I want to know about it before it is used against me.

Thank you for your attention, and I leave you With the details of a spell that can be used to protect yourself, at least somewhat, by detecting the presence of psionic activity.

Detect Psionics

(Divination)

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 30-foot/level diameter sphere

Saving Throw: None

This spell is similar to the psionic devotion psionic sense, except that it uses magical instead of psionic means to gain information. The spell allows the caster to detect psionic activity in a sphere around his location. The diameter of the sphere is 30 feet per level of the caster. Psionic activity is defined as the expenditure of psionic strength points (PSPs).

The caster detects all psionic activity within the area of effect. (In other words, whether or not PSPs were spent in the round by any characters or items within the area of effect.) How much other information he gains depends on his level, as described below.

If the caster is 5th level or lower, he only determines whether or not someone or something within the area of effect is psionically active. A caster of 6th to 8th level also learns how powerful the activity is. Power levels of psionic activity are as follows: *low*, 1 to 5 PSPs; *moderate*, 6 to 12 PSPs; *high*, 13 or more PSPs. (Note that at these levels the power detected includes *all* psionic activity within the area of effect and doesn't differentiate between individual psionic use.) A caster of 9th to 12th level also learns where the activity is taking place (direction and distance), thus allowing him to identify characters or objects expending PSPs in a given round. Finally, a caster of 13th level or higher can differentiate the power-level expenditure of each individual in the area of effect.





Darsson's Notes

This simple tome has a binding of fine black leather, with a silver symbol (Darsson's personal sigil) on the spine. The book is approximately a foot tall, two-thirds that in width, and perhaps an inch deep. Some 150 pages of fine, thin paper rest between the bindings; about half of those pages bear the writings of Darsson, also known as the Spellmaker of Ravens Bluff.

Unlike many of the other books, librams, and tomes described thus far, *Darsson's Notes* was penned by a mage who still lives, Darsson Spellmaker. Darsson is young (as mages go), having not yet passed 50 years. He was given the name Sen when he was born in Halruaa nearly a half-century ago, and he is the son of an Elder of that nation, Dar Malson.

Dar Malson traveled extensively in his youth, around Toril and to other worlds. Almost a century ago, he and his companions (a small group of other adventuring wizards) formed a guild and settled in the town of Northbank, on a world other than Toril. The guild thrived for more than a decade, until a dark necromancer named Kyristan joined. With his skill and power, the newcomer quickly ascended to the seat of guildmaster.

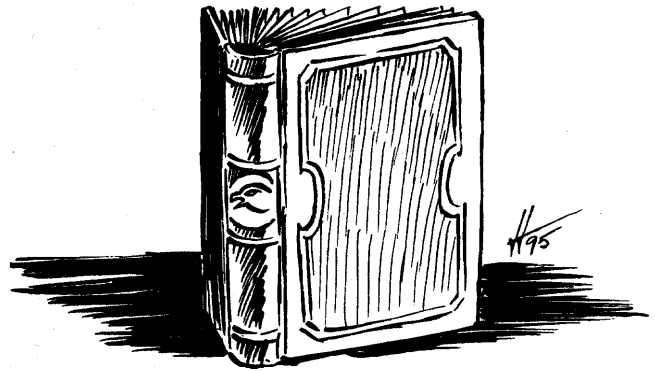
Kyristan (see page 66) wanted to become a lich and began experimenting on guild members. He was discovered and exposed by Dar Malson, but the guild fell apart. The rest of the guild members left and Dar remained in Northbank, slowly growing bitter as well as disdainful of other people.

Eventually, nearly three decades after the founding of his guild, Dar was able to exact a small amount of revenge against Kyristan, helping to stop an evil plot put into motion by that power-hungry mage, who had achieved his goal of lichdom. Tired of living a life alone, Dar decided to return to Toril and to Halruaa. He was also able to convince a pretty young mage, Kitta Doroff, to accompany him as his wife.

Once back in Halruaa, Dar Malson and Kitta reclaimed Dar's family estates, which had fallen into disrepair during his decades-long absence. The couple was happy at first, but their passions soon moved them in different directions. Kitta, though she wanted to learn more about magic, also enjoyed life and continually tried to get Dar to enjoy himself. Dar delved into more and more arcane researches, retreating from his wife and the life she offered him.

The details are unclear, but Dar began researching some form of forbidden magic, possibly ancient Netherese spells. It is rumored that he also trafficked with the Red Wizards of Thay, seeking ever more twisted spells and magical items. Even the birth of his son, Sen Darsson, failed to attract much of his attention.

Not long after the birth of Sen, word of Dar's depredations reached the other Elders of Halruaa. Other mages confronted Dar, who rebuffed them. Eventually, several Halruan wizards banded together to put an end to what they regarded as per-



versions. A great battle was fought, and while Dar used magic long forgotten, he eventually fell to the combined might of the other Elders. Kitta also perished, but Sen survived and was taken in by one of the attacking wizards, a middle-aged woman named Fodas.

For several years, Sen was raised in ignorance of his heritage; he knew simply that his parents had died when he was an infant. However, when he reached the age of 13 and finished basic Halruan schooling, Sen was told of his family background by his adoptive mother. During the next few years, Sen studied magic, but he also researched his family background. He blamed Kyristan (and, by extension, necromancy in general) for the madness that seemed to have affected his father, but he also became increasingly disillusioned with the paranoid nature of Halruaa.

Sen developed his own ideas about magic, but these were suppressed by his mentors and teachers in favor of the "right" way of performing magic. Still, Sen persisted, and he eventually decided that the paranoid, repressive atmosphere of Halruaa, which had led to the death of his father for "unacceptable research," was counter-productive. At the age of 20, Sen formally adopted the name "Darsson" to honor his father, and he left Halruaa, never to return.

Since leaving Halruaa, Darsson has studied magic a great deal. He is open to many ideas and enjoys researching magical spells, especially trying to recreate forgotten spells from the often sparse evidence about them. He considers himself not only a researcher but almost an archaeologist of magic. Darsson currently resides near the city of Ravens Bluff on the Dragon Reach. Residents of that city gave him the nickname "Spellmaker" more than a decade ago, and it has stuck rather firmly.





Darsson's Notes is a collection of many of Darsson's researches. It includes extensive notes on source material for spell research as well as the histories of several spells. In addition, it includes the description of know school and the Halruan spell *suspension*, plus notes on eleven spells created by Darsson and the full descriptions of each of those spells. Finally, *Notes* includes Darsson's research notes on two magical items he created, the *ring of magic detection* and the *wand of portraiture*.

Once finished with a spell, Darsson transcribes the results into one of his permanent spellbooks. Thus, while the loss of his *Notes* is annoying, he retains the use of the spells listed within. Still, Darsson is a completist, and he would welcome the return of the book to his extensive library. In addition, the fewer people who learn the spell *summon Darsson* (described in the following text), the happier he is. He would likely reward the individual who returned the book with a special new spell, built to their specifications (as much as possible).

The book contains the following spells, described in the following text: *amplify*, *distort*, *know school*, *Darsson's cooling breeze*, *Darsson's fiery cube*, *portrait*, *safety net*, *lessen gravity*, *Darsson's eye in the sky*, *Darsson's potion*, *Darsson's music box*, *summon Darsson*, and *suspension*. Except for *suspension* and *know school*, all were created by Darsson. *Suspension* is jealously guarded by Halruans, who would be rather perturbed if a non-Halruan were to learn it. While the Spellmaker has created numerous other spells, this resource contains only those listed.

Amplify

(Alteration)

Level: 1
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 1 source of sound
Saving Throw: None

This spell changes the volume of sounds created close to its center of effect. The caster moves his hand in a circular motion at the point he wants to center the spell. With the uttering of a command word, the area so outlined begins to glow softly. The outlined area is disk-shaped and can be as small as 2 inches in diameter or as large as 1 foot in diameter.

The disk acts as a sound magnifier: Whatever sound enters the active (caster) side of it may exit the other side at a much different volume. The volume can be increased or decreased at the caster's mental command: up to five times louder, or softer, than normal.

The material component is a small cone of paper.

Distort

(Alteration)

Level: 1
Range: 0
Components: V, S
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 1 source within 5 feet
Saving Throw: None

The caster can alter the nature of any sound, provided its source is within 5 feet. Although the volume of the sound remains the same, its resonance, timbre, pitch, or tone can be changed. For example, the sound may be given a buzzing quality, an echo effect, or an underwater tonation, and its pitch may be raised or lowered. By mental command the caster sets the type and amount of distortion, which remains constant until he actively changes it again. Any distortion that the caster can mentally hear can be imposed on the sound. This spell may, at the DM's option, adjust the saving throw of a sound-based attack.

Know School

(Divination)

Level: 1
Range: 120 yards
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: 1 target
Saving Throw: None

By means of this spell the caster may determine the school of another spellcaster. This spell only functions on other wizards who are specialist mages; it produces no results on priests, spellcasters without schools, or creatures without spell ability.

The target is unaware of the divination unless he or she has some means to detect or prevent magical scrying. The material component of this spell is a small tube of paper or vellum.

Darsson's Cooling Breeze

(Alteration, Evocation)

Level: 2
Range: 0
Components: V, S, M
Duration: 4 hours/level
Casting Time: 2
Area of Effect: 5-foot/level diameter
Saving Throw: None





This spell is a less powerful but longer lasting version of the *gust of wind* spell. The caster can place the effect on an object or at a specific point. When cast, the air about this point moves slowly clockwise around the center. The air movement will not move faster than 5 mph, about the same as a ceiling fan, and is far too weak to move a sailing ship, for example. This spell can be used to keep air moving in an enclosed place, making a stifling room more comfortable. Richer citizens of Halruaa often cool their homes by means of this spell. It works well when combined with large blocks of ice, which can be purchased from enterprising mages who use the *wall of ice* spell.

The material component of the spell is a dried legume.

Darsson's Fiery Cube

(Evocation)

Level: 2
Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 10-foot cube
Saving Throw: ½

The fiery cube is an explosive burst of flame that fills an area no larger than a 10-foot cube. It detonates with a low roar, creating a cube of fire. The fire inflicts 1d4 points of damage per level of experience of the spellcaster, to a maximum of 10d4. The fiery cube will fill any open space in its area of effect but does not expand beyond that area. Thus, if it were cast in a corridor 5 feet wide and 7 feet high, it would fill a volume $10 \times 7 \times 5$.

The caster points his finger and speaks the range (distance and height) at which he wishes to place the spell's center. A streak of orange light flashes from the pointing finger, detonating in cubic shape at the prescribed place unless it strikes a solid object before reaching that place (early impact indicates an early detonation). Creatures in the area of effect that fail a saving throw vs. spell take full damage. Those who save successfully are assumed to have leaped part way out of the cube and take only half damage. (The Dungeon Master may rule that this is not possible.)

Besides causing damage, the spell ignites all combustibles in its area of effect and melts soft metals. Exposed items require a saving throw vs. magical fire to determine if they are affected. Items in the possession of a creature that makes its saving throw will be unaffected.

The material component of this spell is a tiny cube of bat guano, a small amount of sulphur, and a flake of phosphorus.

Portrait

(Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2
Area of Effect: 1 glass globe
Saving Throw: None

Using this spell, the caster can capture a particular scene permanently within a ball or globe of crystal; the area reproduced is a perfect sphere, so it fits smoothly within the crystal ball. The size of the captured scene depends on the caster's level: A caster of 3rd to 5th level can capture a scene of up to 10 feet in diameter; a caster of 6th to 8th level can reproduce a setting up to 100 feet in diameter; and a caster of 9th or higher level can duplicate a panorama up to 1,000 feet across. The image within the ball captures the scene in perfect visual detail.

The spell requires a sphere of glass or crystal which can be as small as 1 inch in diameter or as large as 1 foot in diameter. The crystal ball is held in one hand while the other hand is used to perform the spell's somatic component.

Safe Fall

(Alteration)

Level: 2
Range: 5 yards/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: Up to 100 square feet
Saving Throw: None

Safe fall resembles the 1st-level wizard spell *feather fall* but is somewhat more versatile. The spell can slow the falling rate of any number of objects (or creatures) that hit its area of effect; it can also deflect incoming missiles. Only solid objects are affected by the spell.

Safe fall creates an invisible, magical sheet that must be anchored to at least two solid, diametrically opposed points such as opposite walls. The precise dimensions of the spell's area must be determined when the spell is cast, but it must be rectangular. The area must have sides of at least 1 foot in length (so acceptable dimensions would include 1' × 100', 2' × 50', 4' × 25', etc.). A side's length may not exceed the length of any item to which that side is anchored.

Safe fall eliminates inertia in one direction, either forward (horizontal) or downward (vertical). If the effect is oriented





vertically (as a wall), it eliminates forward inertia. If the effect is oriented horizontally (as a floor), it eliminates downward inertia. For example, if the effect is positioned vertically to prevent missile fire, a missile would lose its forward inertia when it hits the effect, then fall straight to the ground. Should the effect be anchored so the *safe fall* area is at an angle, it still eliminates inertia in only one direction; a *safe fall* positioned closer to the horizontal would eliminate only downward inertia, and one positioned closer to the vertical would eliminate only forward inertia. If the spell is positioned at exactly 45°, the DM should randomly determine in which direction inertia is blocked.

An object's inertia is eliminated when any part of it touches the area of effect as long as the weight of that object does not exceed 200 pounds plus 200 pounds per level of the caster; larger objects are unaffected. If the object falls downward to hit the area of *safe fall*, its downward inertia is harmlessly dissipated when it hits the area of effect; for the distance from the effect to the floor or ground, the object falls as if it had begun falling at the *safe fall* area of effect.

Note that *safe fall* can be cast directly onto a floor (as long as it can still be anchored to vertical walls, fences, or other objects on two opposite sides). If this is done, a falling object's inertia is eliminated instantaneously as it hits the floor, preventing falling damage.

The material component of this spell is a square inch of a close-woven net.

Lessen Gravity

(Alteration)

Level: 3
Range: 0
Components: V, S, M
Duration: 3 hours/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By use of this spell, the caster can reduce gravity to one-quarter of its normal pull in a given area. A third level caster can affect a 10' × 10' area; an additional 10' × 10' square/can be affected for each two levels of the caster above third (two squares at 5th level, three at 7th level, etc.). A zone of reduced gravity 60 feet high is created.

This spell is useful primarily in arcane researches, where a reduction of gravity might enhance certain alchemical processes or reagents.

Birds and other flying creatures may have trouble compensating for the effects of the spell because their wings will push them higher than normal. Those using such spells as *fly* or *levitate* cannot move faster in the area, though they can carry more weight. Missiles fired through the area are unaffected;

their inertia maintains their normal speed and height. A missile fired or thrown within the area, however, can travel much higher. *Lessen gravity* does not lend itself to *permanency*.

Consecutive castings of the spell are cumulative in effect. Beings unused to lower gravity are somewhat disoriented in the spell's area of effect, suffering a penalty of +2 to initiative and -1 to attack rolls in combat. In an area under the cumulative effects of two *lessen gravity* spells, penalties are +4 to initiative and -1 to attack rolls.

An area affected by three or more such spells is basically a weightless environment (1.5% normal gravity), and penalties are +6 to initiative and -2 to attack rolls for those unused to this effect.

Note: Further optional information on weightlessness can be found on page 14 of the *Concordance of Arcane Space*, in the *Spellhammer*® campaign set.

Darsson's Eye in The Sky

(Alteration)

Level: 4
Range: 5 yards/level
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: 10-foot diameter circle
Saving Throw: None

By use of this spell, a form of programmed levitation, a wizard causes all people and loose objects within the area of effect to move upwards to a desired height, rotate once, and return to the ground. The maximum height is 10 yards per caster level, to a limit of 100 yards. The upward journey requires one round. Objects reaching that height then circle the vertical axis of the spell like a merry-go-round, taking one round for a full circle (any object or person at the center of the upper circle simply rotates in place). After one rotation, all affected objects descend and land gently by the end of the third round.

All affected objects rise and fall at the same rate and maintain their relative positions to one another. If the height desired by the caster is solidly blocked, as by a ceiling, the objects will rise as far as they can, and stop gently just before impact. Normally, to be affected, an object must fit entirely within the area of effect, but a single object larger than the area of effect can also be lifted by this spell.

The spell allows anyone in the area of effect to rise into the air, visually scout the area, and return safely to the ground.

The material component is the eye of a bird.





Darsson's Potion

(Enchantment)

Level: 4
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: 1 vial of water
Saving Throw: None

This spell prepares a vial of water to accept another spell, allowing the caster to make an "instant" and temporary potion without going through the steps normally associated with making one.

The spell's material component is a vial containing at least one ounce of water; the water must be reasonably clean but need not be pure. The caster must touch the vial of water while casting *Darsson's potion*. Immediately afterward, the wizard (or another spellcaster) must cast another spell, directed at the vial of water, using all that spell's normal components. Rather than having its normal effect, this second spell is absorbed into the water, creating a temporary potion that can be imbibed any time during the duration of the *Darsson's potion* spell. The second spell then takes effect on the imbiber as if the spell itself were cast on the imbiber (but never as if the imbiber were the caster).

The spell cast into *Darsson's potion* must be 3rd level or lower in strength and must be one the caster could and would cast on himself or herself. For example, *feather fall*, *shield*, or *cure light wounds* could be cast into *Darsson's potion* because they affect the caster directly. Spells like *friends*, *identify*, *shocking grasp* or *fireball* cannot be cast into *Darsson's potion* because those are spells that the caster would always use to affect an object or another person. If a question arises, the DM decides whether or not the spell functions.

The secondary spell stored in *Darsson's potion* has standard effects according to the level and ability of the spellcaster who placed it into the elixir.

Darsson's Music Box

(Enchantment)

Level: 5
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: Variable
Area of Effect: 1 object
Saving Throw: None

Using this spell, a wizard can enchant an inanimate object, usually a seashell or small box, to play a magically recorded message or song. The caster may use the spell to save a special song, to play dramatic music when anyone enters his dungeons, or to create a fancy doorbell.

The message recorded can play for up to one turn. To record, the wizard casts the spell and mentally commands the recording to begin any time in the next round. Likewise, the caster can end the recording by mental command before the maximum one turn duration has expired. Any sound made within a radius determined by the caster (up to 30 feet) will be recorded.

Recorded material is played back when specific conditions are fulfilled according to the spellcaster's instructions. Play back can be at any nondamaging volume, determined at the original casting time. Two recordings made of the same musical piece, made at the same time, can be made to respond to the same condition, producing a stereo effect. Most of *Darsson's music boxes* are set to respond when the name of a recorded piece is spoken, but they can be set with any trigger, general or specific. Some examples are "when anyone knocks on this door" or "when the king enters the throne room." Another possibility is "when one or more halflings enter the larder." Cues must be audible or visual in nature. The trigger cannot distinguish invisible creatures, alignments, levels, Hit Dice, or classes, except by external garb.

Recordings of spellcasting and command words will not actually cast spells or cause magical items to function. A recording can be used to trigger a magic mouth or other spell that requires a specific condition to be met (such as *Darsson's music box*), provided the condition specifies a recorded message as a trigger.

The material component for the spell is a pearl or a small cube of brass, which is placed inside the ornately carved box, polished seashell, or other fine object on which the dweomer is to be placed.

Summon Darsson

(Summoning)

Level: 5
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Darsson (only)
Saving Throw: Neg.

When *summon Darsson* is cast, it opens a line of communication with the mage, waking him if need be (though the spell is ineffective if cast when Darsson is unconscious). An image of Darsson's head appears before the person who cast the spell; Darsson can see, hear, and speak through the image.





Spells cannot be cast through the image in either direction. The image provides enough information for psionic contact to work, but normal range modifiers still apply; Darsson is not considered to be within line-of-sight, even though his image is.

If the person who casts *summon Darsson* is one of Darsson's friends or utters a code word known to Darsson and identifying that person as a friend of a friend, Darsson forgoes the saving throw he would normally receive against the spell and allows himself to be summoned to the caster.

If Darsson does not know the caster of the spell and no code is mentioned, the caster has a short time (up to 10 seconds) to explain himself or herself. If the caster is slow, Darsson prompts the person to explain the reason for casting the spell. If the explanation is reasonable, or if a good reward is offered, or if for some other reason Darsson feels he should go to the caster's aid, he forgoes the saving throw. In certain cases, he might go simply to see how the caster came into possession of the spell—and to mete out punishment if such is deserved.

If Darsson does not wish to be summoned for any reason, he receives a saving throw vs. spell. Since he is a 16th-level mage, he needs roll only a 6 or better on a d20 to succeed in his saving throw (possibly altered by items in his possession).

If Darsson fails his saving throw, or if he willingly forgoes his saving throw, he instantly arrives within 10 yards of the caster of the spell. He has some choice about where he arrives and, having seen the scene through his image, chooses a place that appears advantageous for him. If he is not on friendly terms with the caster of the spell, Darsson can choose to arrive in a place that gives him a distinct advantage.

Darsson arrives with whatever equipment and clothing he has on at the time, as well as whatever he can grab in the few seconds between notification and transportation. This has on occasion led to some embarrassing situations, such as the time a friend summoned Darsson from a bath to help him against a mind flayer. Fortunately, Darsson is never too far from his magical items, and he is never without spells.

If he is summoned into a dire situation, Darsson should be able to defend himself. If frivolously or maliciously summoned by someone with no right to use the spell, Darsson is more than capable of causing enough damage to inspire more politeness in the future—if the offender lives.

Note: This rather unusual spell was created by Darsson to allow his friends to summon him, presumably in times of great need. Few mages would do such a thing because it impinges upon their time, and because it is potentially dangerous—partly because an astute study of the spell will reveal the mage's true name, possibly giving another great power over the mage.

Still, because of the many upheavals in his life, Darsson cares deeply for his friends and created this spell so that he might be able to help them in times of need. He has placed

the spell on scrolls for a select few, and it is recorded in *Darsson's Notes* as well as a few of Darsson's other spellbooks and notebooks.

Since Darsson has many friends who are not mages, he created the *summon Darsson* spell so that it can be placed onto a scroll that can be activated by non-mages. If *summon Darsson* is placed on a scroll by a mage capable of casting it (such as Darsson himself, as is usually the case), it can be activated by any person capable of reading.

See the end of this section for a description of Darsson Spellmaker.

Suspension

(Alteration)

Level: 5

Range: 20 yards/level

Components: V, S, M

Duration: 1d4 days + 1 day/level

Casting Time: 1 round

Area of Effect: 1 creature or object

Saving Throw: Neg.

This is a powerful, long lasting version of the *levitate* spell thought to have been brought south to Halruaa by the original Netherese. This spell is known to be one of the magics necessary to power the fabled Halruan *skyships*.

It functions in all ways as does the *levitate* spell. It can be cast on the mage's person, on an object, or upon a single creature. The weight limit, 1,000 pounds per level of the caster, is greater than that of the *levitate* spell. Unwilling creatures are allowed a saving throw vs. spell to avoid the effects.

Concentration is required only when changing height. The vertical movement rate for this spell is 12. Smashing someone into a rock ceiling at that rate causes only 1d6 points of damage, with a saving throw vs. paralyzation to avoid all damage. Once the desired height is reached, the levitated object or person remains at that height for the spell duration or until the height is changed again.

The material component is a small leather loop suspended from a bent golden wire.



New Magical Items

Ring of Magic Detection

XP Value: 2,000

GP Value: 10,000

This large platinum ring boasts a rectangular top set with eight gems of different colors. When the ring is brought within 6 inches of magic (including both items and spell effects), gems glow according to the type of magic detected. The top row of gems and the types of magic detected are as follows: *emerald*, enchantment/charm; *sapphire*, abjuration; *amethyst*, necromancy; *obsidian*, conjuration/summoning. The bottom row of gems, and the magic they detect, are ruby, invocation/evocation; *jacinth*, alteration; *topaz*, illusion/phantasm; *diamond*, divination. The gems are of standard colors: i.e., green emerald, blue sapphire, purple amethyst, black obsidian, red ruby, orange jacinth, yellow topaz, and white diamond. The colors chosen for each school of magic reflect Darsson's views of the different kinds of magic, and opposite schools are represented by opposite colors.

The glow from the gems lasts as long as the ring is held within 6 inches of the source of the magic. If more than one type of magic is detected, all appropriate gems glow. If multiple sources of magic are detected, gem groups representing each source blink in succession. For instance, if two different spells are detected, one alteration and one enchantment, the ring will blink green, then orange, then green, then orange, and so forth. If magic of an undetermined or confused type is detected, all the gems flicker in rapid succession.

When the ring is used on enchanted items, it does not detect the magic from *enchant an item* or *permanency* spells unless no other spells are cast on the item. If an item meets either of the latter conditions, the ring's gems will flicker as if with magic of undetermined type. The ring does not detect itself.

The first ring of this sort was created only recently by Darsson Spellmaker. Aymaris, a roguish ladyfriend of Darsson's, often appropriates items for the wizard. Darsson made the ring using a very long and involved process to allow Aymaris to detect magical traps and to determine if items are magical.

Wand of Portraiture

XP Value: 1,500

GP Value: 7,500

Late in their brief adventuring career, two adventurers named Jantz (a male human wizard) and Joli (a female human fighter) discovered the *wand of portraiture* and a small ball of crystal set in an ornately carved wooden case. These items were near the remains of an ancient wizard in an old tower. The wand showed no signs of use, but signs of research were nearby. With some sage help, they discovered how to operate the wand.

It functions by being pointed at a person or object; the command "ready" causes a sphere of soft light to leap from

the wand, centering at a distance determined by the wizard holding the wand. With hand motions and pronunciations of the words "bigger" or "smaller," the caster changes the size and focus of the sphere. A sphere 10 feet in diameter or smaller costs only one charge, while spheres up to 100 feet in diameter cost two. A ball can be made as large as 1,000 feet in diameter with the expenditure of three charges. With the pronunciation of the word "flash," the caster causes the image surrounded by the sphere to become embedded in a crystalline ball, which the wand wielder must hold in his or her other hand. If a crystal ball is not held, the image appears briefly before dissipating, wasting the charge(s).

Worried that the wand would run out of charges, the couple hired Darsson Spellmaker. With the fragmented notes from the site of the discovery and a great deal of work, Darsson was able to create a reasonable duplicate of the original spell, which he calls *portrait* (described earlier in this section). The wand can be recharged with this spell.

Safety Net

XP Value: 1,000

GP Value: 5,000

These magical ropes are woven from giant spider or ettercap silks and enchanted with Darsson's *safe fall* spell. Safety nets are usually found in lengths of 50, 100, or 200 feet. When tied into loops, they create semi-permanent *feather fall* effects. These loops can be placed over openings or suspended in the air.

A *safety net* can operate vertically, horizontally, or at an angle, nearly eliminating inertia directed perpendicular to it. Thus, a vertical net diminishes the horizontal (forward) inertia of an oncoming missile, but the missile would still fall downward at the normal rate.

An object's inertia is reduced when any part of the object touches the area of effect of the net as long as the object's weight does not exceed 200 pounds plus a number of pounds equal to twice the rope's length in feet. For example, a 100-foot *safety net* can stop objects weighing up to 400 pounds. The *net's* area of effect is as long and wide as the loop. The area is centered within the loop and is as deep as the loop's shortest dimension. For example, a 100-foot net could be formed into a 20-foot by 30-foot rectangle that would have an area of effect 20 by 30 feet. The same net could form a cylindrical area about 30 feet wide and 30 feet deep.

Loops with total circumferences less than the net's length can be formed with no ill effects. Two or more nets can be tied together to form larger loops with no ill effects, but such combination nets have weight limits based on the shortest net in use.





Darsson Spellmaker

16th-level Male Human Mage

AC 5; MV 12; hp 41; THAC0 15; #AT 1; Dmg by weapon; AL N; S 10, D 15, C 16, I 18, W 16, Ch 11.

Weapon Proficiencies: Dagger, sling, staff.

Nonweapon Proficiencies: Reading/writing 19, spellcraft 16, ancient history 17, rope use 15, artistic ability 16, heraldry 18, gem cutting 13.

Physical Description: Darsson is a distinguished-looking man in his late 40s. He has black hair that is graying at the temples, and his eyes are blue. His features are somewhat craggy. Darsson stands 5 feet 9 inches tall and weighs 150 pounds.

Darsson disdains the wearing of robes. He will usually be found in a dark cloak, a pair of gray trousers, a white shirt, and a black vest. The vest has several pockets that hold spell components.

Darsson tends to be somewhat heavily armed when he travels, and he usually wears several daggers on his person. To be prepared for a variety of situations, he carries daggers of several different materials, including steel, flint, silver, and bronze. In addition, Darsson wears "holsters" for his wands, one holster strapped to the front of each of his thighs.

Personality: A quiet researcher by nature, Darsson spends little time in public situations. While he sometimes seems gruff because of his reclusive nature, Darsson is warm and generous in private situations. Because he felt betrayed many times when he was younger, Darsson selects his friends carefully, and those he has he values greatly. Darsson has a circle of perhaps a half-dozen close friends, and he would lay down his life for each or seek vengeance against any who harmed one of them.

Darsson despises most Halruan things and people because he feels the people of that nation betrayed his family. While he has never found out the details of what his father was researching that led to his death, Darsson blames the Elders of Halruaa, and their intolerance of research into anything outside the prescribed norms, for the death of his father and mother. Darsson has rebelled against the Halruan mindset; he engages in research to help others and is more than willing to share his knowledge and skills—with friends or for a good price, anyway.

Darsson despises illusions, preferring to rely on "real" magic. He also has a strong dislike of necromancy because of the lich Kyristan, whom he holds partially responsible for the downfall of his father. Darsson never uses illusions and only



seldom deigns to use necromantic spells. He prefers enchantments above all other types of magic—though he recognizes that there is perhaps more money to be made in creating alteration and evocation spells.

Magic: Darsson's spellbooks have a wide variety of useful spells, but no illusions and few necromantic spells. His spellbooks contain all the spells described in this section, a number of other unique spells of his creation, and a number of more common spells as well.

Darsson owns the following magical items: *cloak of protection +5*, *ring of magic detection*, *ring of fire resistance*, *wand of fire*, *wand of paralyzation*. He might have other magical items as well.

Darsson's exact spell selection is left to the DM but should be appropriate for the situation. Darsson is seldom caught unaware, and he usually has several spells prepared for special contingencies, including such selections as *prismatic wall* and *deport without error*.





ERIK
OLSON



Detho's Libram

This is a thin, red volume consisting of dyed rothe hide stretched over wooden boards and bound with brass hoops, enclosing 22 parchment pages. It bears no title or mark on the exterior.

The *Libram* was left to the library of Piergeiron's Palace in Waterdeep by Detho son of Navro, a mage who disappeared seven winters ago and doubtless met his doom in the vast dungeon of Undermountain. Elminster, Laeral, and Khelben "Blackstaff" Arunsun all perused the book and copied the spells they wanted from it ere the book was lent to the mage Peregar "the Invisible," to aid him in his expedition into the North. Peregar himself vanished in a ball of blue flame north of Yartar (either a spell of his own that went wrong or an attack upon him by an unseen enemy), and his band of adventurers scattered. The *Libram* was in Peregar's saddlebags, not on his person, when he was destroyed and is widely thought to have survived and fallen into other hands, presently unknown.

The book's pages contain 22 spells, one per page, as listed below. All spells are in standard form unless otherwise noted. The book's spells are: *burning hands*, *catapult* (unique), *dancing lights*, *detect magic*, *Detho's delirium* (unique), *enlarge, erase, feather fall, hold portal, jump, light, mending, read magic, spider climb, unseen servant, continual light, decastave* (unique), *detect invisibility*, *ESP*, *flying fist* (unique), *knock*.

Catapult

(Alteration)

Level: 1
Range: 50 yards
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: 1 object
Saving Throw: None

By means of this spell, the caster may cause any single item weighing 3 lbs. or less to move in a straight line in the direction pointed by the mage. The item will head in that direction until it reaches the limit of the spell and then fall to the ground. The item must be loose or freestanding or not held by someone and light enough to move. (Otherwise the item will quiver in place and the spell will be wasted.)

This spell can be used offensively to hurl an item into an enemy. The item hits the individual in its path with the caster's THAC0, with a +3 bonus to the roll. It is considered a +3 magical weapon for purposes of hitting an opponent but has no damage bonus. The damage caused depends on the item catapulted but uses the following guidelines:

Weapon	As normal weapon +1
Small item	2-3 points
Large item (2-3 lbs.)	2-4 points

Detho's Delirium

(Necromancy)

Level: 1
Range: Touch
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Neg.

The caster of this spell touches a being who is drugged, drunken, unconscious, or sleeping. The caster then speaks the verbal component and rings a small silver or brass bell.

The subject receives a saving throw vs. spell at -2; if the save is failed, the being begins to speak. He speaks at random, in all languages known to him, and on random, rambling topics. He cannot hear questions and cannot be forced by mental or magical control to give specific answers. While the person speaks, there is a 25% noncumulative chance per round that he reveals names (but not truenames), passwords, words of activation, codes, directions, and other useful information. Note that the speaker rarely identifies such fragments of speech for what they truly are. Dreams, rumors, jokes, and fairy tales may be mumbled by the speaker, not merely factual information.

If the affected person is awakened at any time, the spell is broken.

Decastave

(Evocation)

Level: 2
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

The material component of this spell is a small piece of wood. When the spell is cast, the wood vanishes and is replaced by a 10-foot-long pole of magical force, 2 inches in diameter. The pole can be wielded only by the wizard and will cease to exist if it leaves his hands. The pole will also cease to exist if cut by metal (requires a hit against Armor Class 0).

The pole cannot be shortened from its 10-foot length or bent. Other creatures may grasp the pole, but only if their total Strength exceeds 18 can they hamper its use or rip it out of the mage's hands (causing it to dissolve).

The decastave can be wielded as a weapon, inflicting 1d6 points of damage per successful attack. The wizard suffers normal nonproficiency penalties if he does not have weapon proficiency with staves. The decastave is treated as a magical



weapon with no pluses for striking creatures that are immune to normal weapons.

Once per use of the spell the caster can use the decastave can be used to drain a target of 1d4 hit points. This is done in addition to the decastave's normal damage. The caster must determine before rolling to hit whether he will use this power. The drained hit points are channeled into the decastave's wielder, to heal damage only. If the caster is uninjured, then the drained hit points are lost.

Flying Fist

(Evocation)

Level: 2

Range: 10 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2 segments

Area of Effect: Special

Saving Throw: Creates 1 fist

This spell creates a small, utilitarian hand, normally in the shape of a gloved fist of magical force, which is visible only to the caster (though detect *invisibility* or similar spells will allow others to see it).

The hand has a movement rate of 12, but it must remain within 10 yards per level of the caster. It can hover, swoop, and dive at the mental command of the caster. No concentration is required to maintain the fist; it can follow a mage as he moves and fights. If the wizard casts another spell or is knocked unconscious, the fist dissipates immediately.

The fist can perform any one of three tasks:

☆ It can grab small falling or floating objects weighing no more than 1 lb. and carry such objects for up to two rounds. The fist does not have the strength or the dexterity to remove items that are tethered, secured, or sheathed, or to take items from a character's grasp.

☆ The fist can push or slap an opponent, causing a -1 penalty to the creature's next attack.

☆ The fist can physically attack an opponent, with the caster's THAC0 and a +2 bonus, causing 1-2 points of damage. (It is not considered a missile, magical or otherwise).

The fist cannot penetrate solid objects or pass through *walls of force* or anti-magic barriers. It can be destroyed physically by 5 points of damage. Its AC is 3 if invisible, 7 if the attacker can see it. Destroying the fist does not affect the caster.

The flying fist is recorded in more ancient tomes as *Alcimer's flying fist*. Alcimer was extremely proud of the spell and disseminated its secret widely. Soon, so many mages were using it that they dropped Alcimer's name from the title.





Elminster's Traveling Spellbook

Though Elminster has been known to create several spellbooks in the course of his long life, few have become available to adventurers. This is one that has, and some of Elminster's critics say this tome demonstrates the mage's sense of humor. Elminster denies this, however, claiming he would never allow most of these spells to become available to those stupid enough to misuse them. Since he has offered no explanation for the book's existence, some believe the spells were stolen from him and released to embarrass the grand sage. Fortunately for the thieves, he doesn't embarrass easily.



The book is odd in several ways. First, it appears to be a block of white marble with light blue veins, a little more than a foot long on each side. However, it is relatively light, weighing only about 20 pounds. If a mage touches the uppermost surface of the block, brilliant green lettering appears, listing (in Com-

mon) the spells that appear in the book. If the reader concentrates on one of the spell titles, the list of spells disappears and is replaced by the text of that spell, also in a bright green lettering; the text remains in view so long as the mage continues to touch the block. If the mage stops touching the block, it is reset so that the next time it is touched, even if only a second later, the spell list appears again.

The bottom of the block (whichever side happens to be facing downward at any given time) can sprout four legs of marble; these legs can carry the block at a maximum movement rate of 18. Once a mage has used the book, it tends to follow that person around, presumably so it can be used again. However, the book teleports to a new random location after 1d8 weeks, so any mage is well-advised to copy the book's spells while he or she can. Though several sightings of the book have been reported from all over Faerûn and even Maztica and Kara-Tur, it has never appeared in the same place twice.

The book contains several basic spells, including *charm person*, *magic missile*, *sleep*, *invisibility*, *magic mouth*, *web*, *dispel magic*, *hold person*, *lightning bolt*, *dig*, *polymorph other*, and *stoneskin* (others can be added at the DM's discretion). In addition, the following rare and unique spells appear in the book: *write*, *proof from teleportation*, *gemjump*, *gateway*, *Elminster's effulgent epuration*, *Elminster's evasion*, *world-walk*, and *Phezult's sleep of ages*. While some of these spell's were created by Elminster, others were simply collected by him from other sources.

Write

(Evocation)

Level: 1
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: 1 magical spell
Saving Throw: Special

This spell allows a wizard to inscribe a spell he cannot understand at the time (due to lack of level or Intelligence) into a tome or other compilation employed to maintain a library of spells. It in no way allows the use of the inscribed spell unless the other conditions for its use are met.

The wizard must make a successful saving throw vs. spell to carry out this procedure, with the following adjustments: +2 if the spell is up to one level greater than the highest spell level the caster currently uses; 0 if two levels higher; -1 if three or more levels higher.

If the saving throw fails, the wizard takes 1d4 points of damage for every level of the spell to be transcribed, and is knocked unconscious for one turn per spell level. The damage, if not fatal, can be healed only at the rate of 1d4 points per day, as it is damage to both the body and psyche.

Transcribing the desired spell takes one hour per spell level; during this time, the wizard is in a trance state and can be surprised by any foe.

In addition to the writing surface upon which the spell is to be transcribed, the caster needs a fine ink composed of rare substances (a minimum cost of 200 gp per bottle, if available at all without manufacture by the wizard).

Proof from Teleportation

(Abjuration)

Level: 3
Range: 0
Components: V, S, M
Duration: 2 hour/level
Casting Time: 2 turns
Area of Effect: 10 yards radius/level
Saving Throw: None

This spell secures an area from magical intrusion by means of teleportation, *gates*, or *dimension doors*. The area extends out from the caster 10 yards per level in all three dimensions and is not impeded by walls, doors, or other surfaces.

When in operation, the spell prohibits the use of *teleport* spells (including *teleport without error* and *mage tunnel*) into the region. *Dimension doors* will also not function within the





proscribed region. Attempts to use these spells to enter or leave the affected area fail completely.

In order to use gate spells or similar magics that open portals into other planes, the caster of the gate must make a saving throw vs. spell to succeed. Failure indicates the spell fails but is expended anyway. Success allows the use of the gate. Further attempts require additional saving throws.

Spells that tap the Ethereal Plane (such as *vanish*) and items such as *armor of etherealness* function normally, as do ethereal creatures. Other extraplanar creatures also function normally, though they may not *gate* or *teleport*.

The *proof against teleportation* spell can be discontinued at any time by its caster. It may also be brought down by a *dispel magic* in the standard fashion. A *limited wish* or *wish* allows a *teleport to* function within the secured area.

The material component of the spell is 10 lbs. of sugar, salt, or other granular material stuffed into a 5-lb. sack and dropped at the center of the spell's area of effect.

Gemjump

(Abjuration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 2 rounds

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell is initially cast upon a special gem known as a roquestone. The roquestone is enchanted in the process of the spell and is not destroyed in the initial casting or subsequent activation of the spell. At any time afterward, by uttering a command word, the caster can immediately teleport to the location of the gem. The teleport will always be on target (never high or low). If the area the gem is in is too confined, the caster will appear in the nearest sufficiently large space. This transport is one-way, and the spellcaster cannot jump back to his initial location by use of this spell.

The caster can use the roquestone to gemjump any time after the initial casting. There is no time limit, and the caster can be slain, resurrected, reincarnated, shapechanged, or become undead and still be able to use the roquestone to gemjump. Gemjumping requires only the uttering of a word, whether the caster is in chains or otherwise bound, or within a magical entrapment such as a force cage. The caster can be on a different plane or planet than the stone and still have it function correctly. The caster cannot use the command word if feebleminded, asleep, unconscious, petrified, paralyzed, or insane, nor will the gemjump operate if the caster or the roquestone is within an *anti-magic shell*. Only the caster and his normal clothing will be so transported, any chains, equipment, and allies will be left behind.

The roquestone itself radiates no detectable magical energy unless it is in the process of gemjumping. Multiple *gemjumps* can be cast on a single roquestone by separate wizards. These additional spells do not negate the previous *gemjumps* on the roquestone. A *limited wish* will reveal the number (though not the identity) of *gemjumps* cast on a roquestone. Only a full *wish* will dispel those magics on a roquestone. Physical destruction of the roquestone will also destroy the magic, though spellcasters who have links with a roquestone will be aware of its destruction. The roquestone saves as rock crystal.

Gateway

(Alteration)

Level: 8

Range: 10 yards

Components: V, S, M

Duration: 1 round + 1 round/level

Casting Time: 8

Area of Effect: 10-foot diameter disk

Saving Throw: None

By means of this spell, the caster creates a magical portal to another location on the same plane that the wizard has previously visited. The wizard and other individuals can cross freely between one side of the portal and the other for the duration of the spell.

The gateway appears as a vertical disk 10 feet in diameter. Through the portal on one side, the terrain beyond can be clearly seen. The other side of the disk is a smooth gray surface. The portal cannot be called into being in the same space as another object but can be placed against a wall or other flat surface.

Creatures can pass through freely from one side of the portal to the other, but nonliving material cannot unless brought by living creatures. Each side of the gateway maintains its own environment, so that opening a portal into a live volcano or at the bottom of the ocean poses no danger to someone on the other side unless he chooses to cross into such a deadly area.

The *gateway* can only be cast into areas that the wizard has himself visited. In addition, there is a success rate dependent on distance from the source.

Within 100 miles of the area	100% success
Within 500 miles of area	50%
On different planet	10%
In different solar system	5%

Failure indicates that no such portal can be opened. Gateway portals cannot open into other planes of existence or be cast while on any plane other than the Prime Material.

A gateway can be dispelled by the caster at will, by a successful *dispel* magic, or by the spell duration elapsing. Any living thing caught in the portal as it collapses must make a Dexterity check or be sliced between two different locations,





presumably killed instantly.

The material component of this spell is a handful of earth or the equivalent from the caster's location.

Elminster's Effulgent Eputation

(Abjuration)

Level: 9

Range: 10 feet/level

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This powerful spell calls into being a number of floating, silver spheres—up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type. After absorbing the spell the sphere fades out, taking the spell energy with it.

Offensive spells can generally be considered to be those that inflict damage on the target or place the target under a baneful or harmful influence. Passive spells (such as walls) can some-

times be used in situations with harmful intent. Intent and situation are as important as spell effect for determining whether a spell is offensive or not for purposes of the effect working. Various walls, spheres, some of Bigby's spells, and most abjurations will not affect the *epuration* spell. Those spells that have area effects in which a silver sphere exists (such as a *fireball*) will simply not function—the magical energy will be sucked into the sphere before the damage is inflicted.

Spells that are already in effect when the silver spheres enter them are not affected by this spell, but they are automatically negated if cast within 10 feet of a silver sphere. Items with charges of offensive spells (such as wands) can be negated if the sphere is placed on or in front of the wand. Otherwise, the spheres do not affect magical items or weapons or potentially lethal items that are not activated, such as symbols.

The caster can direct the spheres to drift at a maximum movement rate of 60 feet per round, up to the limit of the range. The spheres created from a single *epuration* must move as a group, the caster cannot move them individually or split them up. The wizard creating them may cast other spells but cannot move the spheres in the same round.

The caster can move and fight and move the spheres at the same time. If the caster leaves the area without the spheres, they remain until they absorb an offensive spell. Similarly, if the caster is slain, the silver spheres remain in the area, not moving.





The silvery spheres of epuration cannot be physically moved or attacked. They have no solid, physical presence and can pass through magical and physical barriers alike without harm.

Neither the caster nor anyone else can harness the spell energy dissipated by the spheres. Even the spell-like abilities of powers and creatures from other planes can be affected by the silvery spheres of an epuration, though the beings themselves may not be.

Elminster's Evasion

(Evocation)

Level: 9

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 turn + total casting time
of all associated spells

Area of Effect: The caster

Saving Throw: None

A customized version of the *contingency* spell slanted toward the preservation of the caster, this spell will cause, under certain specific conditions, the caster's body, mind, and spirit to travel to another location. The transfer is automatic and transfers only the body and those items physically attached to it but leaves behind any attached items weighing more than 50 lbs. individually. The spell brings together body, spirit, and mind, even if in different locations.

When casting this spell, the wizard must detail six specific conditions under which the evasion will function. When any of these situations occurs, the caster's form is whisked away to the location. This location can be on the same plane or on any other known plane of existence or demiplane that the wizard has visited.

Also, when casting the spell, the mage indicates two other spells (cast immediately after the *evasion* by the mage) that will be cast once the wizard arrives at the location.

The material components of this spell are a pint of the caster's blood and a gem worth at least 5,000 gp. Both are consumed in the casting of the spell. The wizard also immediately loses 1d4 hit points that remain lost until the evasion spell is triggered, at which point they are immediately recovered.

This spell was developed by Elminster of Shadowdale, with the intention of taking his form to a dimensional location he calls "Safehold" for cures and resurrection (if needed). As an example, the six clauses he says he uses are:

1. Upon his own death;
2. Upon loss of his mental faculties;
3. Upon loss of his physical faculties;
4. Upon destruction of both upper limbs;
5. Upon destruction of total body volume;
6. Upon his utterance of the word "Thaele."

Supposedly, Safehold contains enough contingencies, spells, and magical items to effect a safe rescue of the sage of Shadowdale, should it be necessary.

Phezult's Sleep of Ages

(Alteration) Reversible

Level: 9

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3 rounds

Area of Effect: 10-foot/level radius

Saving Throw: Neg.

By means of this spell, a stasis field is created about a special *spell focus* (see below). When it is cast, the stasis field ripples outward from the focus in an expanding sphere. The rate of expansion is 20 feet per round, even through solid rock and other physical or magical barriers. Only an *anti-magic shell*, *prismatic sphere*, or a fully enclosed *wall of force* effect will provide protection from the field. The field stabilizes when it reaches its maximum size—a sphere of radius equal to 10 feet per level of the caster.

All living creatures within the stasis field, except the caster and any protected beings, must successfully save vs. spell or be placed in suspended animation whether they wish to be or not. Creatures of Hit Dice or levels from greater than the spellcaster to 3 levels or Hit Dice less than the caster save normally; creatures of 4 to 7 Hit Dice or levels less than the caster save at -1; and creatures of far lesser levels save at an additional -1 penalty per level less than seven below the caster's.

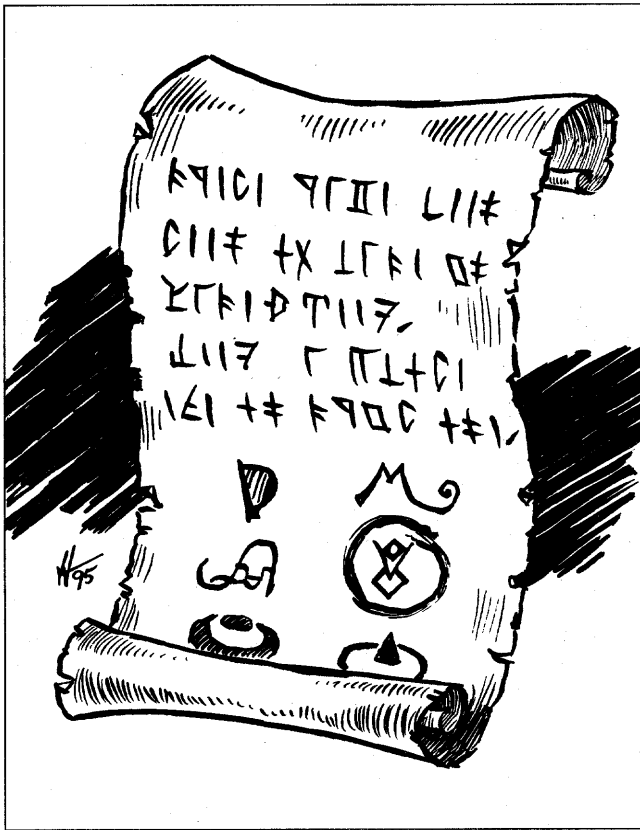
Creatures in stasis that are mentally contacted by magic or psionics while within the field do not respond, and the being contacting them is placed in stasis temporarily (awakening after 2d4 rounds) each time such contact is attempted.

Creatures entering the field after it has reached its full extent, even decades or centuries after the spell is cast must save vs. spell to avoid falling into stasis. The penalties for level or Hit Dice apply, but they also receive a +3 bonus.

A new saving throw must be made each time a creature enters the stasis field, even if it has entered and been unaffected before, but each creature needs save only once per exposure to a particular *sleep of ages* stasis field. Creatures who are physically removed from such a field without being magically roused will wake up by themselves 2d4 rounds after removal, with no ill effects; the casting of a *dispel magic* will awaken them instantly if cast upon them when they are outside the field. Physical means of awakening will not hurry the process. A creature taken out of a stasis field and then taken back in before awakening returns to stasis without becoming conscious.

The body functions of creatures affected by the stasis field virtually cease, but they do not die, nor will they grow older as the years pass. If a creature in stasis is slain by other means—





physical attack; crushing, burial, or drowning due to physical changes around the body; and the like—stasis ends instantly and the body will decay normally, for the slain creature only.

Phezult's sleep of ages requires a special focus. The caster uses his or her own blood (at least nine drops) smeared into an unbroken ring on any stable surface (usually stone) of a radius not more than the overall length of the caster's hand (wrist to fingertips). Into this ring are placed at least six gems of 500-gp value, of any type. When the spellcasting is complete, four of the gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field, and dwindle slowly as the time passes (roughly one year of stasis per 10 gp value).

Removing any gemstone from the circle or breaking the ring instantly ends the stasis effect. Otherwise, the effect ends when the gems are used up. However, any number of gems that fit can be placed inside the ring at any time to "refuel" the spell and extend its duration.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (the reverse of the 9th-level wizard spell *temporal stasis*) or the reverse of this spell. The stasis field shrinks gradually to nothingness at the same rate at which it originally expanded, freeing any creatures formerly within it instantly and without any lingering effects. No further gemstone material is lost.

The reverse, *Phezult's awakening*, requires neither gems nor

blood in its casting, but merely seven drops of pure or holy water upon the spell focus.

Worldwalk

(Alteration)

Level: 9

Range: 30 yards

Components: V, S (M)

Duration: 1 turn/level

Casting Time: 9

Area of Effect: 20-foot disk

Saving Throw: None

By means of this powerful magic, the spellcaster can open a portal to another dimension or plane. The portal appears as a disk up to 10 feet in radius, on the far side of which is the other dimension or plane,

The *worldwalk* portal can be cast up to 30 yards away and can be oriented either vertically or horizontally. One side shows the opening into the other plane, while the other is a smooth, gray disk. A portal cannot be cast into an area already occupied by something else, though it can be cast against a wall or other hard surface.

The portal can open either into a plane known and visited by the caster or a previously unknown plane. In the latter case, the caster needs some material object from that plane in order to effect the casting. *Worldwalk* portals cannot be opened into random planes—either the caster must visualize the area he is going to or the caster must have some object from that plane.

Both connected planes are visible through the portal from the other side and creatures can pass through easily from one side to the other. Nonliving objects cannot pass through the portal unless they are carried by a living being. Hostile environments cannot affect those on the other side of the portal (a portal opened into the plane of Elemental Fire would not harm anyone on the Prime Material Plane unless they stepped through the portal).

Up to 10 creatures can pass through the *worldwalk* portal per turn. Creatures that cannot fit through the portal cannot make the transfer unless reduced in size by some means.

Once cast, the portal is in place for the duration of the spell or until it is dispelled either by the caster's will or a successful dispel magic spell. If a creature is in the portal when the portal is dispelled, the creature is immediately sent to the Outlands. The status of the wizard who cast the spell does not affect the portal.

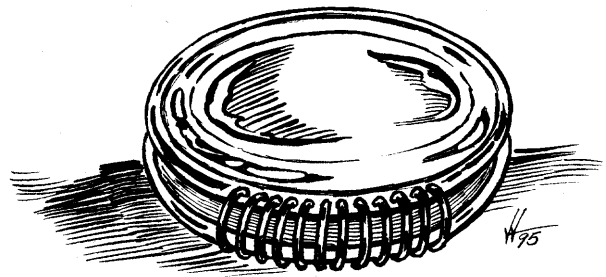
There is a 70% chance, plus 1% per level of the spellcaster, that the *worldwalk* connects with the desired plane. If the portal does not reach its intended target, it instead reaches one of the DM's choosing, including alternate Prime Material planes, other worlds, and pocket dimensions. Once cast, the portal links the two worlds and cannot be changed.





Galadaster's Orizon

Two circular, bucklerlike cover plates of polished electrum, four handwidths across and having rolled edges, make this tome resemble a gigantic coin from a distance. The cover-plates are joined by a spiral wire hinge. Between them, wired to the hinge, are six pages: circular frames of stretched vellum, each bearing the runes of and directions for one spell. The frames are varnished and smooth-carved whistlecane that resembles bamboo.



Galadaster was a famous mage of what is now Amn who made his name long ago by his daring explorations of the wilder lands of the Sword Coast North. With a party of adventuring companions, Galadaster fought many orcs, elves, and horrific monsters, always returning to his isolated tower with gold and

The *Orizon*, a trifle in Galadaster's eyes, is all that survived the ruin of his tower. A workbook in which the young Galadaster copied spells in his travels, it contains only six spells, as follows: *spider climb*, *firestaff*, *slumberward*, *web*, *Geirdorn's grappling grasp*, and *Morgannaver's sting*. The spells of *spider climb* and *web* are well known, but the other four spells are rare indeed. Where Galadaster gained them is unknown; they may survive in the spell books of other mages of the North.

magical riches. Often, his companions did not return with him.

A hundred years or more the mage passed in this way, never seeming to age much. Rivals and would-be apprentices alike he dealt with coldly and efficiently. Galadaster's hawk-like face was seldom seen in the lands around his abode, and ever-more-powerful enchanted guardians ensured his privacy. When he encountered other mages, he took what he wanted of their magic and mercilessly, tirelessly, destroyed them, letting none escape. Then off he would go on another adventure.

Neighboring wizards grew ever more fearful, and at length began to work against Galadaster, poisoning the game, flora, and the very air around the mage's tower. Only in his absence the wizards worked, patiently and stealthily. Years passed—as did several of the wizards, at Galadaster's hands—and there came a time when the lone tower fell silent and Galadaster came forth no more.

Emboldened, the wizards gathered and talked each other into courage enough to investigate the tower. They braved fiendish traps and vicious guardian monsters to find—Galadaster waiting for them, a hideously discolored and bloated lich. Galadaster coldly set about ensuring that none of the wizards would leave the tower alive. As he slew them, the remaining wizards grew so desperate that they called upon all their allies, servants, and powers. The tower of Galadaster toppled amid many explosions, but the wizards perished anyway. Galadaster survived, walking away west to the Nelanther (Pirate Isles), where he is said to dwell still, ageless and terrible in his power.

The *Orizon* was stolen from a mage in Crimmor some 90 winters ago. Its present whereabouts are unknown. Details of the rare spells within are given here, from the *Bibliamagus* of Thelonn Bedelzar of Crimmor, an apprentice permitted to view the work when it was held by the archmage Ilthong of Crimmor.

Firestaff

(Evocation)

Level: 2

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: 1 staff

Saving Throw: None

This spell causes a ball of blue flame to appear at each end of a nonmagical staff, pole, log, club, or tree limb. The object must be of wood and have two discernible ends. The wizard cannot choose to light only one end of the staff, nor can the staff be extinguished at will.

The *firestaff* is a melee weapon that inflicts 1d6 hit points of damage, plus 2d4 points of flame damage, per successful attack. The staff is not a magical weapon for determining what creatures it can hit. The staff can be wielded by someone other than the caster and can ignite flammable materials as well as being used as a weapon.

The material components of this spell are a piece of phosphorous or a flame of any sort and a pinch of iron filings. The wooden object used is not consumed or altered by the spell or its flames.





Slumberward

(Abjuration)

Level: 2
Range: Touch
Components: V, S
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

This spell protects one creature against drowsiness, weariness, and similar conditions caused by magic, particularly those of the enchantment/charm variety. The protected being is immune to such effects, and also has a +1 bonus to saving throws against *charm*, *suggestion*, *command*, *hold*, and other will-force magic and spell-like natural powers. The spell provides no protection from nonmagical hazards such as poisons or soporific drugs, nor from stunning or loss of consciousness from other (even magical) attacks. The caster can use this spell on himself or others.

Geirdorn's Grappling Grasp

(Evocation)

Level: 4
Range: 10 yards/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: Creates 1 hand
Saving Throw: None

This magic brings into being a hand-shaped force, invisible to all but the caster, which can be used to grapple objects and even certain spell effects.

Only the caster can direct the hand, which is twice the size of the caster's own left hand. Directing *Geirdorn's grappling grasp* precludes spellcasting; if such is undertaken, the hand merely hangs motionless until concentrated upon again or until the spell expires. (Control can be assumed and neglected several times, if desired.)

The hand can move through the air as rapidly as the caster normally moves. It can grip but not strike: The hand cannot even touch living matter, but it can grasp parapets, locks, keys, levers, weapons, etc. with the same strength as the caster. Small objects can be carried about, to a maximum of 10 pounds.

The hand cannot manipulate things with any delicacy, but it can slow or prevent their movement for one round. Weapons cannot be wielded by the spell force, but the hand can hinder the weapon of any nonliving enemy so as to cause a -2 attack roll penalty.

A primary use of this spell is to combat the various *Bigby's hand* spells. This spell can lessen the damage dealt by the *Bigby's hand* spells by 1d4+1 hit points. If a *Bigby's hand* spell causes no damage, *Geirdorn's grappling grasp* will keep the former from taking effect for one round.

The material component of this spell is a glove or a finger bone.

Morgannaver's Sting

(Necromancy)

Level: 5
Range: Touch
Components: V, S
Duration: 3 rounds or until discharged
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Special

This spell enables the caster to drain 3d4 hit points from any single creature and absorb them as healing energy. The caster has three rounds after casting to touch another creature (a successful attack roll is required), or the spell is lost. If the caster begins casting another spell before touching another being, the spell will also be lost.

The first being touched is affected, regardless of the caster's intentions. The creature must make a saving throw vs. spell. If successful, the creature loses only 1d6+1 hit points, and the caster gains no hit points. If the saving throw is failed, the caster gains the 3d4 hit points drained from the creature as healing energy. *Morgannaver's sting* does not confer additional hit points upon the caster above his normal total; if the caster is at full hit points or becomes fully healed, any excess hit points drained by the spell are simply lost.

The drained creature is wracked by intense pain for 1d3 rounds, suffering an Armor Class worsened by 2 and a -2 penalty to attack rolls during this time, and is unable to cast spells or perform other activities requiring concentration. Hit points lost to this spell are regained by the usual means (magical healing, rest, etc.).

This spell cannot be used to drain undead creatures, nor creatures whose energies are based on the Negative Material Plane.





The Glandar's Grimoire

This book is only a burned remnant; its original, undamaged appearance is unknown. All that survives is a front cover of black dragon hide stretched over a sheet of slate and stitched with wire, and five scorched, fire-browned pages that it protected. The rest of the book—its back cover and an unknown number of additional pages—is lost, probably destroyed by flames.



The cover and surviving pages have been kept together over the years by storage in a flat octagonal coffer of ornately carved ivory. The coffer has a clasp and hinges of electrum, and its cover is worked in a stylized relief design of waves, clouds, trees, and seabirds, with a lateen-rigged ship visible far off on the waves. The coffer is

worth 150 gp or so for materials, plus a subjective amount (50-500 gp) for the workmanship, believed to be that of an artisan of Calimport or Tashluta. A shallow secret compartment on the underside of the coffer is known to have held (at various times) lockpicks, keys, amulets, needles, and the like.

The Glandar was a mage-king of long ago, whose lands were somewhere near the Vilhon Reach. "The Glandar" is actually a title; his real name has been forgotten. It is known that the Glandar was an intelligent, powerful mage whose Art was skillful enough to create aerial craft even in those dim days, and whose small kingdom boasted irrigation, medicine, and Art far more advanced than those of neighboring lands.

The Glandar was also a cruel tyrant who permitted no other being beside himself to study Art in his lands—and this policy proved to be his undoing. He was alone when attacked by a group of young, ambitious mages of Unther. Although he slew many of them, he was overwhelmed and utterly destroyed. His grimoire (so named because its first page bears only the inscription: *The Grimoire Most Perilous of The Immortal Glandar, Lord of the Undying, Scepter of Glandara*) was seized by his slayers, who battled each other for the spoils, wreaking much havoc in the fallen mage's realm of Glandara. ("Scepter" was the title the Glandar ruled by; "Lord of the Undying" is believed to refer to his mastery of undead, through the Dark Art.) The other four surviving pages of the Grimoire contain a single spell each—four unique magics, all described hereafter: *Melisander's harp*, *fellblade*, *disruption*, and *immunity to undeath*.

Melisander's Harp

(Alteration)

Level: 5

Range: 10 feet/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: 60-foot radius

Saving Throw: Neg.

The spell is named for its creator, the elven mage and Harper hero known to Realmslore as "The Last Lonely Harpist." This spell brings into being the spectral, shadowy illusion of a harp that plays by itself, floating in midair. The caster has near total control over the initial position, movement, and playing of the harp. However, the powers of a harp cannot pass through magical barriers (such as a wall of force), and a spellcaster cannot cause the harp to come into being beyond or to move through such a barrier.

This aside, the harp can appear anywhere the caster desires, up to 10 feet per level distant. If the caster is within 10 feet per level of the harp, he can move it up to 10 feet per round as he wills. The harp's playing can be turned on and off instantly and repeatedly by the silent will of the caster, and this does not affect spell duration. While the harp is playing, it has the following effects:

- ☆ All normal sound is hushed (but not negated) and available light, even magical light, dims.
- ☆ All creatures and objects within 60 feet of the harp are affected as if by a *feather fall* spell with no saving throw (rendering most missiles useless).
- ☆ All creatures of 4+4 HD or less within 40 feet must make a saving throw vs. spell or be affected as if by a *sleep* spell.
- ☆ All creatures within 20 feet of the harp are slowed (no saving throw).

Melisander's harp is unaffected by *dispel magic* or *silence* spells, nor can it be damaged by physical or magical attacks. A *limited wish* or stronger spell is required to dispel it.

The material components of this spell are a silver harpstring and at least three tears: the tears of an elf, of a maiden who sings, of a harpist (or other musician), or of the caster. Tears from different individuals can be combined in the casting.





Fellblade

(Abjuration, Evocation, Necromancy)

Level: 6
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Creates 1 blade
Saving Throw: None

The casting of this spell brings into being a smoky gray, blade-shaped bar of force (up to 4 feet in length) in the caster's grip. A *fellblade* passes into nothingness in an instant if it leaves the caster's hand. (It cannot be given away or sheathed to be wielded later.) Its use therefore precludes spellcasting. It also vanishes instantly if the caster dies, becomes unconscious, or is feebleminded. Otherwise the blade can be wielded for one strike per round (normal attack roll required).

The *fellblade's* strike can have one of three fell effects, selected by the caster prior to each attack.

- ☆ The *fellblade* can inflict 2d4 hit points damage, functioning as a weapon able to hit all creatures at normal chances.
- ☆ The *fellblade* can drain from any creature it hits the exact hit points necessary to heal all current damage to the sword-wielder, up to the maximum possessed by the target. Each time hit points are actually drained, the duration of the spell shortens by one full turn.
- ☆ The blade can inflict 1 hit point of physical damage and bestow curse (the reversed form of the 4th-level priest spell *remove curse*). This power can be used only thrice per day by any spellcaster, even if more than one *fellblade* spell is cast.

The magics used evoking this blade are potent and extremely evil. Spellcasters of good or neutral alignment are at risk if they employ this spell.

The material components of this spell are a drop of the caster's blood, a piece (any size) of cold-wrought iron, and a drop of *unholy water*.

Disruption

(Alteration, Necromancy)

Level: 9
Range: 10 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: sphere of 40-foot radius
Saving Throw: Special

This powerful spell can utterly destroy undead and other magically animated creatures (even golems). Magically controlled or charmed creatures are instantly freed if their controller is disrupted or destroyed. Any ongoing spellcasting in the area of effect is ruined. Magical device effects are negated for the round of disruption, but artifact powers are completely unaffected.

Only three sorts of creatures are affected: undead, magically created or animated creatures, and creatures that magically control others. All others are unaffected.

Creatures with fewer than 6 Hit Dice are automatically disrupted. Creatures with 6 HD or more must save vs. spell to avoid disruption. Any creature that could be affected which escapes disruption is stunned (reeling and unable to act coherently) and for 1d3-1 rounds.

Immunity To Undeath

(Abjuration, Necromancy)

Level: 9
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Sphere of 40-foot radius
Saving Throw: None

This spell creates a globe that moves with and is centered on the caster. The perimeter of this protected area glows with a very faint blue-white radiance, visible only in gloomy or dark surroundings. All creatures can freely pass into and out of the globe.

Within the globe, all beings are rendered immune to energy-draining attacks, strength-draining attacks, mental control, and all undead powers that cause fear, paralyzation, aging, or death (such as a banshee wail). The undead can be turned as usual.

A creature leaving the globe becomes normally vulnerable to undead attacks while it is outside the area. A being on the perimeter is protected as long as any part of its body is in contact with the globe.

In the globe, undead physical attacks inflict normal physical damage. They cannot change form (e.g., a vampire cannot turn from gaseous to solid form or vice versa), nor can undead creatures be animated. Shadows and other hard-to-discern undead are clearly outlined at all times while within the globe and are vulnerable to all weapons.

The caster cannot end the spell's effects before the spell expires. A successful dispel magic spell can destroy the globe. Spellcasting may be freely undertaken within the globe by any caster.

The material components of this spell are a drop of the caster's blood, a seed from any plant, and a drop of holy water.





Glanvyl's Workbook

Glanvyl's *Workbook* is a small (one handspan in height, seven fingers wide, and two thick) volume constructed from two leather-covered boards held together by brass triangular-head nails, driven through a central spine of heavy hide to which are sewn a dozen parchment sheets. The outside front cover bears a personal rune.

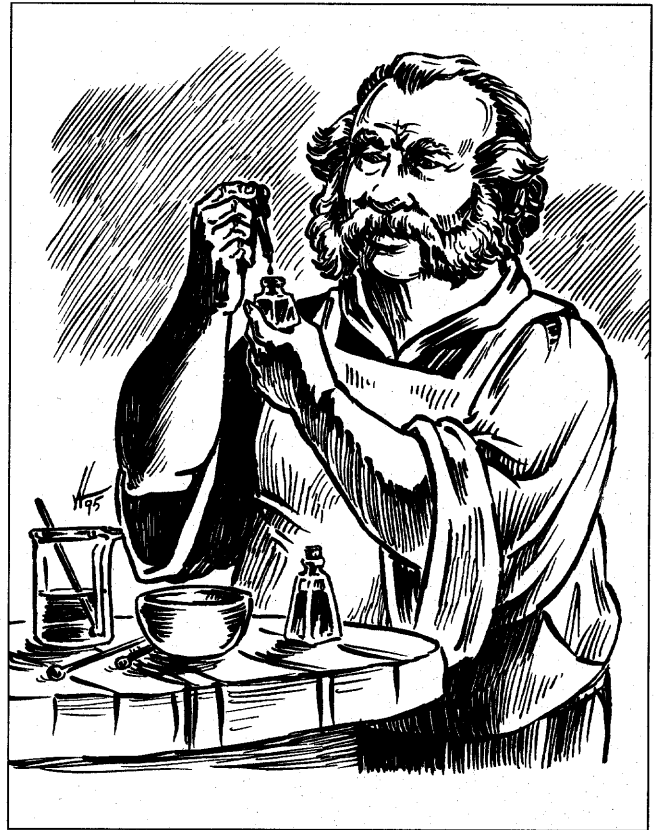


Beneath it, an inscription in Common reads, "Glanvyl—his Workbook." Both rune and inscription are burned into the leather, and the grooves are filled with molten copper which has hardened into rainbow-scarred, predominantly orange metal traceries.

Glanvyl is an unknown mage who assembled this *Workbook* — probably under the tutelage of one or more mages of greater power—in the caravan-crossroads city of Scornubel some 300 years ago. It was hidden in a chest of silk gowns, behind a loose stone in a cellar wall of a house owned by the merchant Pentle, and before him by the illusionist and adventurer Alkunda Gar. After Pentle's house was destroyed by a fire, one of the rebuilders found it and took it with stealth to the sage Bendulphin, who gave him 500 pieces of gold for it.

Bendulphin died of natural causes, shortly thereafter, and his son Tresk took the *Workbook* to Waterdeep, where he sold it to a conjurer, one Braszeter. This new owner disappeared shortly thereafter, and his rooms were rifled by the master thief Nighteye—or someone else who dared to use his mark. The whereabouts of the *Workbook* at present are unknown; Nighteye has probably traded or sold it, but he could have done either of these things with almost anyone, anywhere.

From Bendulphin's notes, we learn that the *Workbook's* 12 pages bear the following writings: *cantrip* and 3 pages of notes which detail how to mimic, with practice, a horn blast or signal; how to catch the attention of a single individual within 60 feet; and how to make up to one pound of flammable material char and be consumed without sound, smell, or smoke—subject to a saving throw vs. magical fire. Each effect can be learned with but a month of study. These pages precede the spells *write*, *detect magic*, *Leomund's trap*, and *Nystul's magic aura*, one to a page, in the order given. These are followed by a page of notes on the intensities and hues of various dweomers viewed by *detect magic* (confused and subjective—of little practical use) and then a unique druid spell, *smoke ghost* (presumably copied by Glanvyl through use of a



write spell, and then found to be an untranslatable druidic prayer—or perhaps never identified by him at all). Particulars of this spell are given below. The last two pages of the *Workbook* contain spell-ink formulae for writing the spells *haste* and *lightning bolt*, respectively. (These are also reproduced below.)

Smoke Ghost (Priest Spell)

(Alteration)

Level: 4
Sphere: Elemental (Fire)
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Creates 1 apparition
Saving Throw: Special

A druid can use this spell to affect smoke, drawing it into a wraithlike cowed form that will fly or glide, drifting up to 150 feet per round in the direction the caster wishes. The smoke ghost is not a living creature or sentient force; it cannot wear clothing, carry things, or be made to speak. It is





merely an apparition with one attack ability: it can envelop an opponent and suffocate him with thick, choking smoke and ash.

The *smoke ghost* attacks by enveloping a creature. A saving throw vs. breath weapon must be made each round against the smoke ghost attack. If successful, the creature's attacks are at -1, and a point of damage is taken at the end of the round. The creature will be able to utter item command words, power words, or cast some other spell that requires only a single spoken word; doing so usually wracks it with uncontrollable coughing fits for the following round.

A failure means the creature is enveloped, partially blinded, makes all attacks with a -2 penalty, and one point of damage is taken at the end of the round. Spellcasting and even normal speech are impossible (resulting in violent retching and coughing when these are tried).

Beginning with the third round of envelopment, a creature must successfully save vs. death magic each round or be rendered unconscious through suffocation. Each following consecutive round of envelopment adds another -2 penalty to the roll (-2 on the fourth round, -4 on the fifth, and so on).

Assuming he or she is not killed, an unconscious character will eventually recover—25% of the smoke damage is actual, the rest is temporary.

A smoke ghost is a cloud of thick, billowing gray smoke approximately 9 feet high by 2 feet in diameter, roughly man-shaped. It cannot achieve a greater stable volume, and its precise form is variable in accordance with the caster's wishes. A smoke ghost can rise into the air 10 feet per level of the caster or be made to sink to the ground, flowing along the earth like some sort of living blanket. It can seep and maneuver through cracks and crevices precisely as the caster wills. It can shift into a globe-form or wall-form in one-fourth round.

The caster must be able to see the smoke ghost to direct it, and controlling the apparition requires the caster's full attention (i.e., no other spell can be cast). An undirected smoke ghost hangs motionless until the caster takes control, it is dispelled, or the spell expires. A ghost that reaches the caster's maximum range will stop and remain in place until directed elsewhere. The caster can will the ghost to disappear into nothingness at any time (which takes one-half round).

It can be destroyed by a *gust of wind*, *dispel magic*, or strong natural winds, and any magics that affect vapors will also affect it. It is not affected by weapons.

The caster creates the smoke ghost by means of a pinch of dust and mistletoe cast into an existing fire or cloud of smoke (of magical or natural origin).

Ink Preparations for Scrolls

Haste

- 1 ounce giant squid sepia
- 1 large, fine diamond, powdered
- 1 large blue sapphire, powdered
- 6 drops of lemming blood
- 1 Pegasus heart
- 12 drops of cheetah blood (or 2 drops of baku blood)
- 2 birthwort leaves
- 3 foxglove flowers, intact, and 6 leaves
- 4 drops *holy water* (or 1 drop of a *potion of speed*)
- 2 drops quicksilver (mercury)

Crush the birthwort and foxglove, and sprinkle into a crucible containing the liquid sepia, lemming blood, cheetah blood, and *holy water*. Stir well and place over a well-established fire. Immerse Pegasus heart in crucible and heat mixture steadily to boiling, stirring occasionally. The heart will dissolve slowly; when it is gone, add the powdered gems and remove from heat, allowing the crucible to cool undisturbed. When cool, add the quicksilver; do not stir. Cover, keep in a dark place for at least four days and nights, and then uncover under the light of the moon (which must be waxing or full). Decant into a flask or vial, and shake well.

Lightning Bolt

- 1 ounce giant octopus ink
- 1 ounce crushed amber (may be from several gemstones or fragments; the honey-orange hue is best)
- 1 large blue sapphire, powdered
- 1 ounce powdered copper (pure, not sulfate), or 1 ounce powdered gold
- 1 volt tail, intact
- 6 or more drops volt blood, or 12 or more drops electric eel ichor
- 6 hairs from an umpleby, freely given
- water
- metal rod (ferrous metal, any type)

Boil the umpleby hairs and volt tail in a copper vessel until the liquid has boiled away. Remove from heat and add the giant octopus ink and powdered gemstones, stirring with the rod of ferrous metal. Pour into a stone bowl or depression and add the volt blood, a drop at a time. Leave an end of the rod in the mixture. Lightning must then be induced to strike the rod; lightning of a natural storm is best, although magic such as lightning bolt, call lightning, and control weather-induced storms will do. Electrical charges of smaller magnitude (such as those produced by an umpleby, an electric eel, or a shocking grasp spell) can also be used, but these must be applied repeatedly, once a night for six successive nights. (A combination of these sources may be employed.) Thereafter, let stand. When the mixture turns blue, it is ready for use.



Jaluster's Orizon

This is a stout, battered book of embossed and painted cowhide stretched over wooden boards, edged and clasped about with iron. It is battered, brown, and radiates a faint dweomer. It contains twelve pages, each a thin plate of slate upon which vellum has been stretched and clamped with beaten electrum edging. Seven pages are blank; the first five bear spells, one to a page.

This Orizon is typical. Jaluster never ceased to travel; he filled many orisons, but always sold them after transcribing the spells into his proper books. The orizon that bears his name today is the one he carried, incomplete, at his death. Jaluster was torn apart by fiends in Ascalhorn (now known as Hellgate Keep) as he tried to save that city from their domination. He is said to have destroyed three liches and at least five tanar'ri that day ere he died. His Orizon was borne out of the city by the bard Maerstar, one of the four survivors of the fall of Ascalhorn. Maerstar was later robbed of it in Everlund, and a trail of mysteriously slain owners (see below) led westward, but the tome's present whereabouts are unknown.

The volume is guarded by a strange creature, a tome guardian, detailed below. The five spells it contains are *Quimby's enchanting gourmet* (unique), *rope trick*, *feign death*, *waves of weariness* (rare), and *Adelimer's aural augments* (unique). This last spell is merely a variation of *extension I* that has a somatic as well as a verbal component but requires only a casting time of one (it remains 4th level).

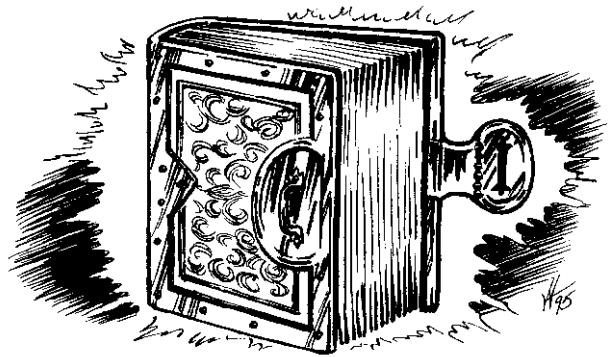
Quimby's Enchanting Gourmet

(Conjuration/Summoning)

Level: 2
Range: 0
Components: V, S, M
Duration: 1 hr. + 1 turn/level
Casting Time: 2
Area of Effect: 40-foot radius
Saving Throws: None

This specialized version of the *unseen servant* was developed with one particular task in mind—cooking and cleaning in the kitchen while its creator is otherwise occupied.

The enchanting gourmet is a magical force under the control of the mage. It can perform simple kitchen actions like stirring, carrying, measuring, cutting, and minding the fire. It is no stronger than an unseen servant and no more dexterous than its creator. The enchanting gourmet can be left to cook on its own, provided that it is cooking a meal that the mage himself has prepared at some point in his life. If something disrupts the smooth flow of the meal (such as the arrival of a



dragon or an explosion in the kitchen), the enchanting gourmet will seek the advice of its creator.

The enchanting gourmet can be dispelled by the caster at will, by a dispel magic spell, or by taking 6 points of damage from area effect attacks such as breath weapons, explosions, and the like.

The enchanting gourmet cannot be used to brew potions and other magical drinks, but has been used to generate simple poisons and in one case to serve as a bartender. The creator of this spell, Quimby of Procampur, was an impatient cook but a lover of fine food in quantity. The spell is not one normally studied by adventuring mages but is often used by retired sages and other sedentary types. The material components of this spell are a block of wood and some string.

Waves of Weariness

(Enchantment/Charm)

Level: 3
Range: 40 yards
Components: V, S, M
Duration: 1 round
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

Upon casting this spell on a creature, that creature is suddenly overcome with dizziness and exhaustion. A successful saving throw vs. spell negates this effect. Creatures of less than 12 Intelligence and Wisdom that fail this saving throw will immediately collapse for that round. They can get up again next round with no further ill effects.

Creatures of 12 or greater Intelligence or Wisdom that fail the saving throw vs. spell are delayed in their actions. They attack last automatically the next round they have an action or attack.

This spell has no effect against creatures that do not sleep, such as undead and elementals. The material component is a small book of poetry, which is read aloud (a personal favorite is *Translations from Kara-Tur Haiku* by Lhaeo of Shadowdale).



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Fire, electricity, and heat
INTELLIGENCE:	Average (8-10)
TREASURE:	One guarded object
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12 (or as guarded object moves)
HIT DICE:	4+4
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Fireburst
SPECIAL DEFENSES:	Spell immunities, healed by fire
MAGIC RESISTANCE:	Nil
SIZE:	T (1'-2' tall)
MORALE:	Fearless (20) when bound Elite (13-14) when free
XP VALUE:	3,000

The tome guardian (sometimes mistakenly heard and passed on as "tomb guardian") is a creature of the Elemental Plane of Fire. Its nature and activities there are unknown, but it can be summoned to the Prime Material plane by magical means to serve as a guardian.

The tome guardian is typically bound to a magical tome (thus its name), but can also be found guarding another object instead. An object with a tome guardian can be protected by *symbol* or *glyph* as well. There are rare reports of two or more tome guardians being bound to the same item, but such reports have not been confirmed by reliable sources.

Tome guardians have never been known to attempt communication with living beings, but can apparently hear and understand Common (and perhaps other languages).

Combat: An object protected by a tome guardian typically shows no sign of being inhabited, except that it radiates a faint dweomer and a small amount of heat. The tome guardian shows its presence only when its object is touched, or when the object or the guardian itself is attacked. A tome guardian always uses this attack against a bookworm or any other creature attempting to consume or strike the object it is guarding. It never attacks a master for whom it guards an item.

The tome guardian's preferred method of attack, which it can use only three times per day, is a *fireburst*, a pencil-thin, white-hot flame; though the tome guardian can use the attack only three times per day, it cannot miss its target. Only one *fireburst* per round can be released by a single tome guardian, and it can affect only one target per release. The *fireburst* can operate through clothing or armor, or even through weapons; thus, it can be used without fail against any creature that touches or physically attacks the tome guardian or its protected object. The *fireburst* can also be passed through a mental attack or attempt at mental communication of any kind, whether from spell, item, or natural ability, to the individual that launched the mental attack or communication.

The *fireburst* deals 6d4 points of internal damage (no saving throw) to any creature not immune to the effects of heat or fire. Human, demihuman, and humanoid beings who survive a *fireburst* attack are rendered unconscious for 1d4+1 turns unless they make a successful saving throw vs. poison, with a -3 to the roll, due to the



shock of their blood boiling momentarily in the area affected by the *fireburst*.

The *fireburst* does not generate any incidental heat or flame that might damage surrounding creatures or objects (such as the item being guarded). If two or more creatures laid hands on a guarded object simultaneously, and the guardian generated a *fireburst* in one of them, the other(s) would not be affected or even feel it.

If the tome guardian or its object is attacked or touched, and the tome guardian is unable to launch a *fireburst*, it can attack normally by swiping a fiery tendril at an opponent. The attack causes only 1d4 points of damage, but sets fire to flammable materials that fail a saving throw vs. magical fire. The tome guardian saves this attack for a last resort, because of its comparative weakness.

A tome guardian can absorb fiery or electrical energy impinging upon it (when it guards an object, it envelops it, and thus absorbs all fire directed at the object), whether of natural or magical (fireball or lightning bolt) origin. It gains a number of hit points equal to the number of points of damage the fire(s) or shock(s) would deal to an unprotected creature; this replenishes any damage it has suffered and then increases the creature's own hit points temporarily (for the following 24 hours). During this time, the tome guardian can add any or all of this additional energy directly to the damage dealt by any *fireburst* attack(s) it makes. Heat energy, such as that caused by the *heat metal* spell, the guardian merely absorbs.

A tome guardian is immune to the attacks of, but cannot itself harm, a fire elemental, salamander, will-o-wisp, and xag-ya. The tome guardian can also absorb and redirect any appropriate energies from these creatures' attacks. On rare occasions, tome guardians have been known to cooperate with such creatures for mutual survival and protection.

Cold inflicts double damage on the tome guardian; water-based at-

tacks, it should be noted, do not. All physical attacks upon the object guarded do not harm the object until the guardian is destroyed, because it gathers its form into a rigid shell to ward off blows; however, because of this, all such attacks inflict the maximum possible damage upon the guardian. When a guardian is in free form, physical attacks inflict normal damage.

Tome guardians can be affected by most spells normally, but are aided by fire, electrical, and heat attacks, and unaffected by enchantment/charm magic such as *maze*, *sleep*, and *suggestion* (although *geas* is an exception). Door spells (such as *phase door* or *dimension door*) do not affect guardians, and are viewed as attacks. Tome guardians cannot be psionically dominated, and anyone attempting *ESP* or similar mind-meeting magic, by spell, item, or natural ability, finds that attempts to attack, control, or change a guardian cause it to attack (and, as mentioned, that it can employ its *fireburst* attack through such a mental link).

A tome guardian can be “driven out” of the object it is guarding by the casting of a dispel magic (the guardian receives a saving throw vs. spell; if the saving throw is successful, the creature is unaffected). Even the individual who bound the guardian to the object can dismiss it only in this way. The guardian is seen leaving the object, even in darkness.

Habitat/Society: Little is known of the tome guardian’s life on the Elemental Plane of Fire, but interactions observed on the Prime Material Plane indicate that they are on reasonably good terms with most other creatures of flame. Only fire elementals that meet the parameters discussed here are summoned as tome guardians, so it is unknown if they have a weaker form (such as the lesser elemental summoned by a *Daltim’s fiery protector* spell) or develop into something else later.

A mage summons the tome guardian by casting an *ensnarement* (*sending* or *demand* can work if the guardian’s name is known; they do have personal names), and compels it to service by the use of a binding spell. The object to be guarded must be visible to the mage, who indicates it (by pointing and speaking) to the guardian. Tome guardians do not mind protecting an object, for unknown reasons of their own, and unless otherwise attacked are not hostile.

The guardian envelops, and appears to merge with, the object it has been bound to, becoming invisible. The object radiates a faint dweomer, and *infravision* detects the presence of the guardian—but the creature cannot be telepathically contacted or in any way coerced, tricked, or forced to leave its object except as described previously (through the use of a *dispel magic*). A guardian can guard only one physical object—and if the object is composed of readily separable parts, only one part (for example, a sword or its scabbard, not both). The guarded object must be small (of less than four cubic feet volume), and nonliving. Usually magical tomes of lore are so guarded, hence the guardian’s name.

An individual can summon only one tome guardian per 24 hours. Normally, only one guardian can be bound to any object, though unsubstantiated reports suggest the presence of one or more within a single item is possible. If so, the method for binding more than one tome guardian to a single object is a generally unknown process, available only through the most obscure of arcane lore.

Guardians that are summoned to the Prime Material Plane but not successfully bound to an object, or who have been driven forth from the object they were guarding, assume what is known as their “free form,” and remain on the Prime Material Plane for 2d20 turns before “dwindling away,” returning to their own plane by natural means. They are not under any being’s control during this time, and attack any creature who attacks (or attempts to control) them. Otherwise, they are attracted to large fires, of natural origin (such as volcanoes and forest fire) or manmade (like bonfires, forges, or even iso-

lated campfires).

A tome guardian can be bound to a magical item, serving as a protector, or perhaps even being trained to release a *fireburst* if its guarded item is used in an attack (for example, if a tome guardian is bound to a sword, then that sword could be used to deliver three *firebursts* per day, in addition to any other powers it has). If attached to a magical item that produces flame or electricity (such as a *ring of shocking grasp*), the tome guardian absorbs such energies and prevents their function. However, at the DM’s discretion, such energies might be used to enhance the tome guardian’s *fireburst* ability.

Symbols and *glyphs* cast upon a guarded object do not affect the guardian and function normally against others. Note that fiery or electrical protective spells such as *explosive runes* and *fire trap* can be cast upon a tome guarded by a guardian, but the creature absorbs the spell energy as it is being cast, so that the spell’s protection does not exist (and the guardian gains, for a day, hit points equal to the maximum damage these spells would have dealt).

Tome guardians can coexist peacefully with guardian yugoloths, guardian familiars, homonculi, and the like, as well as with other creatures of elemental fire. If a guardian is brought into the presence of a xeg-yi, they attack each other at once. Otherwise, the tome guardian is peaceful and solitary, at least on the Prime Material Plane.

Ecology: Tome guardians might collect treasures on their home plane, but on the Prime Material Plane, a tome guardian is never found with more treasure than the item it guards and whatever might be lying nearby. They collect nothing, and they do not pursue prey of any kind. Sages who know about these creatures generally agree that they must feed on warmth, fire, and perhaps even light, and that they may even take nourishment from the heat of bodies they cause to burn.

If killed, a tome guardian’s essence dissipates in a wave of heat and a dusting of ash. The ash has proven a viable ingredient for *oil of fiery burning* and *smoke powder* and would presumably serve well in other fire-related potions or magical items. The heat released by the death of a tome guardian has been suggested as a means to temper a ring of *fire resistance*. The creature’s *fireburst* might also be useful in igniting the flame powers of certain items, like a *flame tongue* sword; however, touching an item to the tome guardian in hopes of this is a dangerous proposition, because the *fireburst* attack still affects the wielder of the item.

It is also possible, as hinted at before, to bind a tome guardian to an item specifically to make that item magical. In fact, a small number of *fireburst daggers*, daggers with bound tome guardians, are known to exist. For the first three attacks each day with such an item, roll an attack roll against AC 10, adjusted only by Dexterity and any magical bonuses. If the attack is successful, the tome guardian propels a *fireburst* into the victim. The *fireburst* is not used if the item does not hit. Once the item has hit three times, it cannot use *fireburst* again until the next day, but it can still be used as a normal item of its type,



Kyristan's Mysteries

This unusual book is quite large, 2 feet on each side and almost 6 inches thick. Its pages are stiff and appear to be made of sheets of bone; each is about 1/8th of an inch thick and rough-textured. The words appear to be inscribed on the pages in blood; the substance that makes up the words cannot be removed by any means. The book's spine seems to be literally that, and appears to be the skeletal backbone of some type of creature, with short ribs wrapping around the edge of the book, extending for a couple of inches onto each cover.

Kyristan is (or possibly was) a lich from another world. Before he became a lich, he was the leader of a guild in which Dar Malson was a member. Dar was a plane-traveling wizard from Halruaa, on Toril, and his story is partially told in the description of *Darsson's Notes*. Kyristan was a wizard who became obsessed with great power and eternal life, and eventually began experimenting on fellow guild members in his macabre quest. Some of the results of his experiments were *wizard wands*, described in the following text (another result was the spectral wizard).

Kyristan eventually succeeded in his quest and became a lich. Afterwards, he attempted to build an army of undead, especially spellcasting undead such as spectral wizards. His last known plot was an attempt to convert all the wizards in one area to his cause by changing all those wizards into spectral wizards. This plot was foiled with the help of Dar Malson, whose son Darsson Spellmaker was to write *Darsson's Notes*.

Kyristan's Mysteries was created well before that incident, which occurred some 70 years ago, on another world. Kyristan was known as a planar traveler; his sigil is said to resemble the symbol of the *Doomguard*, a political faction of the outer planes. He may have lost the book while on Toril, or the book might have been brought to that world by Dar Malson, or it could have reached the Realms by some other means.

In any case, *Kyristan's Mysteries* was seen in Suzail some 30 years ago, where it was examined by the Lark, a mage of that city. The existing information on the book comes from the Lark. The book is apparently no longer in her possession, having been stolen less than five years ago. The Lark was able to track the thief through arcane means, but he died before she could catch him. Questioned after death, he declared that he had stolen the book for a wealthy and handsome man. The Lark suspects that the wealthy man was Kyristan in disguise, and that the book has now returned to its owner. Other sages are not so sure, and the current whereabouts of the book—and of Kyristan, the Dead King—are unknown. Several people who know of the book suspect that if Kyristan has not yet reclaimed his book, he may appear to confront anybody who does possess it.



Kyristan's Mysteries is a tome laden with notes on foul practices and perverse magic. The Lark reports that the book holds Kyristan's researches into undeath, including his intermediary steps (like the spell *create spectral wizard*), as well as the final result, the *arcane formula for a lich* (detailed in the *ENCYCLOPEDIA MAGICA*, Volume I). The tome also includes a trio of other unusual necromantic spells: *undead familiar*, *evolve*, and *lifeblend*. Some of these spells are unusual in the extreme and give their wielder great potential power over life and death.

In addition, the book holds descriptions of a trio of magical items, the *ring of cantrips*, the odd *wizard wands*, and the powerful *censer of pestilence*.

Kyristan the Dead King

Kyristan has the abilities standard to all liches and is lawful evil. His exact statistics and abilities are left to the DM, so they can be created to match the party against which Kyristan is used.

Kyristan is an arrogant, melodramatic lich who enjoys being undead and using his power to manipulate people. He is thoroughly evil. Kyristan has long been building an army of undead creatures, and PCs might encounter several of his minions before they run into Kyristan himself.





Undead Familiar

(Necromancy)

Level: 5
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: 1 corpse or skeleton
 Saving Throw: None

Using this spell, an evil wizard animates a corpse to act as his familiar. The "subject" can be in any stage of decay to the point of being nothing more than a skeleton. Any human, demihuman, or humanoid corpse can be animated.

The resulting zombie or skeleton has the same abilities and immunities as a normal undead creature of its type, but has 1d3 points of Intelligence. The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Empathic responses from the familiar are basic and unemotional, and such a familiar is unlikely to be distracted from its task.

If separated from the caster, the familiar loses 1 hit point each day, and is destroyed when reduced to 0 hit points. When the familiar is in physical contact with the wizard, it gains the wizard's saving throw against special attacks; it suffers damage as normal, according to whether or not it makes its saving throw. If the familiar is destroyed, the caster must immediately make a successful system shock check or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar is destroyed.

An undead familiar can be turned normally, but cannot be destroyed by turning. If within sight of its master, it is turned as a wight.

A wizard can have only one familiar of any type at any time. An undead familiar accepts more abuse than a normal familiar would.

The spell requires a corpse or skeleton and a silver ring that is placed on one of the familiar's fingers.

Create Spectral Wizard

(Necromancy)

Level: 8
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: 1 wizard
 Saving Throw: Special

This spell allows the caster to cause a human or elf wizard or a gnome illusionist to die and become a *spectral wizard*. If

the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic to negate the spell.

In the process of dying and becoming undead, the spell's recipient is drained of 1d4 levels. Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a *suggestion* spell upon it. Only a *wish* spell can free a spectral wizard of its undead state. A spectral wizard is restored to life has a 50% chance to be restored with his original levels intact. It is possible that another undiscovered process may restore the spectral wizard entirely.

Spectral Wizard: AC 0 (8 on the Ethereal Plane); HD variable; MV 12, Fl 15 (B); HD 5; THAC0 15; #AT 1; Dmg Nil; SA paralyze (one limb, 2d4 rounds), spellcasting ability as a wizard of a given level; SD immune to *sleep, charm, hold, cold, fear, polymorph, paralyzation*, and death magic, turned as a spectre.

Evolve

(Necromancy)

Level: 8
 Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 animal
 Saving Throw: Neg.

With this spell, a wizard can cause a normal animal to evolve and change into an intelligent, basically humanoid lifeform. By using evolve on multiple specimens and exerting patience, a wizard can potentially create an entire race of servant creatures.

The creature to be affected must be a normal, nonmagical animal. Small creatures are usually the target of the spell, but a normal animal of any size can be used. While mammals are the best subjects, the spell can be successfully performed on all sorts of creatures, including such diverse animals as reptiles and insects. The spell does not work on plants. The animal receives a normal saving throw based on its Hit Dice to avoid the effects of the spell; the saving throw is adjusted according to the creature's life order, as follows.

Life Order	Adjustment
Mammal	0
Bird	+1
Reptile	+2
Amphibian	+3
Fish	+4
Arthropod	+5
Other	+6





If the animal makes its saving throw, nothing happens, but there is also nothing to prevent the wizard from trying again. If the creature fails its saving throw, the animal begins to change; the exact change is left largely to the DM to determine, with the input of the player of the spellcaster.

First, the creature grows or shrinks, approaching human size.

Second, the creature approaches a human appearance. An animal with four limbs becomes one with two arms and two legs; one with a different number of limbs might have more arms, or in certain cases, more legs. A legless animal subjected to the spell might grow limbs, but instead might simply acquire a more upright appearance. If the resulting creature has hands, these are basically human in appearance; the creature's face might also approach a human countenance, to some extent. A creature without hands develops some way to manipulate objects.

Third, the creature acquires an average Intelligence (8-10) and the ability to generate language. The being does not necessarily know anything, but has the ability to learn (some have the ability to communicate in the language of their creator; this seems to happen randomly).

Fourth, the creature becomes a being with 1d3 Hit Dice (depending mostly on its size and disposition). As with the change in size, the creature approaches human norm: a creature less than 1 HD becomes a 1 HD creature, while one with more than 1 HD is reduced to 2 or 3 HD. A creature that starts with 1 HD might remain at that level, or might increase to 2 HD.

The creature's other statistics—such as Armor Class, movement rate, number of attacks, and damage—are dependent on the exact type of creature in question, its final size, and any other factors the DM includes. In general, these statistics gravitate toward human norm, though natural attacks should carry through. For example, a spider subjected to *evolve* might have a poison bite attack and the ability to make and move through webs; a dog used for the spell might have a bite attack and highly developed senses of hearing and smell; an evolved frog could hop, but must stay moist.

The evolved creature should not have magical abilities of any kind, nor should it typically advance in any character classes. As a general guideline, refer to the numerous humanoid or near-humanoid monsters that can be found in the *Monstrous Manual*TM accessory (see: aarakocra, bullywug, crabman, ettercap, gnoll, gripli, kenku, kuo-toa, lizard man, locathah, manscorpion, sahuagin, tabaxi, tako, and thrireen). An evolved creature might develop unusual powers or abilities, but the DM should adjudicate the situations carefully.

The evolution of the subject takes place over a full day, beginning when the wizard is done casting the spell. During this time, it is wise to keep the creature in a secluded place, where it cannot harm itself, and where it can be observed, or possibly even comforted as it goes through such great changes.

The creature's overall personality is affected greatly by this formative period, and while there are no guarantees as to its disposition, it is more likely to appreciate or admire an individual who at least appears to be caring and nurturing.

When the day of evolution is over, the creature is fully functional, able to survive and learn. An evolved creature can likely breed with others of its kind, allowing the new species to proliferate. The change cannot be reversed once completed by any magic short of a full *wish*.

Besides the subject animal, certain material components are needed: a bit of organic material from the caster (such as hair or blood), a pearl worth at least 500 gp, and a miniature tool of any kind. The animal changes radically and the components are consumed during casting.

Lifeblend

(Necromancy)

Level: 9

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 2d4 creatures

Saving Throw: Neg.

Using this macabre spell, a wizard can cause two (or more) lifeforms to join together to form a new one. The subjects can be of any type, plant or animal, but must be alive. After casting this spell, a wizard can cast no other spells for 24 hours.

The subjects are placed in cages made with precious metals, each cage worth no less than 2,500 gp. To cast the spell, the caster must touch each subject through the casting time of the spell. If two creatures are involved, they can be touched with the hands; if a third or even fourth creature is involved, touching them with the feet is possible. No more than four creatures can be affected by a single application of this spell. During casting, the wizard must concentrate on the desired final form of the combination creature (if the caster does not have a specific form in mind, the spell fails).

At the end of the casting, each subject involved makes a saving throw vs. spell; if any is successful, the spell fails. If the spell fails, the caster must make a successful saving throw vs. spell, or suffer a magical backlash, taking on characteristics of the subjects for the next 2d4 days; the exact nature of the change is left to the DM but should not be beneficial to the caster.

If all subjects fail their saving throws, the spell is at least partially successful. Roll percentile dice and consult the table for the result.

If the spell succeeds in any way except death, the DM creates a new monster, with input from the player of the spellcaster who performed the *lifeblend* spell. Guidelines for





creating monsters are found in the *Monstrous Manual* accessory. In general terms, the monster should have a mixture of characteristics of its component beings. Possible examples of this spell include owlbears, bulettes, perytons, and manticores. The creature created has a 25% chance of being infertile.

Besides the cages needed, the material components for this spell include one candle for each component creature; these are placed together and lit at the beginning of the casting, so their waxes can blend together as they melt. A ruby worth at least 5,000 gp must be placed between the candles, so the blended wax can cover it; it represents the heart of the composite beast. The ruby, candles, and cages are all consumed during casting.

Roll Result

01-50	Success: The resulting creature looks like the caster wants it to look, and has more-or-less the abilities desired.
51-60	Bonding: The target creatures are not melded together, but are bonded at some point on their bodies (for example, a dog and a cat bonded might appear to be a dog and a cat that share one set of legs).
61-70	Imperfect melding: The creatures are melded together, but not in the desired fashion; they might be melded in a centaur-like fashion, or in any other way.
71-80	Pseudo-lycanthropy: The creatures are blended together, but only one is dominant at any given time. Periodically, the creature changes completely from the form of one subject creature to the form of another.
81-90	Dominance: One creature is clearly dominant in the mix, but has a few characteristics of the other creature(s) involved in the spell.
91-95	Death: The creature looks exactly as desired, but has something wrong internally and cannot live.
96-99	Vengeful: The creature is exactly as desired, but has a hatred for its creator.
00	Disaster! At the last moment, one of the subjects pulled away, and the caster is pulled into the spell instead, becoming a part of the composite creature (no saving throw). Roll again on this table to find the results.

New Magical Items

Kyristan's ledger discusses the creation of three magical items. Of these, he is known to have created at least two, the *wizard wands* and the *ring of cantrips* are the most well known. It is unknown if he ever created a *censer of pestilence*, or if he was simply offering comment on an item he had studied, or if he was speculating about an item he wanted to create.

Censer of Pestilence

XP Value: 8,000

GP Value: 40,000

This small incense burner is imbued with a powerful dweomer. It is composed of copper, gold, and silver, and appears shabby and tarnished. It can be suspended using the three iron chains attached to it.

The *censer of pestilence* is activated by suspending it from the ceiling of an unholy temple area, speaking a series of six arcane command words, and lighting a mixture of incense and dung inside it. The burning materials need not be replenished for the device to continue operation. Once activated, the censer spreads disease throughout the surrounding area. The area affected increases with time, as does the chance of contracting a disease.

During the first week of the item's operation, all individuals within a one mile radius have a 10% chance of contracting a terminal blood disease. During the second week of operation, all individuals within one mile have a 20% chance of contracting the disease, while those between one and two miles away have a 10% chance of contracting the malady. The area and percentage affected continues to grow in a like manner for ten weeks, or until the device is de-activated. Thus, in the tenth week, everyone within one mile of the censer of pestilence will contract the disease, those between one and two miles away have a 90% chance of contracting the disease, those between two and three miles away have an 80% chance, and so forth, so that those individuals between nine and ten miles away have a 10% chance of catching the malady. As long as the censer is allowed to operate, all individuals in affected areas should be checked once per week to see if they have contracted the disease. Characters entering the 100% area contract the disease immediately.

For every week a diseased individual loses one point each of Strength and Constitution. When either score reaches zero, the individual dies. Those with the disease can be cured only through magical means or by normal means if the censer is deactivated. After the disease is cured, Strength and Constitution are restored slowly, at the rate of one point of each per month, unless a *heal* or a *restoration* is cast on the affected character (in which case the scores are immediately restored to their normal level). After being cured, an individual who remains in the area affected by the pestilence might contract the disease again.

To halt the operation of the *censer of pestilence*, it must be found, holy water must be poured over the burning materials, and a bless or cure disease cast on the censer. Finding the censer should be an adventure in itself, because whoever sets it up presumably posts guards around it.





Ring of Cantrips

XP Value: 500

GP Value: 2,500

Similar *rings of cantrips* are known to exist and are usually made of brass engraved with symbols inside and out. While wearing one, a wizard or bard can cast any cantrip-type magic, as described in the 1st-level wizard spell, *cantrip*. The ring can create 1d4+4 effects per day, and each effect lasts as long as the wizard concentrates on it.

Kyristan found occasional need for the “small magics,” as he called them, yet needed to memorize other spells most of the time, and he generally kept his apprentices too busy to perform menial chores. He created the first *ring of cantrips* so he might always have cantrip magic available without reducing his normal number of spells.

Wizard Wand

	XP Value:	GP Value:
Rolf:	3,000	6,000
Thord:	6,000	15,000
Hillard:	9,000	27,000
Fazul:	12,000	42,000

A wizard wand is a magical wand capable of casting spells. While this is not unusual, the wands’ other major property is—each *wizard wand* stores spells as if it were a wizard of a certain level, and can rememorize spells to replenish those that are cast. Any character can use a *wizard wand*.

Four wizard wands are known to exist: *Fazul*, *Thord*, *Hillard*, and *Rolf*. All but *Rolf* were created by Kyristan. The process used to create a wizard wand requires that the essence of a wizard be trapped within the wand; the wand can cast as the wizard imprisoned within in regards to number, level, and type of spells memorized and castable. *Fazul* can memorize and cast spells as a 12th-level mage, *Hillard* as a 9th-level enchanter, *Thord* as a 6th-level mage, *Rolf* as a 3rd-level evoker. The wands have no other properties of living or undead spellcasters, such as alignment or hit points.

All but *Rolf* were wizards in Kyristan’s guild; *Rolf* is said to have been a Halruan, indicating that *Dar Malson* also had the means to create the wands. If this is true, there might be other wizard wands in existence as well, or other documents detailing their creation.

Each *wizard wand* is 17 inches long and made primarily of a tapered length of red-stained walnut. Carved all along the length of each wand are runes, each inlaid in gold, platinum, or silver. Several slivers of human bone are also embedded in each wand. On the thicker end of each wand is a carved ivory skull, the base of which is held to its wand by a golden cap. At the other end of each wand is a platinum cap. *Rolf* appears relatively new, while the other three bear signs of use.

Each wand is activated by pronunciation of its name and the name of a spell stored inside it. Each spell requires the normal casting time and has normal effects and duration. After pronunciation of the commands, no further concentration by the wand’s wielder is necessary, so an attack on the wielder does not spoil the spell.

When found, a wizard wand contains randomly selected spells. *Fazul* should have 2d8 spells of levels 1-6, with no more spells of any given level than a 12th-level mage could memorize. *Hillard* has 2d6 spells of levels 1-5, with no more spells of any level than a 9th-level enchanter could memorize. *Thord* contain 1d6 spells of levels 1-3, with limits as a 6th-level mage. *Rolf* carries 1d4 spells of levels 1 or 2, with no more spells of either level than a 3rd-level evoker could memorize.

If all the spells are cast from any wand, it has a 50% chance of becoming permanently nonmagical. If a wand is allowed at least eight hours of rest, it can memorize new spells of appropriate levels if the user runs it across spell descriptions in spell books or on scrolls. A wizard wand has a non-cumulative chance of erasing a spell memorized in such a way, 2% for spell book spells, and 95% for a scroll spell.

Since these wands give their wielder a “wizard in a pocket,” they are considered extremely dangerous.





Laeral's Libram

The covers of *Laeral's Libram* are two circular plates of polished, blue sheen electrum, joined at one edge by a ring that also binds seven parchment pages to the plates. The plates have a clasp opposite the ring to hold them closed, worked in the shape of a moon with an arc of stars around it. The parchment pages are circular and edged with "silvergilt."

Laeral is a famous adventuress of the Sword Coast North, who was apprenticed to Khelben "Blackstaff" Arunsun of Waterdeep and who still aids him in Blackstaff Tower as his companion and lover. Once leader of the adventuring group known as The Nine, Laeral fell under the influence of The Crown of Horns for a time. Rescued by Khelben and the High Lady Alustriel of Silverymoon, she created a simulacrum of herself that she placed in the Stronghold of the Nine to deceive treasure-seekers. Freed from her reputation and her responsibilities, Laeral again became the gentle, merry girl she used to be 20 winters ago.

Lost in her recent madness, however, was her libram, a small traveling "handybook" of her favorite spells. It has only seven pages, each bearing a single spell. Their contents are as follows: *feather fall*, *magic missile*, *spider climb*, *forcewave*, *Laeral's aqueous column*, *Jhanifer's deliquescence*, and *blackstaff*. The last four are rare. The aqueous column was created by Laeral herself as part of her training under Khelben, and *blackstaff* is one of the more powerful spells devised by Khelben himself. Jhanifer was a sorceress of the long-ago North, a friend (some say lover) of Ahghairon, the Founder of Waterdeep. No one knows what became of her.

Forcewave

(Abjuration, Evocation)

Level: 2
Range: 10 yards/level
Components: V, S, M
Duration: 1 round
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

This spell hampers a single creature for one round. A wave of translucent, silent, colorless force, visually resembling an ocean wave breaking on a beach, comes into being in front of the caster. The caster must point to, name, or concentrate upon the creature during the casting. The wave rushes toward the creature at a rate of 30 yards per round. It affects only the intended target.

If the target creature is within range, the *forcewave* strikes it. The target receives a saving throw vs. spell to determine the *forcewave's* effects. If successful, the creature suffers one hit

point of impact damage and is thrown off-balance; a running or charging creature, or one on a narrow bridge or high place, must make a Dexterity check on 1d20 to avoid falling. A failed saving throw means the creature suffers 1d4+1 hit points impact damage, is repulsed (forced away from the caster) 10 feet, and has any ongoing spellcasting ruined. Only missile attacks are permitted on the round during which it is struck. A Dexterity check must be made to avoid falling (at -1 if the target creature is small, weak, surprised, or precariously situated). Noncorporeal beings cannot be affected by a *forcewave*, but a being employing a *displacement* or *blink* effect, or that shifts rapidly from one plane to another, can be affected by this spell. The material components of this spell are a small piece of rope or string and a drop of water, spittle, or a tear.

Laeral's Aqueous Column

(Alteration, Evocation)

Level: 4
Range: 10 yards/level
Components: V, S, M
Duration: 10 rounds/level
Casting Time: 2 rounds
Area of Effect: 10-foot diameter cylinder,
10 feet/level high
Save: None

By means of this spell, a mage transmutes the air in a particular area into water, creating a free-standing cylindrical column 10 feet in diameter. The water is pure, either fresh or salty as the caster decrees in casting, and circulates freely within itself, drawing in oxygen to support any marine life inside it. The water is held in a cylindrical shape by the spell's dweomer, the cylinder's height extending 10 feet per level of the caster. Multiple castings of this spell can extend the cylinder even further.

The column can run horizontally, vertically, at an angle, or even make turns as desired, but once established its location cannot change. At the spell's expiration, the water simply vanishes; marine creatures within the column can thus be stranded.

Creatures and objects can pass freely through the cylinder of water without spilling water or disturbing the stability of the column, but creatures not able to breathe in water are not empowered to do so by the spell. This spell is often used to introduce marine creatures into an otherwise "dry" environment for purposes of imprisonment or conference.

The cylinder may be connected with other bodies of water, such as sewers beneath buildings or the sea beneath a ship. It equalizes varying water pressures so as to harm neither creatures in the column nor structures entered by the column (a column connected to the sea from a cellar does not allow the sea to flood the cellar).





The material components of this spell are a hair from any sort of creature and a drop of water, spittle, dew, juice, sap, or a tear.

Jhanifer's Deliquescence

(Alteration)

Level: 5
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 10 cubic feet/level
Saving Throw: Special

This spell enables a wizard to instantly melt ice, frozen liquids, and other substances that freeze within 10 degrees of water's freezing point (32° F.). Such melting does not involve heat, steam, or the consumption of fuel. A *wall of ice*, for instance, could be turned into water that falls to the ground, a frozen lock or sleigh runner could be freed.

Repeated applications of this spell can turn solids into liquid form, and 10 *deliquescence* spells equal the effects of a *transmute rock to mud* spell. (The details of this use of the spell are little known and poorly understood. The DM should sharply limit the combat effectiveness of dissolving solids, although a mage might use the spell repeatedly to make digging a tunnel easier.)

Animated or enchanted creatures of stone receive a saving throw vs. spell based on their Hit Dice and a stone golem practically shrugs off the effects. Other objects have a saving throw equal to the saving throw (at the time) of the being who enchanted them. Success negates the spell. Living creatures, even if stony, are unaffected by *Jhanifer's deliquescence*.

The material components of this spell are a tiny piece of amber and a piece of ice.

Blackstaff

(Alteration, Evocation)

Level: 8
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 1 staff
Saving Throw: Special

This is the famous spell that gave its creator, the archmage Khelben Arunsun of Waterdeep, his nickname. The magic causes any nonmagical staff, club, piece of wood, or pole arm

held by the caster to shimmer with a black, crawling radiance. A *blackstaff* weapon has the following properties:

- ☆ It cannot harm the caster or any other beings touching the staff during the casting of the spell.
- ☆ It strikes as a +4 magical weapon to hit (no damage bonus).
- ☆ It inflicts 1d8 hit points damage, regardless of the weapon's size and shape.
- ☆ It absorbs magic cast upon it, without consequence, and is apparently unaffected by any magic except a *wish* or *anti-magic shell*, which can negate it.

In addition, the wielder can choose one of the following abilities at the beginning of each round to use as a special attack:

- ☆ Touch drains one hit point automatically (the target gets a saving throw vs. death magic to avoid losing the point permanently—failure means the hit point is unrecoverable except by use of a *wish*).
- ☆ Touch acts as a *dispel magic* spell (at 8th level) on all magical barriers, weapons, or effects; failure means the staff can't succeed against the effect at 8th level; caster can choose to use his own level, but this dispels the blackstaff regardless of the outcome.
- ☆ Touch may cause mental damage (random roll), as follows:

Roll	Effect
01-45	Target unaffected
46-65	Target confused (as the 4th-level wizard spell <i>confusion</i>) for 1d4 rounds
66-75	Target stunned (as the 9th-level wizard spell symbol) for 1d3 rounds
76-85	Target affected by fear (as the 4th-level wizard spell) for 1d2 rounds
86-95	Target affected by <i>repulsion</i> for 1 round
96-00	Target affected by <i>feeblemind</i> for 1 turn

- ☆ Touch causes any spellcaster to save vs. paralyzation or either forget one memorized spell or be unable to use one natural spell-like power for two rounds (if a choice exists, determine the spell or ability at random).
- ☆ Touch causes a being possessing psionic skills or wild talents to be psionically "scrambled" (unable to use any powers except defenses) for 1d4 rounds.

A *blackstaff* also can be wielded by any creature able to use a polearm who can withstand (or is immune to) its effects. A *blackstaff* prevents spellcasting by any being who is contact with it during a given round. It can therefore be used to ruin enemy spellcasting with a successful attack. (It cannot be easily thrown and resists *telekinesis* and similar movements as it does almost all other magic.) At the spell's expiration, the material component (the staff) is instantly and completely consumed.





The Libram of Lathintel

This is a square, thick, maroon-colored volume with maple boards covered in tanned leather and bound with wire in six circlets to which have been sewn sixteen parchment pages. The book looks well-used but not dilapidated. It has no known traps or defenses.

Lathintel was a dignified mage of Athkatla who perished some seventy winters ago of a winter fever. His effects were sold by a merchant of Amn named Oristel—almost certainly after several mages had been allowed to copy individual spells from the Libram upon payment of stiff fees. The purchaser of the Libram, and its present whereabouts, are unknown.



From Oristel's notes and the spells copied by the mage Narlbar, the Libram's contents are known to be as follows (one spell to a page, all standard spells except as otherwise noted): *enlarge*, *feather fall*, *light*, *read magic*, *sleep*, *spidereyes* (unique), *unseen seroant*, *audible glamor*, *invisibility*, *locate object*, *wizard lock*, *dispel magic*, *fly*, *ghost pipes* (unique), *hover* (unique), and *tongues*.

Spidereyes

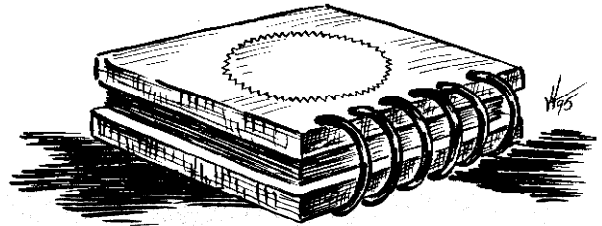
(Alteration)

Level: 1
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

By means of this spell, a wizard can see through the eyes of any normal or giant arachnid within 60 yards. Small, harmless living spiders are usually employed, the caster using them as spies to see things where the caster dare not go. It does not function on intelligent spider-like creatures.

This spell does not give the caster any control over the arachnid nor even direct mental contact with it, merely a mystical linkage with its eyes.

Most spiders have eight eyes—simple eyes whose vision is readily understandable to most intelligent races (they do not have compound eyes). The sight afforded by the spell has the effectiveness—range and possible infravision—of the spider.



The link itself has unlimited range as long as the spell duration lasts—depending, of course, upon how far the spider travels. The link cannot be maintained if either arachnid or caster move to another plane of existence, including the Astral or Ethereal Planes.

Often this spell is used to try to spy out a cavern, hall, or other guarded area before the caster or companions enter or attack it—but often, frustratingly, the chosen spider refuses to cooperate and look where the caster wants it to, unless controlled or influenced by additional spells. Certain magical barriers (such as *protection from evil*) might block the link between spellcaster and spider.

Ghost Pipes

(Alteration, Illusion/Phantasm)

Level: 3
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: One instrument
Saving Throw: None

When this spell is cast, the mage can cause any one non-magical musical instrument to play itself. The instrument must be whole and in playing condition. It need not be an instrument that the mage himself can play, but he must be able to softly whistle or hum the desired tune. This tune can be no more than one minute long.

Upon releasing the instrument, it glows as if limned with *faerie fire* and levitates at the level it was released. The various parts of the instrument (keys, valves, strings, etc.) move under the control of the magic. Upon reaching the end of the song, the instrument repeats the tune over and over until stopped.





The ghost pipes stop playing when any living creature touches the instrument. The radiance fades and the instrument slowly settles to the ground.

This spell was originally created by Vangerdahast of Suzail, currently royal magician to King Azoun IV. It was made available through the Council of Mages. Royal scuttlebutt claims firmly that the august and puissant Vangerdahast is deeply embarrassed by this early attempt at spell research and would have banned it completely except that His Majesty enjoys the spell as a novelty. The throne room is often filled with an orchestra of levitating, glowing instruments.

Hover

(Conjuration)

Level: 3
Range: 10 yards/level
Components: V, S
Duration: Special (4 rounds maximum)
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: Special

By means of this spell, a mage can instantly arrest the movement of a falling, jumping, or flying creature within spell range (including the caster), stopping its aerial movement and fixing its position for a short (and variable) time.

The creature chosen by the caster is affected for one round. An aerial creature of Huge size or larger is affected for one round only, any other creature is affected for one round and receives a saving throw vs. spell. An aerial creature that succeeds can fly at half normal speed in the second round; a jumping or falling creature descends at *feather fall* rate (2 feet per second, 120 feet per round). In the third round all movement is normal.

If the save fails, creature hovers, up to a maximum of 4 rounds. The creature must make a saving throw every round to see if the effect ends – whether this is desirable or not. If successful, the creature can move as described above. If the spell hasn't ended before the fifth round, it does so then.

This spell cannot be dispelled, nor can the hovering creature move aerially. A creature able to *plane shift* or become astral or ethereal can escape the spell in this way. A *ring of free action* provides complete immunity.

A hovering creature can launch missile weapons, cast spells, read scrolls, open locks, shout instructions, catch ropes or thrown items, turn around, and the like as if standing on firm and solid earth.





The Magister

This tome bears no title, and consists of sixteen sheets of parchment bound with gilded cord to two polished plates of ivory. The plates measure four hands across by seven hands in length, and are only a little less than a finger thick. The “back” ivory plate is scarred and scratched, and marked with burns and bloodstains, but both plates are by all accounts solid and of surprising strength. The book has reportedly been dropped at least four times, and hurled at a person once, and yet the ivory shows no signs of chipping or shattering. It has been reported that these ivory bindings glowed with an eerie “dead-white” or “pearly” radiance while a spell was being read aloud (being cast) from the tome.



This tome is commonly called *The Magister* after the title of the mage who is believed to have written it. (The Magister’s tale is too long to be recorded here; suffice it to say that he was regarded as an unmatched mage and a neutral force of what he saw as justice and reason and is remembered with awe and respect for his deeds. He disappeared some ninety years ago; some say he now dwells on another plane. Since the bulk of the volume under discussion lies clearly in the province of the illusionist, the Magister may well not be the author of it.)

Reports vary concerning its contents (some clearly do so in a deliberate attempt to deceive and conceal), but a significant number of observers quite independent of one another state that *The Magister* opens with a brief and general discussion of the uses of illusion and the extent of knowledge concerning magical illusions (in the Common tongue, and surprisingly current, suggesting that the art of the illusionist has advanced but little in the last hundred years), and then lays down (in the Ruathlek or “secret language”) the spells *change self*, *color spray*, *phantasmal force*, *detect magic*, *mirror image*, *dispel magic*, *nondetection*, *massmorph*, *shadow door*, *programmed illusion*, and *true seeing* in full, none varying from the accepted form.

These are followed (here the text again reverts to the Common tongue) by a brief description of the casting of

three spells, two of which are clearly *rope trick* and *summon shadow*, the third being a *shades* spell or similar magic (such as *shadow monsters* or *demishadow monsters*). Details and formulae are not given, but enough of the somatic and material components are described to allow a nonillusionist to recognize these spells as an illusionist begins to cast them.

The book closes with what is clearly a *clone* spell, followed by a last page whose contents are given differently by each source. Some mention a *curse*, others an illusion that appears in the air each time the page is exposed, and others state that it presents this or that spell in full—all giving a different spell. Several of the sources are known to be absolutely accurate in other accounts, and yet all conflict on this point. Elminster says emphatically that it is not possible that several tomes exist that are identical, save for the contents of this last page—and so the only explanation left is that the contents of this last page may change from time to time, either at random or in a set sequence or cycle. This is by no means certain, and it is hoped that the present owner of *The Magister*, if it still exists, or anyone coming into possession of it in the future, will (in confidence as to the identity and whereabouts of himself or herself) reveal to this scribe the true nature of this Last Page. It should also be noted here that Suljack of the High Captains of Luskan has made a standing offer of 55,000 pieces of gold for delivery to him of the complete *Magister*.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	Th	U	V	W	X	Y	Z
Thorass	Ⓟ	+	∞	h	5	+	h	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
Espruar	Ⓟ	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
Dethek	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
	1	2	3	4	5	6	7	8	9	10	0	50															
Thorass	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
Espruar	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
Dethek	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞

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(I, this persona) = ∞





Mhzentul's Runes

This tome is thin but heavy, comprising twelve sheets of vellum sewn to a binding of silk and preserved with wax. It is said that the reddish hue of the wax is due to dragon's blood, and that this preserves the binding. The truth of this rumor and the effectiveness of the ingredient are unknown. The binding is secured by silken cords to two pieces of oiled wood that have been covered entirely with stretched wyvern hide and held in place by small triangular wedges of silver. Thus far, the wood has not warped or broken, although curious finger-shaped scorch marks on the hide attest to the heat the volume has endured. The book is not locked or bound, and has no known traps. It is signed with the sigil of Mhzentul.



Mhzentul was a powerful, respected mage. His end, men say, came at the battle of River Rising, where he became a pillar of living flame and burned his way across the field, doing great harm to the hosts of his army, and blazed straight away out to sea, where his flame was lost to view far out on the waves. Mhzentul is remembered among mages for his works, the *Seven Lost Rings of Mhzentul* and a book that has come to be known as *Mhzentul's Runes*.

After Mzhentul's death, a party of treasure seekers, with utmost care and at great risk to themselves, overcame the traps and magics of Mhzentul's mountain abode and penetrated its innermost rooms, but found neither the rings nor the book. Rumors of the location of these treasures surfaced, citing such a profusion of sources and alleged whereabouts that the items became legendary. Their true resting place remains a mystery.

Some six winters after the battle of the River Rising, the book is known to have come into the grasp of the adventurer Uthmang, a half-orc thief. He was immediately slain by the Red Wizard of Alail Thang, who in turn was defeated at Greenstone Keep by the priests of that place. It is not known what happened to the book then, but some two winters later it is said to have passed into the hands of Lhegrand the Sage, and it is from his catalogue we obtain the detailed description aforementioned.

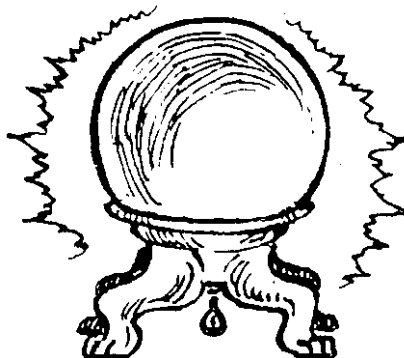
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Lhegrand held the book only briefly before he was waylaid and enslaved by orcs out of Darkhold, and here we lose track of both book and rings for some seven winters, throughout which the treasures presumably remained in evil hands. The evil mage Whisper is known to have found the rings and is suspected to have had the book also, or at least access to it, but the whereabouts of both since his rumored death are not known.

The first four leaves of the book contain a detailed, exacting, and correct description—as attested to by the sage Lhegrand, an expert on the storage of spells within physical objects and substances—of the process of creating a *ring of spell storing*. It is known that at least four of the seven lost rings were of this type.

The five leaves that follow describe the process involved in creating rings that would, upon command, become creatures under the control of the creator. Lhegrand believes that some portions of this process have been (deliberately?) omitted. "I have not the skill nor the necessary components to enact the process," Lhegrand writes, "but here I see no manner nor means for imbuing the creature with any animation, nor can I find any dweomercraft written for controlling the creature." Even if this section of the work is indeed incomplete, it is still of immeasurable value and would bring a high price from most mages.

The third and final section of the work is more informal than the other two, consisting of Mhzentul's notes on his researches in fire magics. Lhegrand reports that many runes, glyphs, and symbols are written in special inks upon these pages, and a mage of sufficient experience could—with diligence—glean the complete spells *fireball*, *fire shield*, *fire trap*, and *delayed blast fireball* from Mhzentul's notes. The scope and thoroughness of Mhzentul's understanding of fire magic, however, is such that careful study of the book may decrease the time needed to research any fire-related spells by as much as two weeks, Lhegrand estimates.





Myrl's Text

This thick book is a foot on each side and is about four inches thick. Several magical items are described in the tome. It has more than 120 papyrus pages; most are covered with a crabbed handwriting, that of the book's author, Myrl, a well-known crafter of magical items. Many of the pages also have paintings of many of the items as well as sketches of the raw materials used to make them.



The cover of *Myrl's Text* is the subject of much debate. It is composed either of gold with the suppleness of leather, or of leather with the appearance of gold. Of the three prominent mages known to have studied the book, one, Darsson Spellmaker, insists the cover is of gold that has been magically altered to have the flexibility of

leather; a second, the Lark of Suzail, declares that it is leather made to resemble gold; and the third, Khelben "Blackstaff" Arunson, has no comment.

Myrl's Text also has several other magical properties, making the book a magical item in its own right. The papyrus between the covers stays in fine condition, never becoming brittle or discolored; the ink does not smear or fade, and the paintings remain vibrant. Further, while to a casual glance the writing appears tight and difficult to read, a reader who concentrates on it finds it clear and easy to read, suffering from no strain (apparently, the author understood that others had difficulty reading his handwriting and took steps to ease the burden on the reader). Finally, if a fine piece of papyrus of appropriate size is placed between the tome's final page and its back cover, that piece of papyrus becomes attached to the book's binding.

The book was created more than two centuries ago by Myrl, an enchanter who lived on the southern shore the Vilhon Reach. At one time, the wizard started a school for other mages, a school that concentrated on the fabrication of magical items. Several modern sages claim that Myrl's school created several hundred magical items, items that have since found their ways into treasure hoards across Faerun. The school sponsored dozens of groups of adventurers as well, hiring daring individuals to search for the many components needed to make the items.

As each item was created, Myrl recorded the steps necessary for its creation, creating several textbooks for use in the school. Presumably, there were once several texts, but only the one described here is known to have survived into the present day.

Myrl's school stayed in operation for more than five decades, and several dozen young and hopeful wizards were

trained there. However, wizards are known not only for their powers over the arcane energies of magic, but also for their egos. The wizards trained at the school began to squabble, and at one of the school's annual reunions, a magical contest turned ugly when Varitan the Ill-Tempered launched a *fireball* at Diedre of Gwynneth, a sorceress who had spurned his advances while in school. Unfortunately for Varitan, Diedre had passed all her abjuration classes with ease, and had forged several protective magical items—including the *ring of fire resistance* she was wearing at the time. Several other wizards caught in the spell were not so fortunate, and those who survived were quite displeased with Varitan. In the resulting spell battle, Diedre and several of her friends were victorious over Varitan and his cohorts—but the school was utterly destroyed. Myrl disappeared in the conflagration, as did most of his texts.

The book described here surfaced almost 20 years later in Suzail, where it was purchased by the Lark. She was able to hold onto it for a few years, but never cared much for making magical items, and eventually sold the book to an unknown agent. *Myrl's Text* later showed up in Waterdeep, where Khelben examined it briefly and copied most of its contents. How the book left Khelben's possession is unknown, but the tome appeared in Ravens Bluff less than a decade ago in the hands of Darsson Spellmaker. Darsson has never made use of the book to create magical items and may no longer have the book (he is not saying).

Myrl himself is rumored to have survived the battle that destroyed his school, though he has never resurfaced under that name. There is some speculation that he is still alive, and may be in Ravens Bluff himself, possibly operating under an alias (or two) and selling magical items to the many adventurers found in that city. He might wish to retrieve his book, or may be in the city by coincidence—or he could be dead.

Myrl's Text contains descriptions of several magical items and also discusses methods for manufacturing those items. It could serve as a textbook for making several of those items. Of the items described within, some have been seen in various parts of the Realms, while others are completely unknown. Darsson Spellmaker has speculated that Myrl was primarily a researcher who was so brilliant that he knew his methods would work, so did not feel compelled to build every item. Several more common magical items are described within the text (their descriptions are found in the *DUNGEON MASTER® Guide*; the exact items found in the book are left to the DM). Several more exotic items are also described in *Myrl's Text*.

The book's first chapter discusses magical arms and armor. Another chapter describes several unusual rings, and the book's third chapter discusses several items that can be used to improve life within a castle. The book's final chapter describes a few miscellaneous items, as well as a few spells: *color*, *flash*, *paralyze*, and *skywrite*. This last chapter seems to have been created in a haphazard manner and shows evidence of handwriting other than Myrl's.





New Magical Items

Arms and Armor

Armor of Strength

	XP Value	GP Value
Strength 17	+500	+2,500
Strength 18	+750	+3,750
Strength 18/50	+1,000	+5,000
Strength 18/00	+2,000	+10,000

This plate mail provides its wearer with increased Strength. When such a suit of armor is found, roll for the Strength it provides.

Percentile Roll	Strength
01-50	17
51-75	18
76-90	18/50
91-00	18/00

Armor, Self-repairing

XP Value: 3,000

GP Value: 15,000

This set of full plate armor is decorated with gold and silver and etched with a large number of runes. Though it provides no magical bonus to Armor Class, it is imbued with a powerful magic. Each night, the armor automatically repairs any damage done to it during the previous day. Dents, breaks, rust, and corrosion are "healed," unless some attack (such as black dragon breath) utterly destroys the armor. The armor expands or shrinks as necessary to fit any human character. Members of other races find the armor ill-fitting and uncomfortable, and suffer a -1 penalty to all attack rolls and saving throws while they wear the armor.

In addition, any weapon wielded by the wearer remains in good condition; never becoming damaged in any way short of complete destruction while the wielder wears the *self-repairing armor*.

Dweomer Darts

	XP Value (each)	GP Value (each)
Amusing:	200	1,000
Fiery:	300	1,500
Force:	400	2,000
Frightening:	400	2,000
Holding:	600	3,000
Icy:	200	1,000
Levitating:	500	2,500
Unerring:	100	500

Dweomer darts were a class project at Myrl's school. Each dart that received a passing grade is listed below, along with the name of the apprentice or journeyman who created the item. The darts are normal throwing darts in regard to damage and range, except for their magical properties as noted in the following descriptions. Each must be thrown to be effective; except for *LaMulle's unerring dart*, all use the thrower's normal THAC0. All spell effects are as if the spell were cast by a 10th-level wizard. *Dweomer darts* are typically found in small bundles of 1d4 darts.

Myrl's amusing dart was the model for the class project. The dart loses its enchantment when it hits a living creature; if it misses, the spell effect is not activated and remains within the dart for a subsequent (successful) use. A creature struck by this dart must make a saving throw vs. spell; if the saving throw succeeds, the dart's magic is expended without effect. If the saving throw fails, the creature suffers the effects of the 2nd-level wizard spell *Tasha's uncontrollable hideous laughter*.

Lein's fiery dart has red fletching and is warm to the touch. When it strikes a target, it explodes, surrounding that target with flame. The target takes 4d4 points of damage (no saving throw). Anyone touching the target takes 4d4 points of damage, or half damage if he makes a successful saving throw vs. spell. The fire can engulf a human-sized creature or one smaller, but covers only part of a larger creature; the damage does not change. If the dart hits an inanimate object, the flame bursts around the object, in a radius of 5 feet from the point of impact, setting aflame any flammable object it touches; any creature within the radius takes 4d4 points of damage, or 2d4 points of damage with a successful saving throw vs. spell.

Wyn's force dart is activated when it strikes a living target; if it misses, the magic remains stored in the dart for a subsequent, successful use. When the dart strikes, the target creature is surrounded by *Otiluke's resilient sphere*, as per the 4th-level wizard spell (no saving throw).

Varitun's frightening dart activates when it strikes a living target; if it misses, the magic remains stored, waiting for a later, successful use. The creature struck by this dart must make a successful saving throw vs. spell or be affected by *fear*, as the 4th-level wizard spell. The dart's magic is expended when it hits a living target, whether the target makes a successful saving throw or not.

Diedre's holding dart is also activated when it hits a living target. Any person, monster, or undead is affected as if hit by a wizard's *hold* spell of the appropriate type (no saving throw).

Chandler's icy dart bursts on impact with a living target, but is not activated or expended if it misses. When the dart



hits a living target, that target is surrounded by an aura of chilling cold and icy particles. The target takes 1d6 points of damage, plus an additional point of damage for each level of the dart's thrower.

Ariel's levitating dart is activated and expended only if it hits a living target. The target hit by the dart is affected by a version of the *levitate* spell. A target of Large size or smaller begins to levitate, moving slowly upward at a rate of 10 feet per round for 10 rounds, or until stopped (as by a ceiling, a rope tied to a stationary object, etc.). At the end of 10 rounds, the levitation effect wears off, and the dart's target falls.

LaMulle's unerring dart automatically strikes any target the viewer can see. The target can be living or unliving, and takes normal dart damage. The dart's user can also use the dart to set off other effects that could be triggered by a small object.

Proficient Weapon

XP Value: 100 x gp cost*
(minimum: 500)

GP Value: 500 x gp cost*
(minimum: 1,000)

A *proficient weapon* is a magical melee weapon. While it grants no bonuses to attack or damage rolls, the user can wield it without penalty even if not proficient in the use of that type of weapon. The *proficient weapon* is also effective against creatures hit only by magical weapons.

A *proficient weapon* is a beautiful specimen of its type; for example, a *proficient staff* is made of hardwood and is beautifully carved with designs and magical symbols. A *proficient long sword* is made of bright steel, with golden runes worked into the blade, and an intricately swept hilt.

Note that a *proficient weapon* allows a character to ignore normal weapon restrictions based on character class. For instance, a wizard could use a *proficient long sword* without penalty or other difficulty. (*of weapon)

Rings

While many rings were presumably created at Myrl's school, the details of only a handful are recorded.

Ear Ring

XP Value: 750/ring*

GP Value: 2,000/ring*

Legend has it that the original *ear rings* were created by Myrl for two young lovers. These rings are usually enchanted in linked pairs, but there is a slight chance (5%) of finding a linked set of 2d3. They are worn on fingers; their name comes from the design on them. The smooth gold bands have a small, raised ear on one side. They allow two-way communication between wearers.

If a wearer speaks into the ear on his ring, his voice is transmitted to the other ring. The wearer of that ring hears only an incomprehensible buzz, unless she holds the ring to her ear. Then the voice can be heard clearly. Each ring can be used to transmit and receive. If a larger set is found, sound is transmitted to all rings in the set.

Unfortunately, a certain amount of background noise is transmitted through the rings. Loud noises in the presence of one wearer are transmitted to the other, as tinny buzzes. If one wearer is attacked sonically while another wearer has his ring to his ear, the other wearer is also subject to the attack.

The rings can also be used to spy in a limited way, because a listener can hear all noise in the vicinity of the other wearer, though it is somewhat muffled unless the transmitting ring is close to the source of the sound.

The rings function only if worn. If both are worn by the same person, a feedback circuit builds in 2d4 rounds, until a blast of noise emanates from the wearer. The build-up can be heard beginning one round before the blast, and can thus be avoided by removal of at least one ring. Such noise has effects similar to those of a dragon's roar: all creatures within 60 feet must make a successful saving throw vs. paralyzation or suffer from weakness, losing 50% of their strength for 1d6 rounds. Those within 120 feet are deafened for 1d6 rounds and fight with a -1 penalty to attack rolls. The noise is repeated every 2d4 rounds until the wearer removes at least one of the rings.

Sounds can be transmitted any distance by the rings, with limitations. If the wearers are on different planes, or in different crystal spheres, sounds are not transmitted. Instead, each ring issues a constant, quiet buzz that sounds something like the noise one hears when holding a seashell to an ear.

Ring of Protection from Silence

XP Value: 2,000

GP Value: 9,000

The value of such a ring is obvious to any wizard who has been the victim of one too many *silence* spells. The name of the inventor of these rings is not recorded, but he or she is hailed as either a great hero or a great villain, depending on who has the ring.

A ring of this type radiates a strong aura of abjuration magic. Mithral, platinum, and gold are braided together to form the ring, which is then studded with diamonds.

The ring's magic comes into effect whenever the wearer comes in contact with a *silence*, *15' radius* spell, or a similar effect. Such spells cast directly on the wearer are dispelled by the ring. Otherwise, the wearer is surrounded by a small aura (radiating 1 foot from his or her body) in which sounds can be produced and heard.

A *ring of protection from silence* will have 2d20 diamonds set into it when found. Each time the ring dispels a *silence* spell, one of the diamonds disappears. When all diamonds are gone, so is the magic of the ring. The "charges" can be replaced by





a jeweler aided by an enchant an *item* spell, if the ring has not been completely burned out.

The ring can be effective against a more powerful effect, such as that from an artifact or a power word: *silence* spell (see page 95). If the ring's wearer is subjected to such powerful magic, the ring is allowed a saving throw vs. spell as if it were a 12th-level wizard. If the ring fails to save, the wearer is subject to the silencing effect. If the ring saves, its wearer is protected for a number of rounds equal to the number of charges remaining in the ring. If all charges are used before the wearer leaves the effect, or it is otherwise dispelled, the ring burns out permanently.

Ring of Restraint

XP Value: 1,500/pair

GP Value: 3,000/pair

These rings, which operate in pairs, were originally created for a local baron with notoriously unruly children. By wearing one ring, a nurse or tutor could keep a child with a matching ring from roaming too far.

The rings are nearly always found in pairs. Silver and gold make up one ring, the controller, while gold and platinum compose the other, controlled, ring. The wearer of the controller ring can remove it at will and it can be separated from the wearer only voluntarily or by violence, never by accident. The platinum controlled ring cannot be removed from its wearer except by violence, or by the wearer of the silver controller ring. Note that violence sufficient to remove one of these rings also severely damages the finger on which it rests.

Someone wearing a controlled ring cannot travel farther than 30 feet from the other ring. The wearer of the controlling ring is also so limited, but can always remove the ring. If an individual puts on one of the rings, and the other is not within 30 feet, he or she must roll a saving throw vs. spell. If the roll fails, the wearer acts as if under the influence of a *suggestion* that tells the individual to travel to the other ring. If the wearer successfully saves, the suggestion attempt is repeated hourly until it succeeds or until the wearer moves to within 30 feet of the other ring. Of course, if the ring worn is the controller, it can be removed, breaking the suggestion.

The wearer of the platinum (controlled) ring can place the silver (controller) ring on his or her other hand, and then can remove both rings (platinum ring first).

Castle Amenities

Some of these items are completely immobile and must be created when their housing structure is built. This demands that a mage be kept on retainer during the building, and that only the finest materials are used in building.

Magical Bathtub

XP Value: 1,000

GP Value: 5,000

This large oval tub is made of fine wood trimmed with brass. At the pronunciation of the command words "bath time," the tub fills with warm water. When the user says "bath over," the water drains away. It can be used three times per day.

Picture Window

XP Value: 1,000

GP Value: 5,000

A magical *picture window* is large, enchanted pane of glass that is placed against a wall. Once mounted, it acts as a normal window of clear glass, looking on a predetermined real location. *Picture windows* usually look upon mountains, oceans, or other fantastic natural vistas normally blocked from sight. Creatures outside cannot look in through the window, though those entering the viewing range of the *window* have normal chances to detect scrying.

The *window* cannot be opened, and living things cannot pass through one. However, 10% of *picture windows* also allow the smells and sounds of the scene to be transmitted (these have 150% of normal value).

Repeating Ballista

XP Value: 800

GP Value: 4,000

This small ballista is used for the defense of an area. It is typically set up so it fires a bolt down a long hallway. When the bolt hits an intruder or reaches the end of the hallway, it teleports back to the ballista, which reloads and resets itself in the same round. The ballista attacks with a THAC0 of 10. The bolt causes 2d6 points of damage, 3d6 to Large creatures.

Warm Brick

XP Value: 200

GP Value: 1,000

Because her castle was dank and cold, a clever young enchantress created an item to keep the chill from her bones.

Warm bricks are simply that—bricks that radiate heat. They are generally about 1'x1'x2' and weigh almost 50 pounds. A single *brick* radiates enough heat to warm everything within a 10-foot radius, maintaining a temperature of 65 to 70 degrees, depending on weather conditions (the colder the day, the warmer the brick). Warm bricks are activated only by cold, so they remain inert when the natural air temperature is above 60 degrees. A number of these magical bricks placed strategically throughout a castle keeps it quite cozy.

Miscellaneous Items

In addition to the more organized chapters, *Myrl's Text* has a chapter with haphazard organization. The following miscellaneous magical items are described within those pages.





Gauntlets of Healing

XP Value: 2,000

GP Value: 10,000

These gauntlets, composed of leather and steel with silver inlay, imbue the user with the ability to lay on hands as a 5th-level paladin, healing up to 10 hit points once per day. The gauntlets are activated by the mental command of the person wearing them, and must be worn for at least four uninterrupted hours before they function for the wearer. The gauntlets are normally found sized for a human, but grow or shrink to fit any five-fingered individual from halfling to ogre size.

Helm of Vision

XP Value: 2,200

GP Value: 11,000

This item appears to be a fairly normal helmet, except it has no eye holes. The *helm of vision* completely protects the head of the person wearing it, while allowing normal, unobstructed vision and hearing. Through magical means, the wearer can breathe the atmosphere outside the helmet; the wearer's sense of smell is unaffected.

The helm also completely protects its wearer from gaze attacks. In addition, the individual who wears the helmet has infravision with a range of 120 feet. Once per day, the wearer can pronounce a command word to activate the helm's *clairvoyance* power, allowing the user to see anything within 60 feet, despite intervening obstacles. This *clairvoyance* lasts for up to 10 minutes.

Any basically humanoid individual, from pixie-size to giant-size, can wear the helm comfortably; it adjusts to fit any humanoid that attempts to wear it. When the *helm of vision* is not being worn, it appears to be about 6 inches tall; its size adjusts instantly when it is grasped.

Lenses of Subtitles

XP Value: 2,800

GP Value: 14,000

These two glass lenses, held together by woven gold and silver wires, act as a translation device. A pair of the lenses is usually set to translate 1d4 specific languages. For example, one pair might translate elvish, dwarvish, and orcish into common, while another might translate dwarvish and gnomish into elvish. The translation is in writing, with the words running across the inside of the lenses. The words are invisible to all but the wearer, and as long as the wearer can read the language, he can take advantage of the lenses' power. While the words move across the lenses, they obscure the vision of the wearer. In a combat situation, this imparts a -4 penalty to all attack rolls and saving throws made by the wearer. A character must disengage from combat for an entire round to take off the lenses. The lenses are enchanted to stay on the wearer's face until he removes them. Therefore, the lenses cannot fall off during combat or falls.

Magical Deodorizer

XP Value: 1,000

GP Value: 5,000

A small disk approximately three inches in diameter, this item adheres to armor, clothing, or other non-living material. The item's power is activated when it comes in contact with a noxious odor, such as the smell of a stinking cloud spell, or of a wight, troglodyte, or ghastr. The offending odor is neutralized in a sphere 10 feet in diameter, centered on the item, and replaced by a pleasant odor, such as that of roses, spices, pine, or mountain air. All potential ill effects of the noxious odors are negated within the sphere.

Breath weapons such as those of gorgons or green dragons and poison gas are not considered bad odors, and are not affected by this item.

Personal Portable Hole

XP Value: 5,000

GP Value: 50,000

Much like a regular *portable hole*, this item is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral Plane luminaries. When opened, a *personal portable hole* is about 6 inches in diameter, but it can be folded to a much smaller size.

To activate this item, it must be spread upon the flesh of a living being; when this is done, an extra-dimensional hole 3 feet deep comes into existence. The interior of the hole is solid rock. The hole can be "picked up" by simply taking hold of the edges of the magical cloth and folding it up; the entrance disappears, but anything within the hole remains.

The only oxygen in the hole is that allowed by the creation of the space, so creatures requiring that gas cannot remain inside for more than a turn or so without having the space opened again. The cloth does not accumulate weight even if its hole is filled. Each *personal portable hole* opens on its own particular non-dimensional space. If a *bag of holding* is placed within a *personal portable hole*, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a *personal portable hole* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the plane, the *personal portable hole* and the *bag of holding* being destroyed in the process.

A *personal portable hole* can be placed anywhere on the user's body, so long as there is enough flesh for the hole to be completely unfolded. The hole can be used as an extra pocket, or to amaze the uninformed, or even as a special defense. For example, the hole can be unfolded on the hip, and used as an extradimensional pocket, to store items. It can allow a compatriot of the user to appear to reach deep inside the user and pull something out; this might demoralize or frighten certain individuals. The *personal portable hole* can also be worn on the chest, to take blows aimed at the heart; if this is done, the exact effects are left to the DM, depending





on the situation, but as a general rule, wearing the *personal portable hole* hidden under a shirt gives the character an Armor Class bonus of -1.

While the hole is worn, nothing spills out of it.

Wand of Color

XP Value: 1,400

GP Value: 7,000

This item, usable by all classes and races, allows the user to change the color of cloth as the color spell (described later in this section). Shaped like a fine painter's brush, the wand allows greater precision than a normal casting of the spell. The wand was created to be easily recharged, and a simple casting of the color spell adds another charge, up to the maximum of 100 charges.

Wand of Projectiles

XP Value: 4,000

GP Value: 30,000

A *wand of projectiles* is a short rod of weirwood, approximately a foot long and a half inch thick. Upon pronunciation of a command word, a light bluish radiance dances along the length of the wand, and a projectile about the size and shape of a sling bullet materializes and moves with great speed toward a target chosen by the user of the wand.

The wand's user must make a successful attack roll to hit the target. While the projectile grants no bonus to attack or damage rolls, it can strike creatures only struck by weapons of +2 or lesser enchantment. A projectile from the wand inflicts 1d10 damage on a successful hit. One or two projectiles can be used each round, each costing one charge. The wand cannot be recharged. A character of any class can use the wand.

Spells

Color

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: 8 square yards

Saving Throw: None

This spell allows a wizard to effect a permanent color change in cloth, leather, or similar substances. The speed at which the change takes place is variable. With a gesture, the caster can instantaneously make an entire piece change to a single hue. If several colors are desired, the caster must trace with his fingers the areas he intends to color and picture the desired hue for the area outlined; the color changes accordingly. Any color or shade may be created, including metallic tints, though the latter cannot actually consist of precious metals. Any color changes must be done within two hours, the spell's maximum duration. The effect is permanent until dispelled.

Flash

(Alteration)

Level: 2

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: Thin beams, 90 feet long

Saving Throw: Special

By means of this spell, the caster can release a series of flashing, multi-colored beams of light from his fingertips in a dazzling display.

The caster generates two light beams for each level of experience. These can be released as rapidly as three per round or as slowly as one per round. The beams can be of any color; they are 90 feet long. They are stopped by physical objects, visual illusions, and any magical force spell of 4th level or greater, such as *minor globe of invulnerability*, *wall of force*, and similar spells.

A creature is struck by a ray and dazzled unless the caster deliberately avoids the eyes, or unless the creature makes a successful saving throw vs. paralyzation. Dazzled creatures receive a penalty of -1 to attack rolls made during the next round. Only one creature can be dazzled by a single ray. The dazzling effect is not cumulative for multiple beams (multiple saving throws can be forced), but can be extended by hits in later rounds. Blind or eyeless creatures cannot be dazzled. Multiple creatures can be dazzled, provided they are within 10 feet of each other.

The caster can take actions other than spellcasting during the round in addition to the dazzling effect, and can end this spell at will.





Paralyze

(Necromancy)

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Neg.

Upon casting this spell, a wizard gains the ability to paralyze those he touches for 2d4 rounds. Those touched must make a saving throw vs. spell to avoid the effect. If the saving throw is made, they suffer no ill effects from the *paralyze* spell.

Creatures that are immune to paralysis, as well as undead and unliving creatures such as golems, cannot be affected by this spell. The caster must roll a successful attack roll in order to strike an opponent with the paralysis.

The material component of this spell is a piece of ghoulish flesh.

Skywrite

(Alteration)

Level: 3

Range: Sight

Components: V, S, M

Duration: 1 turn/level

Casting Time: Special

Area of Effect: Special

Saving Throw: None

A less subtle version of the *message* spell, *skywrite* creates words in thin cloud formations above a point chosen by the caster. One word per caster level can be created; the words are spelled out one letter at a time at the rate of ten letters per round. The spell must be cast in daylight so that the white cloud letters can be seen; it does not work against a cloudy sky.

The letters appear about 100 feet above the ground and are each 10 feet tall. Everyone below the skywritten message can see what it says; this could be an entire city. Of course, the caster has no control over the actions of those seeing the message, so judicious choice of words is recommended. "Attack enemy's right flank" probably is not a wise message, nor is "Treasure below statue in town square"—unless the caster wants to mislead an enemy or wreak havoc.

While the spell is active, the clouds remain in place, despite strong or even magical winds. They are harmless and insubstantial. When the spell's duration expires, the clouds begin to filter away on the wind, slowly dissipating to nothing.

The spell requires chalk and a slate, upon which the message is written. If the caster is interrupted in his writing, whatever portion of the message was written appears in the sky. "Attack us at your peril" would be an entirely different message if interrupted after the second word.





The Nathlum

A nondescript volume of brown, curling parchment leaves sewn to a gray canvas cover, *The Nathlum* is powerful and wholly evil. Its protective magic cannot be dispelled (at least, not by the *dispel magic* spell), and these protections cause all creatures of good alignment and instinct to suffer blinding, burning pain in the eyes and head. (Elminster offers a confusing description of the symptoms that need not be detailed here but can be interpreted thus: Anyone of good alignment suffers 1d4 points of damage per round that the book is in his or her hands.) Its origin and the reason for its name are unknown; its first definite identification is in the catalog of Tymor Threshields, an inventory of the booty he brought back from the Orcfastings War. Hints of it can be traced through the scanty records of the orcs under the leadership of Wund. Orfidel writes almost 400 years ago of his meeting with the evil mage Lethchauntos the Black, who went to dwell among the orcs, and describes what could well be *The Nathlum* in Lethchauntos's possession. From Tymor's hall, the volume went to Neverwinter as part of the dowry of Tymor's daughter Nulauznee (Elminster suspects that Tymor wished to be rid of it). Nothing more is heard of the book until it passes unexpectedly into the hands of Phrandjas of Port Llast (a northern town), a thaumaturge whose careful and exacting studies enabled him to subsequently rise quickly in the ranks of the Art. Phrandjas takes characteristic pains over his notes regarding *The Nathlum*; we learn that it appeared to be complete when he received it, and held 16 recipes for poisons, four *glyphs of warding* set down nowhere else, and the formula of the spell *maze*. Phrandjas, despite the pain caused him by perusing the book (because he was good), copied certain of the recipes for later sale to the alchemists of the town, and all of the glyphs, and Elminster has passed on some of this information.

Poisons

The poison recipes have not been made known by Elminster; in his words, "They are largely simple to make, and recipes will undoubtedly fall into the wrong hands, given our sometimes too efficient communications." For adventurers, however, he has provided the means of identifying the substances.

Lhurdas

Lhurdas (also known as "the yellow death" and "Belty'n's Last Drink") is a wine-based poison. It has a sharp, dry white-grape flavor, and readily mixes with white wine. It reacts with the digestive acids in the stomach (and is effectual in human, orcish, and elven body chemistries) to eat away internal organ tissues. Ingestion produces rapid (within 2



rounds) nausea, convulsions, and terrific internal cramps and burning pain, doing 1d6 points of damage in its first effective round, 2d6 in the second, and 1d4 in the third. Thereafter it inflicts no more damage, regardless of dose, and further exposure to lhurdas causes discomfort and inhibits healing, but causes no greater damage to the body for a period of 3d8 days. It is ineffective if applied externally. (Save for half damage.)

Varrakas

Varrakas is a black, thick syrup. To avoid detection, single drops are usually added to gravies or dark sauces, but the effects increase with the dose ingested. Varrakas has a slightly oily taste, but no strong flavor. Every drop of varrakas does 1d4 points of damage when it enters the bloodstream (it passes the digestive system masquerading as a nutrient), and does not act for a period of 1d6+18 turns after ingestion. Varrakas is harmless if applied externally. It is effective on all mammals (save for half damage).

Prespra

Prespra (also known as "Mother's Bane") is an odorless, colorless liquid that mixes readily with all drinkable liquids except milk and dairy products, from which it separates. Effective only in humans and only when ingested, it causes sud-





den dizzy spells and visual distortion, beginning 1d3 rounds after contact and lasting for 1d12 rounds. During this time, the victim moves unsteadily and fights at -2 to hit, +2 penalty on AC if only normal (distorted) vision is owned, or -1 to hit and +2 on AC if endowed with *infravision* or heightened visual senses. At the same time, the victim endures 1d2 points of damage per round as surface blood vessels burst all over the body (giving a blotched, reddened appearance to the skin). Each round, a successful saving throw avoids such damage, but if the victim suffers an injury through combat or misadventure during the round, no saving throw is allowed (the cause and shock of the injury aggravates the sudden fluctuations in blood flow and pressure *prespra* causes; it works by alternately and erratically constricting and expanding blood vessels throughout the victim's body).

Belpren

Belpren is a luminescent blue, acidic substance that does 1d12 points of damage instantly upon contact with skin or internal tissues (no save). Further applications of belpren to affected areas do not cause any additional harm, but the damage given above is for a roughly hand-sized area of body exposure; for each additional such area of skin affected, an additional 1d12 points of damage is suffered. However, no additional damage from ingestion is possible; immediate and involuntary vomiting is induced by any added belpren applied to affected internal areas. Belpren does not corrode metal, nor does it harm cloth or cured leather. It dries and becomes ineffective in just over one round if exposed to air, and so cannot be used on weapons. Belpren can be neutralized by the application of lamp oil. It is effective on all creatures.

Orvas

Orvas is a translucent liquid with a green cast and a bitersweet taste. It does 1d6 points of damage upon entering the bloodstream (immediately if by insinuation, which must be through a scrape or wound, or in 1d6+18 turns if by ingestion), and 1d4 points of damage each round for the following two rounds. A successful saving throw means that orvas is ineffective against the target creature. Orvas is an antidote to varrakas (see above) if it is introduced into the bloodstream before varrakas has run its course. Orvas works on all mammals.

Huld

Huld (also called "Leap" or "Deathdance") is an odorless oil that is effective on nonhumanoid creatures (it is not effective on demihumans and humans) and works only by insinuation. Its effects are the same regardless of dosage, and appear 1d4 rounds after the application. (Save for no dam-

age.) Huld causes severe muscle spasms involving nausea and the loss of motor control, balance, and speech, lasting for 1d6 rounds. During this time, a victim is helpless but by no means an easy target for physical attack, since he is usually thrashing and moving about rapidly and wildly. Mental processes are entirely unaffected (psionic or other communication can be initiated or continue, and in some cases can be used by the victim, as well as others, to control the poison's effects). A particular individual will be 95% resistant to huld for a period of 1d10+10 days after an exposure to it, and thus repeated dosages in a single encounter will almost always not be effective. Huld is generally thought to affect all nonhumanoids, but some apparent immunities are reported and conjectured.

Jeteye

Jeteye is a glossy (reflective) black liquid that affects all mammals upon ingestion. (Ineffective if insinuation contact only; save for half damage.) It causes the pupils of the eyes to go black (although this does not affect vision) and causes 1d8 points of neural damage immediately. No pain is felt by the victim, however, for jeteye kills all pain and tactile sensation for a period of 1d8+8 rounds (the "black eyes" sign is of the same duration as this anesthetic effect). Jeteye is sometimes voluntarily used before torture or immediately after battle injuries (preventing a system shock survival roll). It has a bitter, black walnut flavor and is hard to conceal in food or drink.

Ulcrun

Ulcrun is a milky-white, viscous liquid that is effective on all warm-blooded creatures by insinuation only (no saving throw). Two rounds after contact, it causes 1d4 points of muscular damage, weakening and softening tendons, ligaments, bones, and cartilage. On the following round it causes 1d12 points of damage, and 1d4 points on the round thereafter, whereupon its effects pass. Until healing processes (natural or magical) counter its effects, the creature affected loses 1d4 points of Strength and one point of Dexterity.

Dwarfbane

Dwarfbane is a rare, gummy oil that is poisonous only to dwarves. Insinuation, it is commonly smeared on weapons. It does not dry out, but prolonged exposure to air lessens its potency; it is effective only for 1d6+25 days. Upon contact, dwarfbane does 1d8 points of damage with a pain "like blazing skewers," and a further 1d6 points on each of the following three rounds. (A successful saving throw reduces all damage by half.)





The Glyphs of The Nathlum

The glyphs of warding found in *The Nathlum* reflect its evil nature. All may be used only by mages of evil alignments, and can only harm beings of good alignments. Anyone of good alignment may pass a glyph's location unharmed by speaking its name or by destroying the *glyph*. The passage of neutral or evil characters will not trigger any of these *glyphs*. They are:

Zuth



Zuth can be cast only by a priest of 6th or higher level. It is cast upon a door or the frame of an opening. Anyone of good alignment passing through or under the portal suffers 2d6 points of electrical damage. The electricity arcs from side to side across the frame at many points.

Hlack



Hlack can be cast only by a priest of at least 9th level. This glyph functions as a magical barrier preventing those of good alignment from passing. This barrier of force stands until the actual area on which the glyph was cast is destroyed, thus breaking the glyph, or until a *knock*, *erase*, or similar spell is employed.

Anyone of good alignment attempting to pass the glyph strikes an invisible wall and suffer 1d6 points of electrical damage. Further contact with the barrier causes 1d6 points of electrical damage per round (no save).

Yammas



Yammas can be cast only by a priest of 8th or higher level. When activated, 1d8+10 screaming, chattering mouths appear all about the glyph and shoot forth on long (up to 20 feet long) snakelike necks to bite at the creature activating the glyph. The victim must save against each manifestation or be struck by

it, suffering 1d4 points of damage. The fangs dig in, much like a lamprey attacks, and the mouths drain 1 hit point of blood each per round thereafter until they or the victim are destroyed. Each neck/mouth is AC 7 and can be severed by inflicting 7 points of damage to it (as long as at least the seventh point is caused by an edged weapon). Any character with a Strength of 16 or more is allowed to attempt saving throws against three of the mouths each round. If a particular save is successful, the mouth's grip breaks, it does not drain blood on that round, and it shrinks back into the wall or hangs lifelessly. This glyph does not vanish after one activation; it retracts its surviving mouths and waits for the next victim until all the mouths have been destroyed.

Curtal



Curtal can be cast only by a priest of 10th or higher level. Attempts to pass this glyph cause arms of fire to burst from its three pointed ends and strike the creature or creatures attempting to pass. Each arm inflicts 4d4 points of damage. Each arm of fire strikes a different target if there are three or more targets available; otherwise, two strike the nearest target and one other, or all three strike at a solitary target. (Save for half damage.) Activation of this glyph always alerts a guardian, sometimes summoning a fiend or tanar'ri to the spot instantly but more often warning spellcasters or beastkeepers to ready their charges. The glyph remains until

erased, striking out with arms of flame every time it is activated. *Dispel magic* causes one of the arms of fire to shrink back and not strike for that activation. In each round that creatures stand before the glyph but do not speak its name (not having passed it, but within 15 feet), *curtal* activates, so slow-moving creatures could be struck several times.





Nchaser's Eiyromancia

This tome is thin, bound in black leather, and bears the title *Eiyromancia* on the cover, stamped and inlaid with mother-of-pearl. The edges of the tome are protected by beaten copper strips, and these are fitted with two clasps. The clasps are unlatched by twisting a silver knob on each. If the bottom knob is twisted without first removing the top one, a poisoned needle springs up the side of the bottom knob. The assassin Nathode says it is coated with Type D (or equivalent) insinuating poison, apparently renewed from a reservoir under the binding. Nathode did not handle the tome himself, but observed its effect upon another. His testimony verifies a folk legend that says all who try to open *Nchaser's Eiyromancia* die.

Nathode's recollection dates back seven winters, when the book was brought to the court of Lord Nasher by a merchant, one Furjur the Flippant, who told the lord that the tome was sold to him by a band of adventuring dwarves he encountered in a clearing deep in the northern forests. One of the members of Nasher's court attempted to open the book with fatal results (this is what Nathode observed), and it was placed unopened in the lord's library. (Furjur had gifted it to the lord in return for a charter.) It was subsequently stolen during the riots of the Five Fires Rising, and its present whereabouts are unknown.

The mage Nchaser has not been seen for nearly 20 winters. Before his disappearance Nchaser wandered the Realms, working and seeking after magic, and upon two occasions served as an advisor to a local ruler. On the second of these occasions, while serving the high captains of the city of Luskan, Nchaser wrote the *Eiyromancia* and gave it to High Captain Taerl. Some time after Nchaser's departure, the tome was stolen, and like its author, it has wandered the Realms ever since. Alustriel, the High Lady of Silvermoon, had it briefly, gifting it to a dwarf of the Citadel Adbar. The dwarf never returned home, and the book was lost again—and so it has gone through the years.

The wizard Arbane, who saw the book briefly while it was at Luskan (he was friend to High Captain Suljack), reports that it contains four mage spells: *Nulathoe's ninemen* (pronounced Nin-em-en), a unique spell to protect and preserve a dead body; *Nchaser's glowing globe*, a unique spell used in the creation of luminous globes, and the rare spells *part water* and *statue*. The first of the unique spells was devised by Nchaser's tutor Nulathoe, and the second is of Nchaser's invention. By the kindness of Arbane the Mighty, both are reproduced below.

Nchaser's Glowing Globe

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: 1 glass globe

Saving Throw: None

This spell requires a globe of blown glass of the finest quality and a small spark as its material components. The spell places a *continual light* within the globe, but the wizard can control the brightness of the globe mentally.

The light within the globe functions as a *continual light*, illuminating an area of up to 60 feet in radius. By mental control, the caster can reduce this illumination to a dull, luminous glow similar to *faerie fire*. The caster does not need to concentrate on the spell to maintain it, only to change the level of illumination. The wizard can control this illumination at a distance of 10 yards per level of the caster.

The caster can maintain any number of globes simultaneously and may change their illuminations independently or simultaneously. The globes can be moved or carried, but if destroyed, their magic is lost (they save as glass objects). If the caster dies, the globes continue to function, but control of their illumination level can be switched to a new owner who can cast 4th-level wizard spells and touches the globes.

Nulathoe's Ninemen

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 corpse of size L or smaller

Saving Throw: None

This spell protects a dead body against normal decay, magically strengthening the joints and repelling disease and rot. The spell does not heal wounds or reverse damage inflicted on the body in its living or dead state.

If the body is later brought back from the dead (with *raise dead*, *resurrection*, or a similar spell), only the time elapsed between the death and casting of the *ninemen* (pronounced nin-EM-en) counts for determining success.

This spell can only be cast on bodies that were once alive and now are dead. It has no effect on undead. Also, while under the effects of the *ninemen*, the body cannot become undead or be animated using the *animate dead* spell.

The material components of this spell are a small amount of blood and a moonstone worth at least 50 gp. The moonstone is crushed and sprinkled over the body.

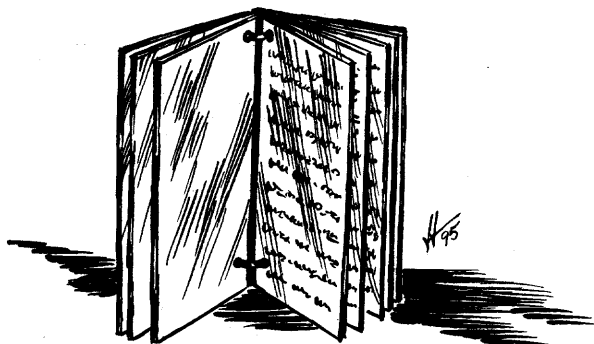




Orjalun's Arbatel

This volume consists of nine plates of beaten and polished mithral, stamped by the elven smiths of Silverymoon with letters of the High Tongue that were engraved on small dies positioned on the page and then struck sharply with a hammer so as to leave a distinct impression. The plates are pierced at the top and bottom on the left side and fastened together with bronze rings. The work once had an ornate case of stained wood with a wrapping of embroidered canvas, but these may well have perished.

Orjalun, the white-haired High Mage of Silverymoon in the early days of the North (now believed dead), oversaw the construction of this work. It was designed to be a permanent repository for the most useful defensive spells he could provide for the continued safety and security of his beloved city in the years to come. But it never served so, for when Orjalun gave his staff of office to his chosen successor, Sepur, and left the city, Sepur revealed his true nature. Taking the *Arbatel* and staff as his own, he also left that fair city.



Sepur's fate is unknown, although the sage Alphontras recounts finding a broken staff atop a lonely, scorched tor in the Trollmoors. The *Arbatel* is first identified as surfacing again in the village of Longsaddle by Alphontras's colleague Eelombur the Learned, who observed it in the possession of the sorcerer Arathur Harpell. Arathur was later slain in a magical duel by the necromancer Marune, who held the *Arbatel* but briefly. Marune lost it somewhere in the winter snows, fleeing from the Lords of Waterdeep, and it must have changed hands several times in the following decade for many hints of it are found in various records of the North.

It is mentioned once in this period by the sage Maerlus, who is represented in the *Letters to the Court of Elfrin* ("Collected by the King's Own Hand, being a record and discourse

most fascinating upon our lands and times") by a letter he penned to the monarch, King Elfrin, wherein the sorceress described a number of items of power known to be within Elfrin's realm. In the letter, Maerlus describes several works and speculates on their locations. The *Arbatel*, he says, is in the hands of the reclusive wizard Lios—unless Marune has overcome him and regained it.

Elminster believes that Marune did slay Lios, but says that the activities of Marune from that time to the present reveal that he has not recovered the *Arbatel* despite his repeated attempts to do so. Its recent and present whereabouts are unknown.

Orjalun was tutored by the Masked, most mysterious of the Seven Wizards of Myth Drannor, and two of the spells in the book are believed to be of his tutor's personal crafting: *encrypt* and *secure* (an improved version of *wizard lock*).

The first and last plates of the *Arbatel* are featureless so as to reveal nothing of the contents within, but the seven interior plates bear one spell each. (The method of scripting allows only one side of a plate to be used.) These are, in order of appearance, *mending*, *charm person*, *encrypt* (unique), *dispel magic*, *identify*, *guards and wards*, and *secure* (unique). All of the commonly known spells in the *Arbatel* appear in the standard form, and the two unique spells therein are reproduced below. They were obtained from the books of Vauth, another apprentice of the Masked.

Encrypt

(Illusion/Phantasm)

Level: 4

Range: 10 feet + 10 feet/level

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: Special

Saving Throw: None

By means of this spell the wizard causes a message of no more than 66 characters or letters in length to be made unreadable by anyone save the spellcaster, one other specific individual named by the spellcaster, and those entities referred to specifically by name in that message. To all others, the message appears as an illegible, smudged scrawl.

The magic of the spell defeats spells such as *comprehend languages* and *read magic*, but not *true seeing*. The message can be on any medium (paper, stone, wood, or even soot or snow), but if the medium is destroyed, the encrypted message is destroyed as well. Otherwise, the encrypted message can only be fully destroyed by a *dispel magic* or *erase* spell or by the will of the original caster.

The encrypted region radiates an aura of magic but otherwise does not call attention to its presence. Magical spells





cannot be encrypted but any nonmagical language can be. Individuals mentioned in the encrypted message see the message normally. If unable to understand the writing, they still do not know what it says.

Within the limitations of the spell, encrypt can be used to conceal the messages of the caster or of others. Longer messages can be encrypted by multiple castings of the spell.

The material components of this spell are a pinch of dust or fluff and a feather.

Secure

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 10 square feet/level

Saving Throw: None

By casting this spell, the caster makes a door, chest, or portal proof against being opened or passed through by any

means short of physical destruction of the door or chest. The portal, door, or chest cannot be opened by anyone, including the caster himself. A *dispel magic* spell brings the *secure* spell to an end and a *limited wish* ends it, but otherwise the door or chest cannot be opened normally again.

The door or chest is protected from all physical attack for a number of rounds equal to the caster's experience level. After that, the door or chest can be broken physically but retains a number of other protections: It cannot be damaged by fire, cold, or electricity, nor can its object be affected by spells that would change the nature of the area of the spell effect: *vanish*, *reduce*, *dig*, or *transmute rock to mud*. Such spells do not have any effect on the door or chest.

A knock spell does not open a secured area, though *chimes of opening* do. Glyphs, explosive runes, and symbols cannot be cast upon an area protected by a *secure* spell. They will immediately detonate or take effect if the attempt is made. A portal protected by this spell can be bypassed by dimension-breaching magic such as *dimension door* or by entering the Ethereal Plane. Such movement does not alter the security of the portal. The area protected by this spell radiates a strong aura of alteration magic.

The material components of this spell are a small piece of iron and a semiprecious gemstone of any type.





Sabirine's Specular

Sabirine's *Specular* is a large, heavy tome (five handwidths across by ten handwidths high and two fingers thick) of 28 fine vellum pages with stamped brass corner pieces, and covers of thin black marble affixed to the thinnest of suthwood sheets by large brass corner caps.

Sabirine was a mage of long ago, instrumental in the exploration of the North. Her adventures are a part of the fire-side lore of traders and travelers there yet. She compiled and concealed spellbooks in various caches and favorite haunts about the wilderness. The one known as *Sabirine's Specular* has survived until modern times, for it is known to have been in the library of the sage Eiron the Old in Neverwinter until his death—and the subsequent pillaging of his house by thieves of the Red Hand guild—only four winters ago.

Sabirine learned the secrets of lichdom but chose to die a natural death instead. She was a mage with a special interest in cantrips and was an enthusiastic advocate of the continued use and refinement of cantrips by mages of long career and high level.

Each spell in the *Specular* is set forth alone on a page. Five pages discuss the *cantrip* spell, and there are two additional pages, one at either end of the book. The beginning page contains an inscription identifying the tome as belonging to Sabirine with her rune (an "S" depicted as a swan), and the one at the end bears a curious piece of black felt in the shape of a vial. The frontispiece page is actually a unique spell, *spell engine* (detailed here), of unknown authorship, which has been concealed by use of a *secret page* spell. The command word of the secret page is not known. The last page is thought to be an unused magical *useful item*. (See *robe of useful items* in the DMG. It is a potion of *extra-healing*. Elminster believes.)

On the pages discussing the *cantrip* spell are detailed a most effective way to clean a dirty object, to freshen foods (restoring minor wilting and up to one hour of spoilage in temperate conditions), to unlock a simple bolt or pin lock, to create sizzling sparks (possibly startling, but harmless—up to 1d4+1 in number), to snatch away small objects such as gems, coins, or keys—the holder must save vs. spell or drop them to the ground—and to land like a cat on one's feet and have a cat's balance as long as the caster concentrates on the cantrip. Each application can be learned in a week of study by a wizard familiar with the *cantrip* spell.

The book contains spells as follows: *cantrip*, *comprehend languages*, *enlarge*, *light*, *Nystul's magic aura*, *sleep*, *bladethirst* (unique), *detect evil*, *ESP*, *clairaudience*, *gust of wind*, *tongues*, *charm monster*, *dig*, *fire charm*, *Merald's murderous mist* (a unique spell taught to Sabirine by her tutor, the mighty archmage Merald), *polymorph other*, *Bigby's interposing hand*, *disintegrate*, *geas*, *phase door*; and the secret page containing the unique spell *spell engine*.

Bladethirst

(Alteration)

Level: 2
Range: Touch
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: 1 blade
Saving Throw: None

For the round following the casting of this spell, any single-edged, slashing weapon is granted a +3 bonus to hit (but not to damage). The blade ignites with a fiery blue-white glow visible to all, that fades once the weapon has struck an opponent or at the end of the next round, whichever comes first. This bonus is in addition to any Strength bonus of the weapon's user or inherent magical bonus of the item. A *sword* +1 provided with this spell will strike with a +4 bonus the next round, then return to being a +1 blade.

The material component of *bladethirst* is a drop of blood and a pinch of powdered silver. Only one *bladethirst* spell can be placed on an item at one time. This spell cannot be made permanent.

Merald's Murderous Mist

(Evocation)

Level: 4
Range: 0
Components: V, S, M
Duration: 2 rounds
Casting Time: 4
Area of Effect: 20-foot radius
Saving Throw: Neg.

A billowing cloud of misty vapors is created by the use of this spell. It radiates outward from the caster to fill a 20-foot radius spherical area above and below the caster's ground level, penetrating all obstructions that are not airtight. At the end of the round of casting, the magic takes effect, and the mist changes in hue from blue-gray to green, becoming poisonous. All breathing creatures within the area of effect not possessing a (magical) separate air supply—except the caster, who is immune to the effects of his or her own *murderous mist*—must immediately save vs. spell. Those who successfully save are unharmed. Those who do not suffer 2d4 points of damage from the vapor, which is corrosive to flesh but does not affect clothing or items. Creatures that can't move out of the area of effect within the round take a further 1d4 points of damage on the following round as the vapors begin to combine with the air and disappear. Tiny creatures,





such as those making up an *insect swarm* or *creeping doom* are killed by the mist on contact.

The globe of *murderous mist* is a magically bound, stationary, precise area unaffected by natural or magical winds. *Dispel magic* or *part water* will cause it to disappear before expiration of the spell, and various magic or items (such as *rope trick* or a *portable hole*) will protect an individual by providing escape from the mist, but it is otherwise unaffected by natural or magical forces.

Spell Engine

(Abjuration, Alteration)

Level: 8

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 10-foot radius/level

Saving Throw: None

In casting this spell, the wizard calls into being the *spell engine*, a great wheel that absorbs magical energy—in particular, cast spells. When initially cast, the engine is unactivated and remains invisible in the location where the wizard cast it. Once a spell is cast in the area of effect around the engine, the spell engine activates. A great intangible wheel 12 feet in diameter and 2 feet thick shimmers into existence. Magical energies used in the area of effect causes the great wheel to turn, shining with a glowing white light from the energy present. Once activated, the spell engine will not deactivate; rather, it eventually slows down from lack of spell energy and becomes ghostly and translucent.

When activated, the spell engine *absorbs all spell energy cast in the area of effect*, reaching through solid objects to do so. Wizard and priest spells, spell-like abilities of monsters and individuals, and magical items with castable charges will not function in this area. Their energy is sucked into the wheel, which glows brighter and spins faster with every addition. Unlike *spelltrap*, the *spell engine* cannot be overloaded.

An engine can be destroyed by direct contact with a magical item (excluding potions and scrolls but including artifacts and unique magical items). The engine explodes on contact with such an item, inflicting 1d20 points of damage to everyone within 10 feet and 1d8 points to everyone between 10 and 20 feet away from the wheel itself. The magical item is destroyed along with the spell engine in the explosion. Artifacts and unique items (such as special purpose swords) are not destroyed, but they (and their wielders) are bodily moved to another plane or dimension. Getting home from there is the wielder's problem.

A *dispel magic* spell does not destroy a spell engine, as its energy is sucked up by the engine. Symbols, glyphs, and abju-

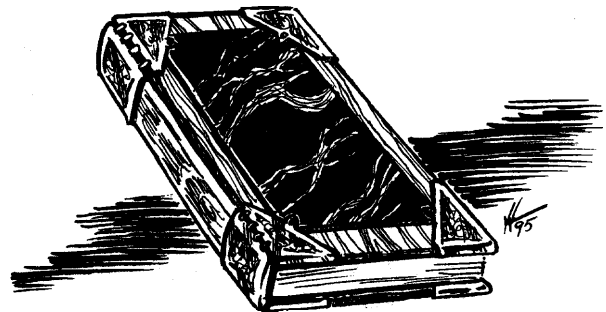
ration magics already in place at the time the spell engine is activated are not absorbed, though new spells of that variety cast in the area are. A *disintegrate* spell causes the engine to explode as if it contacted a magical item.

A *detect magic* spell reveals the presence of an unactivated spell engine, as does the ability to detect invisibility, though neither activates the engine if cast before entering its area of effect or if they are natural abilities.

An operating spell engine has one beneficial sidelight—if a spellcaster studies or prays in its light, the amount of time required to learn or receive spells is halved. The required amount of rest is not reduced, only the time needed to memorize spells.

Other than the powers listed above, the spell engine does not affect living beings. Individuals with magical items do not affect an unactivated spell engine. Only the casting of a spell in the area of effect calls an existing spell engine into being.

The material components of this spell are a disc of polished marble, shell, or bone, a tear from the caster, and a gem worth at least 1,000 gp.





The Scalamadrdion

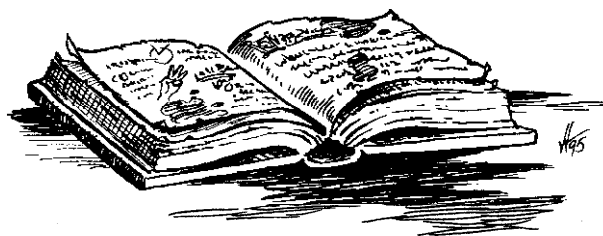
This is a large volume fashioned of parchment, bound between slabs of wood, and sewn to the black hide of an unknown creature, that has been stretched over the boards to form a cover. It bears no external markings of any kind. Its covers are edged with beaten copper, now discolored to a vivid green by the elements. There are 26 yellowed and curling pages within, and some owners report a binding strip of black hide that the book now apparently lacks. The size and weight of the tome precludes its easy transportation by hand, under arm, or in a satchel, and indeed it does not show the wear (scratched cover or corners, blotched or warped parchment due to wetness) typical of books that have seen much traveling.

The true origin of the *Scalamagdrión* is unknown. It is first mentioned in the writings of the mage Hethcanter, who owned the book in his youth. He does not mention how he acquired it but does record that he gave the book to Hym Kraaven (one of the Seven Wizards of Myth Drannor) in payment for magical training. Shortly thereafter his writings end. Hethcanter is remembered today chiefly for his spectacular suicide, hurling himself to his death from the highest pinnacle of the crag now known as Hethcanter's Leap. He did this when chased by almost a score of illithids, and the sage Orfidel believes that these hated creatures sought the *Scalamagdrión* itself—an opinion shared by Elminster.

Hym Kraaven never revealed nor did he use the work in his teachings at the school in Myth Drannor (see *The Wizards' Workbook*), possibly because of the contents of one of its pages. Of Hym Kraaven's fate or the means by which the book passed into the hands of its next known owner, nothing is recorded, but the sages Orfidel and Maerlus of the North were both present on Watcher's Tor when a hitherto unknown mage named Valathond used its spells to destroy the mage Gaerlammon in a formal duel.

Valathond was later slain by the Company of the Raven, but his killers did not discover the book in the treasure in his keep, nor does an examination of their tales of encounters and skirmishes with the mage over an entire season before his fall suggest that he still possessed it. Auvidarus, sage of Hillsfar, and Laeral, wizardess and former leader of the adventurers known as the Nine—two observers almost a world apart—have both recorded rumors ascribing ownership of the book to this or that mage. One of Laeral's collected rumors, interestingly, again mentions a group of illithids, but the veracity of these rumors is untested. The present whereabouts of the work are a matter of conjecture.

Elminster described the tome's contents, drawing upon his study of Hethcanter's careful notes, as follows:



The *Scalamagdrión's* first and last pages are blank. The remainder bear 23 spells, one to a page and with each page having a blank (rear) face. The remaining page contains only a curious illustration. The contents of the pages are as follows, in order of appearance from the front of the book: (blank), *write*, *erase*, *tongues*, *message*, *unseen servant*, *wizard lock*, *identify*, *enchant an item*, *permanency*, *blink*, *disintegration*, (illustration), *feblemind*, *fly*, *death spell*, *flame arrow*, *delayed blast fireball*, *invisibility*, *levitate*, *conjure elemental*, *minor globe of invulnerability*, *wall of force*, *remove curse*, *dispel magic*, and (blank). All spells appear in standard form. The irregular order of the spells suggests that the book was created with its spells arranged according to its creator's wishes, and it thus was not the workbook of a mage progressing slowly in magical ability under tutelage.

The unique feature of the work is the illustration found on the page between *disintegration* and *feblemind*. It is of "a warm, velvety texture" according to Hethcanter's notes, and is a strikingly realistic painting of some unknown, seemingly endless caverns (perhaps on some other plane) in which crouches a dimly visible, winged, reptilian monster on a bed of human bones. A word or name has been spelled out clearly in Common, by the arrangement of bones across the bottom of the page: "Ningulfim." Hethcanter notes that if this word is spoken over the open page or if one stares too long at the illustration, the monster begins to move.

From other sources not divulged, Elminster states with certainty that the page is a gate or portal to some unidentified plane or extradimensional space of endless caverns and that passage through the gate is two-way. Once the *gate* is activated, the monster emerges from the page into the Prime Material Plane and attacks all creatures nearby, seeking to slay and carry the prey back into the caverns to devour. Its true nature is a mystery, but what is known of it can be summarized as follows:



Scalamagdrion

Pages From the Mages 9491

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CLIMATE/TERRAIN:	Subarctic caverns
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	(S, Q, Vx3)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15, Fl 9(C)
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	4 or 6
DAMAGE/ATTACK:	1d6/1d6/2d6/3d4 or 1d6/1d6/1d6/1d6/2d6/3d4
SPECIAL ATTACKS:	Pin
SPECIAL DEFENSES:	Spell turning, silence
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Fearless (19-20)
XP VALUE:	5,000

The scalamagdrion resembles a gray-scaled, green-eyed dragon with stubby wings and a long, bone-spiked prehensile tail. The creature's overall build is like that of a silver dragon.

While many people believe this creature to be unique, it is actually part of a race of like beasts. The most famous of the scalamagdrions is Ningulfim, the one usually pictured in the book known as *The Scalamagdrion* (the book was named for the creature). A scalamagdrion is sometimes called a "Guardian of the Tome" by those unaware of its actual name or the name of the book in which it is found.

Certain sages have suggested that scalamagdrions have a language of their own, a silent language conveyed by movements of mouth, claws, and wings. Scalamagdrions have been reported to make motions not unlike those associated with speech and sign language. However, because such creatures are very aggressive and completely silent, there has been little opportunity to study their means of communication.

Combat: If possible, a scalamagdrion attacks by pouncing from a height or by briefly hovering and then pouncing. In this case, the creature uses its four claws, its bite, and its tail. Each claw rake causes 1d6 points of damage, while the bite inflicts 2d6 points, and the tail causes 3d4 points of damage. If hovering, the scalamagdrion can make only one pouncing attack before either landing or flying off. Its wings are not well constructed for hovering and cannot support such a maneuver for long.

If possible, the scalamagdrion tries to pin a single opponent by landing upon it. This requires a normal attack roll, but the victim is considered AC 10 (adjusted by Dexterity and magical bonuses). This maneuver can be used on any size creature and causes 2d6 points of damage to the victim. Only creatures of size S or M can be pinned effectively; larger beings cannot be held by the scalamagdrion's body weight, and smaller creatures cannot be attacked while pinned (though they can be held).

A pinned creature can try to get free each round after becoming pinned, and a successful bend bars roll indicates that the creature struggles free. A pinned creature receives no Dexterity bonus to AC and suffers a -4 penalty to attack rolls. The creature cannot use a weapon that requires two hands. Drawing a weapon might require a successful Dexterity check (DM's discretion).

While the scalamagdrion has a pinned victim, or if it is fighting while on the ground, it attacks normally with its front claws, bite,



and tail. The creature's tail is quite flexible and can be used to attack opponents to the side or front of the beast.

The creature is immune to all gasses and to extremes of heat and cold. In addition, the scalamagdrion radiates *silence 15' radius* about itself (to 15' from any part of its body) and has a natural *spell turning* ability (as a *ring of spell turning*, including gaining a saving throw for spells for which there is normally none). This makes it a deadly foe for mages. Indeed, none have yet prevailed against the scalamagdrion known as Ningulfim, a creature of great cunning, with maximum hit points and other, undisclosed magical powers. Some mages claim to have defeated other scalamagdrions, with the help of several companions. A few sages suggest that a scalamagdrion can absorb power from any mages it consumes, so any individual might have other spell-like powers.

The scalamagdrion is fearless and enjoys the taste of human flesh. Still, it is cunning enough to take a victim's body, items and all, back to its lair to avoid being caught while eating.

Habitat/Society: As shown in the illustration within *The Scalamagdrion*, the creature inhabits an extensive network of caverns. Adventurers have claimed to encounter multiple scalamagdrions beneath the Great Glacier, in a cavern network accessible from Vaasa and Sossal. The monster and the gate to and from its abode cannot be destroyed or harmed by tearing out or destroying the page on which it appears, although any attempt at such activities certainly causes it to issue forth. The scalamagdrion can choose when to activate its gate; no other living creature has successfully traveled through it.

Ecology: Several *wands* and *rings* can be seen amid the bones upon which the scalamagdrion crouches. If a scalamagdrion absorbs magical energy from its kills, a specimen could prove very useful in the manufacture of magical items.



Selvar's Ineffable Conjurations, Magic, and Phantasms

A medium-sized tome (three handwidths broad by four handwidths tall) is constructed of ash boards covered with white, stretched, tanned cowhide. The covers have brass corner caps, and a binding of brass rings. The volume holds 33 parchment pages, each containing a spell, one to a page, except for the first page. It is a title page, and bears Selvar's personal rune.



Selvar was a mage of Taruin, in the southern realm of Samarach, who in his latter days became involved in a feud with another local mage, Phelpar of Rassatan. For some years Selvar hopped about as a frog thanks to Phelpar's spells, and during that time Phelpar stole all of Selvar's spells and magical treasures. Selvar hopped for many miles across Samarach to a cave in the mountains north of Sorlmar Pass where he had hidden a cache of magic and by means of the powers there regained his own form. He then set about trapping Phelpar, whom he eventually enspelled into the form of a horse and rode to death. Employing magic to speak with Phelpar's corpse, Selvar learned the location of Phelpar's cache, wherein his own stolen magic was hidden, and went there. The cache was in a tomb in the Rathgaunt Hills on the southern edge of the great plains of the Shaar. There the elderly mage set about collecting and refining his spells, and setting them down in books—one of which, the *Ineffable Conjurations, Magic, and Phantasms*, he gave to the young maid Ilistar, who later became an apprentice of Khelben "Blackstaff" Arunsun. Ilistar set down *Khelben's warding whip* on the hitherto blank last page of the book.

The book is unusual in that it begins with a section of illusionist spells written in the magical secret language of illusionists, Ruathlek, and concludes with a section of mage spells. These spells are listed hereafter: *color spray*, *detect invisibility*, *gaze reflection*, *phantasmal force*, **blacklight** (unique), *hypnotic pattern*, *invisibility*, *magic mouth*, *mirror image*, *dispel magic*, *fear*, **mailed might** (unique), *spectral force*, **plague** (unique), *phantasmal killer*, *maze*, *shadow door*, *demishadow magic*, **turnshadow** (unique), *web*, *haste*, *paralyze*, *water breathing*, *ice storm*, *remove curse*, *hold monster*, *wall of force*, *globe of invulnerability*, **power word silence** (unique), *Khelben's warding whip* (unique).

Blacklight

(Alteration)

Level: 3
Components: V, S, M
Range: 10 yards/level
Casting Time: 3
Duration: 1 round/level
Area of Effect: 20-foot radius globe
Saving Throws: Neg.

Upon casting this spell, the wizard creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and infravision, but the caster can see and move normally within the blacklit area. The caster can attack and cast spells normally within the limits of his blacklight. Each round, those within the blacklit area are allowed a saving throws vs. spell at -3. Those who succeed can see as the wizard does for that round, while those who fail are wrapped in total darkness. Characters outside the sphere cannot see into it.

Normal and magical lights are doused by the blacklight. The casting of *light*, *continual light*, or *dispel magic* spell to counter this spell destroys the blacklit area.

Creatures within the blacklit area have a -4 penalty to attack rolls and saving throws and have their Armor Class reduced by 4. Characters with blindfighting proficiency are only penalized by -2 to their attack rolls and saving throws and have no penalty to Armor Class.

The caster of a *blacklight* spell can end it at will, though continual concentration is not necessary to maintain it. Note that spells that depend on visual effects (such as illusions) do not function if the victim cannot see them.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Mailed Might

(Illusion/Phantasm)

Level: 3
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, a wizard protects himself or herself or another touched creature with temporary, illusory armor. The armor has no weight, nor does it encumber its wearer or in any way affect movement or spellcasting. To the wearer, it is invisible and undetectable, making no metallic sounds





when struck or moving, and so on. To others, it appears as translucent, ghostly armor, visible in outline but nonreflective and soundless.

It protects the wearer as if it were chain mail (AC 5). Minor illusory displacement makes enemy melee attacks less effective, reducing the actual damage from each melee attack striking the caster by 3 points. The phantom armor also confers a +1 saving throw bonus against all attacks protected against by magical armor.

Furthermore, the armored creature looks as if it were shadowed by far larger, more powerful armored creatures who stand behind it and move with it. Creatures of 2-7 Intelligence ("Semi-" and "Low") who observe this effect may flee in fear of the strange and powerful armored creature they face. More intelligent creatures are often disconcerted and may respect the potential powers of the protected being more than they otherwise would.

While the armor itself cannot be successfully disbelieved, any ability or magic that counters illusions (such as true seeing) allows its user to ignore the effects of this spell.

The material component of this spell is a small fragment of real armor: plate or metal mail-weave.

Plague

(Illusion/Phantasm)

Level: 4
Range: Touch
Components: V, S, M
Duration: 7 days/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throws: Neg.

When cast, this spell causes the recipient to suffer from a powerful illusion spell that causes him to appear to be suffering from some loathsome (and likely contagious) disease. The illusion is very good, covering appearance, smell, and tactile manifestations of the disease. The recipient is unaware of his own illusory appearance, but others react as if the individual is a plague carrier.

For maximum effect, the disease should be one that the caster is familiar with (mummy rot is an old favorite). If the disease is well known to the caster, then the chance of detecting it as an illusion on reasonable examination is 6%. If the caster is creating a new disease or trying to duplicate a disease he has heard of (say, for example, "the copper rot of Shar"), the chance of detection is raised to 30%.

Cure disease has no effect on this illusory plague, but a *dispel magic* eliminates its manifestation with the standard chances. The caster can also lift the plague at will, though he might also make some other demand of service or item for his "healing." Note that it is against the law in Cormyr and Sem-

bia to accept money or reward to remove the effect of a spell that has cast oneself.

The material component of this spell is a pinch of soot or fungus.

Power Ward, Silence

(Conjuration)

Level: 6
Range: 120 yards
Components: V
Duration: Special
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

In using this spell, the caster points at an individual and utters the power word. For the rest of that round and the full next round that creature and everything within 1 foot of the creature cannot make any sound.

The *silence* foils spellcasting as well as voice activation of magical items and normal speech. The *silence* also negates sound-based attacks both by the target and on the target (a silenced individual could not hear a *power word, kill* that followed, for example, but by the same token could not use a *chime of opening* or *horn of blasting*.)

The *power word, silence* can only be dispelled by a limited wish or more powerful magic. A *vocalize* spell functions under the limits of a *power word, silence*, but must be cast before the power word is used.

Turnshadow

(Abjuration)

Level: 6
Range: 60 yards
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: 40-foot cube
or 1 creature
Saving Throw: None or Neg.

This spell empowers the wizard to turn creatures created by the *shadow monsters*, *demi-shadow monsters*, or *shades* spells, causing them to flee in panic for the duration of the spell. (They can return later if they are able.) The affected creatures receive no saving throw and flee at maximum possible speed. The spell has no effect on truly undead creatures, including the type of monsters known as shadows.

Alternately, this spell can be targeted at a single shadow monster created by one of the above spells to wrest control of





it from its original caster and cause it to attack a creature of the controller's choice. The original caster receives a saving throw vs. spell to negate this attempt. If control is gained, the shadow monster's attack continues until the spell's duration has elapsed, at which point the shadow monster returns to its plane of origin.

The *turnshadow* spell was developed by specialist abjuration wizards (abjurers) to deal with shadow creatures brought about by illusionist spells, which abjurers cannot use.

Khelben's Warding Whip

(Abjuration, Evocation)

Level: 7

Range: Within 10 yards of the caster

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: Creates 1 force lash

Saving Throw: None

This specialized and rare spell creates a whiplike lash of mystical force controlled by the caster. This magical whip is particularly effective against those spells that take the form of pushing, striking, or crushing forces—in particular, the popular spells created by Bigby.

The mage need not concentrate to maintain the warding whip, but cannot cast other spells or wield other weapons while using it. When used, the whip strikes or parries automatically under the direction of its wielder. The effects of the whip are as follows:

- ☆ The whip confers upon the user immunity to the *push* spell.
- ☆ The whip immediately dissipates a *shield* spell without effect to itself.
- ☆ The whip has a 40% chance of destroying a *Tenser's floating disk* per attack. The whip is not affected.
- ☆ The whip affects any of the *Bigby's hand* spells as follows:
Interposing hand—destroyed; 20% chance the whip is destroyed as well.

Forceful hand— 90% chance destroyed per attack; 30% chance the whip is destroyed per attack.

Grasping hand— 80% chance destroyed per attack; 40% chance the whip is destroyed per attack.

Clenched fist— 70% chance destroyed per attack; 50% chance the whip is destroyed per attack.

Crushing hand— 65% chance destroyed per attack; 60% chance of the whip destroyed per attack.

Lesser Bigby spells (*strangling grip*, *battering gauntlet*, *fantastic fencers*, etc.) are destroyed upon contact with the whip, as a *shield* spell would be.

- ☆ The whip has no effect on nonmoving magical barriers such as a wall of force or prismatic sphere.
- ☆ The whip has no effect on spells that do not use magical force as a solid entity— *holds*, *slow*, *reverse gravity*, etc.
- ☆ The whip cannot harm living objects and so cannot be used as a weapon.
- ☆ The whip can be used to parry physical attacks, including those from magical weapons and weapons made of magical force (*decastave*, *spiritual hammer*, etc.).

This parrying has a base 60% chance of success plus 2% per level of the whip's caster. An attack parried this way inflicts no damage, but the mage using the whip must have initiative over his attacker in order to parry.

As noted, this spell was developed by Khelben Arunsun, the Blackstaff of Waterdeep, as a specific counter to the various Bigby spells that have appeared in the Realms. Whether the mythical Bigby of Greyhawk visited the Realms or Khelben or some other Realms mage visited Oerth to bring these spells from one world to another is not known. The Blackstaff has apparently met the great Bigby at some time in the past, though the meeting was apparently on the best of terms. As the wizard of Waterdeep once noted to his apprentice Ilistar, "The old goat comes up with one good gimmick and beats it to death with a rock." Bigby's response, if any, has never been recorded.

The material component of this spell is a piece of wire and a pinch of powdered electrum.







The Shadowtome

This book is an octagonal volume of two wooden board covers over which are stretched sections of black-and-silver crocodile skin enclosing nine sheets of beaten electrum, each bearing, stamped and etched, a single spell. The book is fastened with a clasp opposite the electrum hinges in the form of a black left human hand that swivels at its wrist to grasp a black bestial hooked tail. The book bears no title.

This book was compiled by the mage known only as Shadowhands, lieutenant to Nelazra, the Old Mother (though she was never called that to her face twice), guildmaster of the Nighteyes, the guilded thieves of Calimport. Shadowhands, whose real name has never been known, is believed to have been Nelazra's lover and confidant and is believed to have been slain in a battle with the Brothers Six, a group of mages who sought to control much merchant trade in Calimshan and saw elimination of the Nighteyes as necessary to the success of their ventures. The Brothers Six had been reduced to just two in number by the time they finally slew Nelazra and broke the power of the Nighteyes in Calimport. They were in turn slain by Khelben "Blackstaff" Arunsun when they attempted to control trade entering and leaving the harbors of Baldur's Gate and Waterdeep.

The *Shadowtome* was found in a concealed room in the back wall of the temple of Mystra in Calimport by the mage Azkhanan, who was slain by hobgoblins when adventuring in the mountains north of Iriaebor. The tome was traded by the goblins to the evil mage Maeglor of Elturel in return for weapons, food, and fine armor. Maeglor sold it to Elminster, who after copying what of its contents he needed, sold it to Evinther the Blue of Neverwinter, who was blasted to nothingness two winters later by an unknown magical assailant who presumably has the book now unless she or he has met with subsequent misfortune.

The *Shadowtome's* pages bear the following spells (unless otherwise noted, they are all standard spells): *dispel magic*, *night scar* (unique), *backlash* (unique), *missile mastery* (unique), *polymorph other*, *animate dead*, *cloudkill*, *ironguard* (unique), *death spell*.

Nightscar

(Illusion/Phantasm)

Level: 3

Range: 30 yards

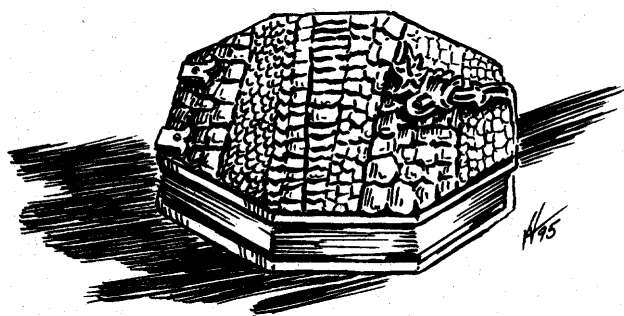
Components: S, M

Duration: 1 day/level

Casting Time: 3

Area of Effect: 1 creature or object

Saving Throw: Neg.



This spell allows the caster to place a magical mark upon another object or individual. The mark can be seen only by the caster and up to seven other chosen individuals. It remains for the duration of the spell regardless of the marked individual or object changing its shape, using illusion to mask its presence, or becoming invisible. The caster sees the new form (or does not see the invisible individual, in this case), but still sees the mark.

The mark can be placed from a distance on any visible surface of the flesh or the object. It emits a glow visible to the caster (and his servants) in the dark. The recipient can be unaware that the caster has placed the mark but is allowed a saving throw. A successful saving throw vs. spell indicates that the individual is not marked by the nightscar.

In addition to the caster, up to seven others can see the nightscar on its target. These individuals are usually in contact with the caster at the time of the casting. Alternately, the caster can hold up to seven gems, stones, or seeds in his hand. Each of these seeds, given to an individual, allows that individual to see the nightscar on the target.

Once placed, the scar cannot be detected by magic but it can be seen by a detect invisibility spell. A *true seeing* or similar magic would miss the scar, as it is not really there. The mark fades upon the duration of the spell elapsing, and a *dispel magic* or *remove curse* destroys the nightscar as well.

This spell is often used in cities to keep track of thieves and other individuals for later contact and/or arrest. It is particularly useful in trailing individuals who can change their shape or appearance. *Nightscar* is believed to have been originally developed to track lycanthropes in their human form.





Backlash

(Enchantment/Charm)

Level: 4
Range: Touch
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: 1 spellcaster
Saving Throw: Neg.

By means of this special curse, a wizard can make another spellcaster's magic backfire. The victim can avoid the backlash effect when it is initially cast by making a successful saving throw vs. spell. If the saving throw is failed, there is no immediate result, except that a faint magical trace of the casting can be detected.

The backlash is triggered by one of three events, regardless of the distance or time from the placement of the *backlash* spell:

- ☆ The victim employs an offensive spell that fails because the target creature made its saving throw;
- ☆ The victim casts an offensive spell that is somehow interrupted or ruined; or
- ☆ The victim uses an offensive spell against a creature that is immune to it.

The backlash causes the offensive spell to work with full effect upon the caster, disregarding all saving throws or immunities the caster might have. A backlash works only once. If a caster is subject to more than one *backlash* spell, only one takes effect at a time.

The spell has no effect upon nonspellcasters, on natural spell-like powers, or on magical devices. It can be removed only by a *remove curse* or stronger spell; the *dispel magic* spell or its equivalent is ineffective.

Missile Mastery

(Alteration)

Level: 4
Range: 10 yards/level
Components: V, S
Duration: 4 rounds
Casting Time: 4
Area of Effect: 1 missile
Saving Throws: Special

While this spell is in effect, the wizard can alter the flight of a single missile that passes within the range of the spell, stopping it or causing it to be hurled back toward its original sender. Missiles returned to sender strike with the sender's THAC0 with a +4 to hit and inflict normal damage. The wiz-

ard can affect only a single missile per round. The missile can weigh no more than the wizard's experience level in pounds.

Enchanted items (such as an *arrow +1*) are granted a saving throw vs. spell to overcome the *missile mastery*. The saving throw for these items is equal to that of the person who launched them, plus any bonuses of the weapon (+1, +2, etc.). *Magic missiles* are negated entirely, but only one particular missile of a spread is dispelled in a single round.

The mage does not need to concentrate to maintain the *missile mastery* and can move and fight when it is in operation. Casting any other spell negates the remainder of the *missile mastery* spell.

Ironguard

(Abjuration, Alteration)

Level: 5
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the caster confers upon himself or another creature immunity to metal, including normal metal weapons. Such weapons pass harmlessly through the individual as if he were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects still affect the individual and can harm him.

Ironguard affects only the individual's body, not anything that he is carrying or is attached to him.

The ironguarded individual is still subject to other attacks, such as heat, cold, and poison, even if these are delivered by weapons that would normally pass through him. The individual retains his Armor Class. Magical weapons can strike him, inflicting damage equal to their magical bonus (a long sword +2 inflicts 2 points of damage per strike). Enchanted metal is an impassible barrier to an ironguarded individual. Spells using metal in their effects (such as *blade barrier*) affect the individual normally.

The ironguarded individual can attack armored opponents as if they were unarmored, but only with bare-handed or natural weapons. Such opponents would be AC 10 if they were wearing all-metal armor (plus any Dexterity bonuses).

If, for some reason, an ironguarded individual has his body in the same place as metal when the spell duration elapses (if he collapses while passing through an iron gate, for example), he is immediately killed.

The *ironguard* spell has a unique property; it cannot be used by either transmuters or abjurers, as it uses enchantments that are in opposition to both of those schools.





Shandaril's Workbook

Shandaril's *Workbook* is a crescent-shaped tome five handwidths in height by three handwidths across of two glossy, polished black covers of ebony. The covers are hinged with copper at the center of their curve and enclose 26 pages of thin, burnished copper sheets.



Shandaril is a mage of great power, who is now coldly evil and selfish. She uses this *Workbook* as a means of ensnaring other mages so that she may lessen potential competition by slaying them after first strengthening herself by learning what she can of their unique magic.

Born in Telflamm, Shandaril was brought to Sembia by her merchant parents when young and is known to have studied under the mages Halakoun (good) and later Mairgaer (neutral) in Selgaunt. She was of great beauty from childhood and soon learned to manipulate men masterfully. While still a youth, she became apprenticed to the adventurer-mage Thalaver of the Company in Crimson and accompanied the band on a perilous adventure into the ruins of the Stonelands. There she slew Thalaver and all his companions at some point and acquired their magic, in particular Thalaver's *staff of power* and spellbooks. Returning to Suzail to ransack Thalaver's Tower, she was confronted by Vangerdahast and other mages of note in the city who demanded to know the whereabouts of the Company. She barely escaped alive by means of a teleportation device. Before doing so, she triumphantly admitted her deeds. There is still a royal warrant for her arrest outstanding in Cormyr.

Shandaril's present lair is unknown, but she is thought to dwell somewhere to the south and is known to have grown greatly in power. She has released her *Workbook* into circulation amongst mages as a trap to gain her yet more magic. Few know or even suspect its true nature.

The first page of the crescentiform tome bears Shandaril's sigil. It also bears the invisible activation rune of a tracer spell Shandaril has cast upon the tome, which if revealed by *detect magic* (note that the rune itself is not a "trap"), looks like the illustration.

The pages thereafter bear the following spells, one to a page

(all are in standard form unless otherwise noted): *burning hands*, *dancing lights*, *detect magic*, *hold portal*, *shocking grasp*, *sleep* (incorrectly written; its *sleep* effect lasts only one round, and its range fluctuates from casting to casting from 10 to 30 yards at random), *spider climb*, *audible glamer*, *circle dance* (unique), *detect evil* (also botched; all creatures receive a saving throw; if made, the truly evil do not detect as evil, and the good or neutral may falsely detect as evil), *fool's gold*, *rope trick*, *shatter*, *skyhook* (unique), *dispel magic*, *gust of wind*, *Leomund's tiny hut*, *suggestion*, *tongues*, *confusion*, *dimension door*, *firebrand* (unique), *fumble*, *polymorph self*, and *wall of ice*.

Circle Dance

(Divination) Reversible

Level: 2

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 2 rounds

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to learn something of another creature. A gem or gems of not less than 1,000 gp total value are powdered prior to spellcasting. The caster sprinkles this powder in a circle of at least 10 feet in diameter on any solid surface (even if the surface is temporary), and dances an intricate, weaving pattern within it while concentrating on the target creature and singing a repetitive rhyme (for example, "Reveal to me/For I would see," etc.) that names the individual creature concentrated upon.

This naming need not be accurate; it is only a focusing aid to the caster, and nicknames and descriptions can be used. If the spell is successful, at the end of the dance the caster receives mental images and impressions of the target creature's general direction from the caster. If the target is on another plane, that is clear, but which plane and any details of the current surroundings and state of the target, remains entirely a mystery. If the target creature is on the same plane as the caster, a confused impression of how distant the target is and something of the target's current surroundings, mental state (for example, dead, asleep, unconscious, spellcasting, alert, happy, sad, etc.) and physical state may be apparent. The base chance of success for the spell is 4% per level of caster, plus: +25% if the target is fairly well known to the caster, +40% if the target is intimately known to the caster, +10% if the target is upset or excited, +15% if the target is currently using magical items or is spellcasting, and +5% if the target is close to the caster (in other words, within a radius of one mile per level of the caster).

DMs must determine how much a *circle dance* reveals by the percentile total of the caster; 100% should give a clear





mental picture of the target's surroundings and precise distance and direction of such whereabouts. Note that this spell is not an *ESP* spell, nor does it allow the caster to hear or cast spells at a target. The spell does not allow the caster to see the target for the purposes of casting a *magic missile* spell, but it may well aid in *teleportation*.

The reverse of the spell, *circle charm*, involves the same material components but a reversed dance. It has the effect of hiding the caster (only) and objects on his or her person from all *locate object*, *ESP*, *know alignment*, and other spells that locate and divine the thoughts of other creatures, including *circle dance*, for 24 hours. *Wizard eye*, *sending*, and the like are not affected by a *circle charm*.

Skyhook

(Evocation)

Level: 2
Range: 60 yards
Components: V, S, M
Duration: 3 turns + 1 turn/level
Casting Time: 2
Area of Effect: Creates 1 hook
Saving Throw: None

With this spell, the mage creates a solid hook of force invisible to all but the caster at a desired location. The hook need not be attached to anything, and indeed is usually created in midair over a pit or chasm, but it remains absolutely immobile. Creatures can hang on to it, ropes be tied to or hooked over it, and so on. It supports up to 30 tons of weight.

If the weight limit is exceeded, the skyhook instantly vanishes. Otherwise, it lasts until the spell expires, fading out of the caster's view as a warning of its impending expiration in the final two rounds of its existence. It is too small to be stood upon (for example, to climb further, or cast spells or fire missile weapons from), but its hook is large enough to permit thick cables and many grasping hands to find purchase. A skyhook, once created, cannot move. Ropes and other things secured to it appear to creatures other than the caster to be tied to nothing. The skyhook is solid enough to harm creatures flying into it or striking it but cannot itself be physically harmed, and, aside from *limited wish* and more powerful magic of the same sort, it can only be affected by a *disintegrate* spell.

The caster of a *skyhook* can will it out of existence instantly. The material component of this spell is a miniature metal fishhook.

Firebrand

(Evocation) Reversible

Level: 4
Range: Touch
Components: V, S, M
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

By means of this spell, which involves a pinch of sulfur and a spark of normal flame, the caster creates everburning flame that blazes until the spell duration expires without consuming the object or location it is cast upon. Instead, the conflagration sucks air into itself and somehow feeds upon the ether and spell energy for its burning.

The spell must be cast on an object or particular physical spot and cannot be subsequently transferred to another. It can be ended at any time by the deliberate will of the caster, but does not require continued concentration on the caster's part for its existence. The maximum spread of flames created by means of a *firebrand* spell is a volume the size of the caster's fist times the caster's level.

This spell is usually used to make a sword into a flaming-bladed weapon. The spell adds 1d4+1 points of fiery damage to that of the weapon and chances of causing further combustion, but does not make any weapon a *flametongue* or give it any magical pluses. When cast upon a stick or pole, it can also be used to create a torch that remains alight underwater and despite *gust of wind* spells and the like.

The spell can also give a caster or fellow creature touched by the caster a nonpainful, noninjurious flaming hand or limb equal in effect to a normal torch or lamp. This torch is able to readily burn hair, paper, cobwebs, cloth, and other flammables and to deal to others not protected by the spell 1d6+1 points of damage per extended contact (1d4+1 for a blow, 1d4+3 for a firm grip upon an unarmored area).

Note that although this latter application of the spell can be visually impressive, care must be taken or damage results due to the flamehand thus created touching its owner's own hair, clothing, or flammable oil. Items on the caster's person ignited by the flamehand cause him or her normal burn damage.

More than one hand or foot can be affected by a single *firebrand* spell if the caster is of high enough level. When the spell is cast upon them, a surface area of 6 square inches per level can be affected if the appendages are placed together (for example, clasped hands). Nonliving matter used as a spell focus and then separated into smaller pieces (for instance, a flaming stick broken or a flaming blade shattered) does not become many smaller fires; only one fragment retains the magical effect, and the others do not. Note also that





the bearer of such everlasting flame is in no way immune to the effects (heat, flame, smoke) of other fires.

The reverse, *quenchtouch*, requires a drop of water as an additional material component and is cast upon a limb or object in an identical manner to *firebrand*, having identical duration and area of effect properties. The effect created is painless, shimmering black flames that give off no heat nor cold and do no damage. Whenever they come into contact with flame of any sort, however, that flame is instantly and utterly quenched. Any heat in excess of the surrounding ambient temperature is drained as well.

Normal fires can be extinguished in this way. Permanent or longlasting magical (*flametongue sword*, *fire trap*, *wall of fire*) or natural (campfire, flaming oil) sources of fire are instantly quenched and prevented from reigniting or being set off for 1d4 rounds, determined randomly for each instance. Fires of great extent are quenched in a 40-foot-radius globe per touch of black antifiame and real flame. Fiery explosions within 40 feet of *quenchtouch* darkflames neutralize and destroy the darkflames, but themselves dwindle into nothingness in a scattering of sparks, inflicting only 1d4 points of damage to creatures within 40 feet of them (successful saving throws against the explosions, such as *fireball*, reduce injury to half damage).

Shandaril's Tracer

(Divination)

Level: 5

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 object up to 1 cubic foot

Saving Throw: None

By means of this spell, the caster places an invisible rune on a single, nonliving, solid object (typically a chest, book, wand, or gem). Unless dispelled or destroyed when the

object it guards is destroyed (both occurrences its caster is immediately aware of), it is permanent. Whenever the protected object is concentrated upon, the spell provides the caster with an awareness of the direction and distance between caster and object—even if on another plane—and whether the object is being handled or used by another creature or creatures.

Creatures coming into contact with the object are only hazily revealed to the caster of the tracer, who can learn of each its alignment, race, and the presence or absence or magical ability—but not a creature's name, description, or level.

This precise fix on the location of the object provides the caster with a focus for teleportation or sending other creatures to the traced object. Various magical means can reveal the presence of a *tracer*, but the caster of the *tracer* is always aware of their being used and can act accordingly to prevent himself or herself from being traced in turn, if desired.

Shandaril

Shandaril is thought to be a 19th-level chaotic evil archmage, and the possessor of many magical items. She is known to wear two magical rings and bear a wand and a staff at all times. She always promptly sends two invisible stalkers off after anyone with magical ability who handles the tome with instructions to disable, disarm, strip, and render unconscious (without slaying or mentally damaging) the being. The stalkers then bring the tome, the being's belongings, and the being to her. She then sends the tome elsewhere by means of magic or servant creatures to where another may find it and sets to work to wrest what magical knowledge she can out of the unfortunate being brought to her before slaying it.

If the two stalkers are defeated, Shandaril sends more powerful creatures. She takes great interest in who has her *Workbook*, but she also takes care to conceal herself from magical tracing and does not herself come after the book and risk an ambush or facing a much-superior foe on its own home ground.



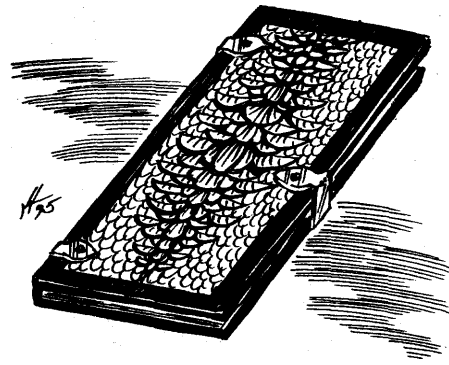
The Spellbook of Daimos

This tome bears neither title nor inscription. It is fashioned of fine, heavy parchment pages sewn to a waxed cord binding. These pages are stretched and nailed to an oaken spine to which in turn are bolted covers of fine bronze, and the whole is covered with stretched silver “dragonscale.” The *Spellbook* is heavy and three handlengths broad by four in height. It is as thick as two fingers, bearing within 36 pages. A permanent *magic mouth* has been cast upon it. Whenever the tome is first touched by any (and every) creature, the mouth appears on the front cover, and a cold, level male voice speaks in Common: “Put me down, or die.” There are presently no magical safeguards on the volume to back up this threat, however. The book shows no signs of age or ill use.

This volume first came to light in Realmslore some 300 winters ago when the caravan master Muirhar “Duskbrow,” an easterner, crossed Anauroch at the head of a caravan 67 wagons long. The perilous crossing was made safely, but gnoll bands raided the caravan in Bleached Bones Pass. Many were slain before Muirhar’s guards could overcome the attackers. The gnoll corpses were stripped of weapons and goods before the caravan continued. Strapped to one such corpse was found a battered leather satchel, obviously looted from an earlier victim. Within it was a note written in Common that said simply, “I have no further use for this or other things of this world. You are my most able apprentice, so it is yours. Use the *shout* only in last resort. Daimos.”

Muirhar took book and notes to the mage Ulthorn of Waterdeep, who kept the tome secret for many years and apparently never used its powers until the night of his death. His apprentice, Rendingallis, who studied the tome under Ulthorn’s tutelage, reports that Ulthorn died in a sorcerer duel with a vastly more powerful foe, the Archmage Ahrabose, but, in defeat, slew his enemy by bringing the Tower of Yintros down upon them both with a *great shout*. Rendingallis and many other young apprentices and prestidigitators of Waterdeep searched the wreckage of the Tower that night, seeking items of power and written spells. The blasted corpse of Ulthorn was found with his shattered staff and emerald sigil ring but the *Spellbook* was gone. In the ashes that had been Ulthorn, some being had scratched in Common: “Daimos reclaims his own.”

The whereabouts of the tome thereafter are uncertain, but confused tales have come to the northern Realms of two separate skirmishes in which mages have employed *great shouts*; from Ankhapur far to the south, and from Twostars, a trailmoot and well stop on the Golden Way trade road east of the Inner Sea. One of these two users is known to a sage, Thantos of Selgaunt, who states that she is too young to have known the spell before or immediately after the death of Ulthorn in



Waterdeep and thus must have learned it since. Perhaps she gleaned it from another source, but Thantos, the aged Rendingallis, and Elminster all agree that the *Spellbook of Daimos* is the only known source. Who or what “Daimos” is and the present location, aims, and powers (or even existence) of such a being are presently unknown.

The last two of the *Spellbook’s* 36 pages are blank, but all others bear wizard spells, as follows (in order of appearance): *identify*, *magic missile*, *invisibility*, *levitate*, *web*, *fireball*, *monster summoning I* (improved), *slow*, *suggestion*, *confusion*, *fear*, *fire trap*, *polymorph self*, *watchware* (unique), *animate dead*, *cloud-kill*, *feeblemind*, *shroud of flame* (unique), *anti-magic shell*, *disintegrate*, *geas*, *globe of invulnerability*, *reincarnation*, *repulsion*, *Bigby’s grasping hand*, *duo-dimension*, *power word stun*, *vanish*, *great shout* (unique), *incendiary cloud*, *mind blank*, *astral spell*, *gate*, and *imprisonment*. All commonly known spells are in the standard form save for *monster summoning I*, which Daimos (or another being) developed so the caster can, by effort of will, determine the type of monsters summoned (75% chance of success). Casting time is increased to a full round and the number of creatures that appear is still random (2d4). The desired creatures must be mentally pictured and concentration must be focused on that image. The three unique spells in *The Spellbook of Daimos* are as follows:

Watchware

(Evocation)

Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 1 item
Saving Throw: None





The wizard can place a *watchware* on any single nonliving, inanimate object usually a book, staff, door, or item of treasure. If that item is disturbed or moved at any later time, the caster is alerted. This alert occurs even if the caster is asleep or unconscious, but not if the caster is turned to stone or otherwise unable to think.

The original caster receives a mental image when the *watchware* is activated. This mental image is of the item and all items and creatures within 10 feet of it at the time of activation. The mental image generated by the *watchware* lasts only a single round and does not include any sound. The image interrupts concentration and disrupts spellcasting in progress, but does not disturb the caster in any other way.

The *watchware* is activated when the item is disturbed for any reason, whether someone touches it, pokes it with a pole, a cat walks on it, or an earthquake knocks it over. The item protected by the *watchware* spell radiates a faint aura of magic. If a *dispel magic* is cast upon the watchware, it activates. The *watchware* functions only once, then the spell is spent. A wizard can have as many active *watchwares* as he has levels, but in practice most mages keep only one or two to avoid the hassles of accidental activation.

The material components of this spell are a spiderweb, a small brass or silver bell, and a shard of glass.

Shroud of Flame

(Evocation)

Level: 5

Range: 10 yards

Components: V,S,M

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature, size L or smaller

Saving Throw: Neg.

This dweomer is also called the "trollkiller" spell. Casting this spell causes a single creature to burst into flames. A successful saving throw vs. spell negates the spell's effect entirely. If the initial saving throw is missed, however, the target takes 2d6 points of damage per round from the fire. Each round thereafter the target can make another saving throw vs. spell. As soon as one of these saves succeeds, the flames die out.

While immolated, all flammable objects on the target are burned (magical items are granted saving throws vs. fire). If flammable oil is on the character, that is ignited by the flames and inflicts additional damage.

The shroud of flame shoots off goutts of fire as it burns. All those within 10 feet of the burning target take 1d4 points of damage from the flame. Flammable objects near the flame ignite and burn as well. Items such as *rings of fire resistance* and

spells such as the priest's *protection from fire* protect both the target and those around it from the fire damage of the shroud of flame. They do not negate the immolation and possible burning of flammable items, however.

The material component of this spell is a pinch of saltpeter, a small piece of phosphorus, and a small scrap of lace cloth or spider web.

Great Shout

(Evocation)

Level: 8

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: cone, 90 feet long x 20 feet wide

Saving Throw: Special

Upon uttering a *great shout*, the caster releases a stunning force akin to a horn of blasting from his mouth in a cone 90 feet long and 20 feet in diameter at the far end. Additional damage is inflicted along a narrow path in the center of the cone 1 foot wide by 8 feet long.

The great shout is extremely taxing and dangerous to the user. The shout inflicts 2d4 hit points from the caster, and the caster must make a system shock roll or die from the exertion.

All creatures within the general area of effect must save vs. spell. Those that do not successfully save are stunned for two rounds, deafened for four rounds, and suffer 1d10 points of damage. Those that do save are stunned for only a single round and deafened for two rounds.

Damage is much greater along the narrow path at the heart of the *great shout*. Boulders can be split, cottages leveled, and powerful gates breached by this part of the shout. It inflicts structural damage as if the shout were a missile flung by a large catapult (see Siege Damage rules in the *Dungeon Master® Guide*) with a -2 modifier to the saving throw. All items, magical and nonmagical, within the narrow path of the shout must make a successful saving throw vs. crushing blow or be destroyed. Creatures within the narrow path take 2d10 points of damage if they fail their saving throw and 1d10 points of damage if they succeed. Deafness and stunning effects apply as described above.

The material component of this spell is any item that radiates a magical aura, including one temporarily invested with *Nystul's magic aura*, as well as standard magical items. Powerful items such as artifacts and unique weapons cannot be used to power the *great shout*. The material component is destroyed in the casting of the spell.



Studies in Death

Penned by the lich Kyristan, author of *Kyristan's Mysteries*, this book demonstrates more of that individual's macabre tastes. Sometimes called *The Bloodtome*, the book is a foot tall, a foot wide, and perhaps a handspan thick. Its covers appear to be made of rough skin stretched over a rigid surface and are warm to the touch. A thin piece of bone lines the edges of each interior page; within this boundary appears to be the surface of a pool of blood. The surface is warm, and feels solid, but appears to ripple when touched.

If the book is left open to a page for more than a few seconds, bone chips seem to float to the surface of the blood pool to form letters. The words formed tell of Kyristan's efforts to achieve lichdom and to build an army of undead. Several rare spells are within, including *cloak undead*, *revengeance*, *disguise undead*,

imbue undead with spell ability, *lich touch*, and *master undead*.

The book was in the possession of the necromancer Murfice who was defeated in a wizard's duel by the Lark of Suzail about a dozen years ago. The Lark refused to have anything to do with the book and hired a group of adventurers to take it to a volcano and throw it in. The adventurers were never seen again, and rumors say the book fell into the hands of one of the Red Wizards of Thay.

Cloak Undead

(Necromancy)

Level: 2
Range: 10 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: 15-foot radius
Saving Throw: Neg.

This spell renders undead creatures within its radius invisible both to the naked eye and to the detect undead spell. The undead remain invisible as long as they remain within 15 feet of the spell's center. If they move beyond that radius or attack in any fashion, they immediately become visible. The *detect invisibility* spell reveals their presence, as does *true seeing* and similar magics. The spell can be centered on the caster, on an object, or on a willing subject.

Cloaked undead cannot normally be turned, though if a

priest can detect them, as above, he may turn them in the normal fashion. Cloaked undead cannot enter areas normally protected from undead, nor do they gain any other advantages.

Revengeance

(Necromancy)

Level: 3
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 15-foot radius
Saving Throw: None

By means of this spell the caster makes undead creatures immune to one turning or disruption attempt by priests, paladins, or others capable of turning undead. The spell does not provide immunity to magical items such as the *mace of disruption* nor to magical spells such as *protection from evil*.

Any undead with Hit Dice equal to or less than the caster's level can be affected up to one undead creature per level of the caster. Affected undead creatures radiate a faint aura of magic. The effect lasts until a turning attempt is made that would otherwise turn or destroy the undead creature. Once a successful turning attempt is blunted by this spell, the spell is no longer in effect for that particular undead being, and it can be turned normally. The spell otherwise lasts a maximum of 24 hours. An undead cannot receive another *revengeance* spell if one is currently operating.

The material components of this spell are a flake of ash, a pinch of dust, and a drop of blood.

Disguise Undead

(Illusion/Phantasm, Necromancy)

Level: 5
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 1 undead/level within 10 yards/level
Saving Throw: None

By means of this spell the caster can alter the appearance of undead creatures so that they appear as they did in life. They appear to be healthy and normal (unless that's not how they were in life) and have no charnel odor or other telltale clue that they are actually dead.

The disguised undead creatures are still undead in all other ways and forms. They are revealed by the *detect undead*





spell or similar divinations. Undead abilities that depend on the appearance of an undead being (a rotting visage that inspires fear, for example) do not function while the creature is disguised. This spell does not allow undead beings to perform tasks beyond their normal limitations or allow them to speak if they lack that ability in their undead state. Disguised undead retain their alignment. Disguised undead can be turned if recognized as undead, and their disguised forms can be affected by all things in the normal fashion.

This spell combines illusion/phantasm and necromantic magic. It cannot be used by necromancers or illusionist specialists, unlike most spells of this nature. It is most often used by mages to hide skeleton and zombie servitors in social situations. The material component of this spell is the cocoon of the death's head moth.

Imbue Undead with Spell Ability

(Necromancy)

Level: 6
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 undead
Saving Throw: None

The wizard using this spell grants an undead creature the use of a particular spell the wizard has learned. That spell is left with the creature and can be used by the creature. A ghoul can be invested with a *lightning bolt* or a skeleton guard with a *dimension door* and the location of its master's throne room.

Once this spell has been given to a creature, it remains with that creature until it discharges the spell or is destroyed. The wizard who provides the spell loses the use of one spell of that particular level until the spell is discharged or the undead creature is destroyed. (If a *fireball* is imbued into a skeleton, for example, the wizard has one less 3rd-level spell available to him.) A wizard can imbue as many different undead as he has *imbue* spells or spells to give away. No spells above 5th level can be imbued upon an undead creature. No more than a single spell can be imbued to a single undead creature at any time.

Once discharged, the spell takes effect as if it were cast by the wizard for purposes of range, duration, area of effect, and damage. No material, verbal, or somatic materials are required, and the casting time of the released spell is 1.

The material component of *imbue* is a small scroll of paper upon which is written the name of the imbued spell in squid ink.

Lich Touch

(Necromancy)

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: The caster
Saving Throw: None

By means of this spell the necromancer gains both the chilling touch of the lich and invulnerability to several lichlike attacks and effects. The caster is immune to all forms of paralysis and fear, including those generated by liches, for the duration of the spell. When the *lich touch* is in operation, the hands of the caster glow with an unearthly greenish brilliance.





The caster can touch individuals and affect them as a lich would, inflicting both 1d10 points of damage and paralysis. A saving throw vs. paralysis is allowed, but the individual takes the damage even if not paralyzed. Undead beings and creatures not affected by paralysis are not affected by the touch and do not take damage. Those paralyzed by this spell remain so for 2d4 hours or until the paralysis is countered by a *dispel magic*, *remove paralysis*, or similar magic. The spell cannot be ended before its duration expires. The caster affects everyone he touches with the lich touch.

The material components of this spell are a drop of the caster's blood and a scrap of rotting meat or fish.

Master Undead

(Necromancy)

Level: 9

Range: 10 yards/level

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 50-foot cube

Saving Throw: Neg.

This powerful spell allows the caster to control the actions of any type of undead creatures as if they were intelligent creatures under the effect of a *charm person* spell. Undead so controlled can perform precise tasks for the caster.

The caster can affect one undead that is within the area of effect for each of his experience levels. In cases of mixed types of undead creatures, the weakest are affected first, then those with more Hit Dice. All undead affected must be within a cubic area 50 feet on a side.

Undead are permitted a saving throw vs. spell to avoid this spell. Liches and undead with 10 or more Hit Dice have a bonus of +4 to the saving throw to avoid the effects of this spell.

Undead creatures controlled by this spell are treated differently than creatures under the effect of enchantment/charm magic. This special state of mastery lasts until the spell duration ceases, when the undead are restored to their own (often nominal) control. The caster does not need to know any common language with the undead to effect the control. The undead beings can be ordered to perform self-destructive actions—and the caster can even attack them—without the spell being broken.

The material component of this spell is a crushed diamond worth at least 500 gp, which is consumed in casting.



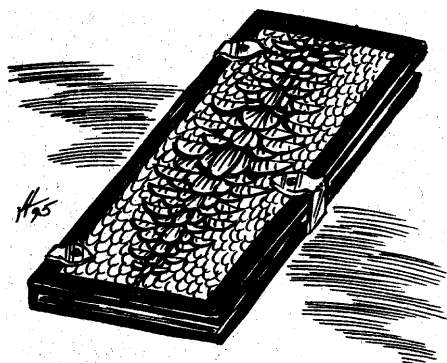


Tasso's Arcanabula

This volume is a tall, thin tome (two handwidths across by six high) of black-edged parchment pages bound between thin boards of duskwood, covered with mauve-dyed pseudodragon hide. The tome has 16 pages.

Tasso is an infamous illusionist active in the Inner Sea lands of Toril. The leader of a band of thieves and adventurers, the All-Seeing Eye, Tasso robbed many a royal treasury and temple vault in Chessenta, Mulhorand, and the independent cities of the Vilhon Reach and the Near South. He became the target of many hired bounty hunters and assassins, and he survived many spectacular battles as he escaped one ambush after another. About four winters ago, Tasso vanished, either fleeing to another plane or being slain by a killer who was luckier or more persistent than the rest. An early casualty of raiding bounty-hunters, *Tasso's Arcanabula* (spell workbook) was seized from his cave abode near Starmantle and presented to the patron of the bounty hunters, the Marcrowne of Turmish. It was soon stolen from the Marcrowne's palace vaults, and its present whereabouts are unknown.

From the accounts of Sleem, Court Wizard to the Marcrowne, we have the following record of the volume's contents, one spell to a page: *audible glamer*, *change self*, *dancing lights*, *phantasmal force*, *Tasso's shriek* (a unique spell), *detect magic*, *invisibility*, *magic mouth*, *misdirection*, *dimension door*, *fear*, *illusionary wall*, *shadow bolt* (rare), *shadow skeleton* (unique), *permanent illusion*, and *chromatic blade* (rare).



Tasso's Shriek

(Illusion/Phantasm)

Level: 1

Components: V

Range: 10 yards/level

Casting Time: 1

Duration: 1 round/level

Saving Throw: Special

Area of Effect: Hearing range

This specialized form of an *audible glamer* spell is released by the caster with only minimal utterance. Its casting is all but silent and untraceable, requiring a minimum of concentration (thus enabling it to be cast during melee or when the caster is in pain, constrained, or the like). The magic produces a shrieking, crying, shouting, or other verbal utterance. Once cast, the sounds cannot be ended before the spell expiration.

The sounds carried by this magic are limited to those produced by the caster's voice (although mimicry is possible), and are typically used to produce shouted warnings or cries to suggest a fight or attack "offstage," or the presence of unseen intruders, so as to distract opponents of the caster. The spellcaster must emit all of these sounds while memorizing the spell, and cannot later alter them.

Shadow Bolt

(Illusion/Phantasm)

Level: 3

Range: 10 yards/level

Components: V, S

Duration: 2 rounds maximum

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, the caster brings into being a semi-real phantasm of an onrushing missile. The large, gray, teardrop-shaped illusory projectile can be made to glow with a *faerie fire* radiance of any hue the caster desires; it appears behind the caster and rushes at any one creature the caster chooses. The caster must be able to see the target as the spell is cast.

The projectile begins as a tiny, silent mote that rapidly grows in size with a frightening, increasing moan of rushing air, so that it appears to have come from a great distance at great speed (the bolt actually travels at a movement rate of 27).

A *shadow bolt* strikes in the round following casting. It will swerve to follow the target creature, even if the creature escapes the caster's view. The bolt can be stopped only by a magical barrier, though it can be dodged by shifting to another plane of existence. If this occurs, the bolt pauses at the





creature's last location and flashes back during the next round to strike at its caster.

The bolt inflicts 1d8 damage +1 hp/level of the caster. If disbelieved (contingent on a successful save vs. spell) a bolt inflicts half damage. A being unfamiliar with the details of magical illusions who encounters a *shadow bolt* for the first time will have little reason to disbelieve such an attack.

The strike of a *shadow bolt* is a considerable blow; the creature struck must make a Strength check to avoid being knocked prone, and fragile items might be damaged by the character's fall.

Shadow Skeleton

(Illusion/Phantasm)

Level: 4
 Range: 30 yards
 Components: V, S, M
 Duration: 1 round +1 round/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None

This spell allows the caster to create semi-real phantasms of human, demihuman, or humanoid skeletons. All the skeletons created by a single *shadow skeleton* spell must be of the same type. One skeletal image per level of the caster can be created; the caster can choose to create fewer images if desired.

Shadow skeletons cannot grasp, carry, or wield solid objects such as weapons. They appear smoky and vague in outline, of ivory or bloody hue, and may have any appearance the caster wishes (split skulls, missing limbs, etc.). They can be created with illusory clothes and weapons, so as to appear from a distance as living guards or servants. The spell cannot, however, be worked to give the illusion of life or flesh. The skeletons materialize in an area of 15-foot radius, and can move about freely thereafter.

The skeletal images are silent and cannot be turned, dispelled, or affected by heat, fire, or cold; they are under the control of the caster just as a priest controls skeletons animated by use of *animate dead*. The *shadow skeletons* have these statistics: AC 6; MV 12; 2 hp each; #AT 1; Dmg 1d4.

Shadow skeletons vanish at the spell's expiration or upon the death or unconsciousness of the caster. Solid matter, including living creatures, can pass through shadow skeletons without resistance. Any living creature that comes into direct contact with a *shadow skeleton* must save vs. spell at +2 or be stunned (reeling and unable to act coherently) for one round. Such contact does not harm or dispel a *shadow skeleton*, but it is possible for a living creature to charge through one.

The spell requires a piece of bone. This serves as a focal point for the spellcaster's concentration and is not consumed or altered by the magic.

Chromatic Blade

(Alteration)

Level: 5
 Range: 0
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: Creates 1 blade
 Save: None

This spell creates a shimmering blade of constantly changing hue, of needle-width and magical sharpness. The blade glows at all times with a gleaming shimmering radiance, which flickers between colors continually and uncontrollably. It is safe to touch a *chromatic blade* only at its hilt or guard; the blade itself is all edges, and even its lightest touch will cause harm.

While the blade can be wielded by any creature, the caster can will it out of existence when he chooses. The blade is considered a +1 magical weapon for attack purposes (no damage bonus). It weighs nothing, and makes no sound upon impact. Its merest touch inflicts 2d4 hit points of damage and it can sever extremities like a *sword of sharpness* (see table). If a sever result is achieved against an individual in +3 or better magical armor, the *chromatic blade* shatters into shards of colored light without inflicting any harm at all.

Opponent	Score to Sever*
Normal/armored	19-21
Larger than man-size	20-21
Solid metal or stone	21

*Natural roll, considering only the blade's +1 attack bonus

The bearer of a *chromatic blade* is protected from *color spray* attacks, which will shatter upon the blade as soon as they come into contact it. A *prismatic spray* can be likewise scattered, but the blade loses 2d6 rounds of duration. The blade can destroy one color of a *prismatic sphere* or one layer of a *prismatic wall* upon contact, but the blade is destroyed. An individual of exceptional determination can strike with the blade so as to shatter the entire sphere or wall, but has a 50% chance to suffer the effects of all of the colors simultaneously (any saves are allowed), while leaving the barrier intact.

A *chromatic blade* can be destroyed by a successful *dispel magic*, *disintegrate*, or properly worded *limited wish*. It cannot be physically damaged in any way by weapons of less than +3 enchantment, although it can be parried or blocked like a normal blade. A *chromatic blade* is not affected by changes in light or darkness or by magnetic effects. The blade cannot be mentally wielded or influenced from a distance, except for the caster willing it out of existence.

The material component of this spell is a small lightning-forged dagger set with gems of the seven spectrum colors, the total worth no less than 100 gp.





Tidings of Conflict and Woe

This unusual book is a collection of 72 beaten copper plates, each about half a foot in diameter, bound by a large ring of bronze. The plates have mostly turned green due to age and exposure, but about half were cleaned and restored at some point; these show a bright coppery tone. The book's title appears on one of its pages, etched in silver; the text of the book is engraved in its pages. None of the pages reveal the book's author, nor do they indicate a purpose for the collection of spells presented within; only the book's title and the text of the spells survive (though it may be possible to restore more of the pages and reveal more spells or perhaps a history of the book's owner).

Tidings of Conflict and Woe is attributed to Cymbre and to her daughter Amye, both dangerous wizards of the Moon-shae Isles. Cymbre and her daughter lived in the Moon-shaes nearly two centuries ago; there, they tried to claim and rule a territory through the use of undead and with other arcane means. Eventually, they were stopped by the druids of the islands. Reports from those druids indicate the use of several spells that are contained in *Tidings of Conflict and Woe*.

The book was recently seen in Calimshan, where it was sold to a cloaked mage for an undisclosed amount. It is known to contain the following rare spells: *undead mount*, *mummy touch*, *skull watch*, *improved skull watch*, *blade of doom* and *virus charm*.

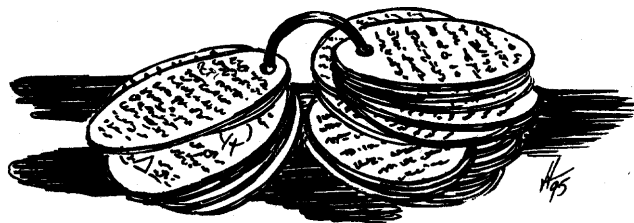
Undead Mount

(Necromancy)

Level: 2
Range: 10 yards
Components: V, S, M
Duration: 2 hours +1 hour/level
Casting Time: 2
Area of Effect: 1 mount
Saving Throw: None

By means of this spell, a wizard can animate a dead horse or similar creature or assemble a magical mount from the bones of such creatures. The mount created by this spell is under the control of the caster. It can carry up to 300 lbs. of riders and equipment. Exceeding the 300 lb. limit destroys the spell and reduces the mount to its original (dead) form.

An undead mount is usually a horse (dead horses are easy to come by), but also can be a griffon, camel, hippogriff, or other beast of burden. Flying creatures that are turned into undead mounts cannot fly, but they can move along the



ground. Creatures that had some special ability while alive do not retain that ability in their undead state.

The undead mount is unintelligent and cannot fight. It responds only to simple verbal commands. It cannot be affected by enchantment/charm magic. The undead mount has a movement rate of 18 and moves silently. It has 1d4 hit points plus one additional hit point per level of the caster. Undead mounts can be turned as skeletons if they are primarily bones, or as zombies otherwise. Undead mounts ridden by more powerful undead cannot be turned separately, but if the rider is turned, so is the mount.

The caster can choose when creating the undead mount to make it glow very faintly with a yellow, green, or red hue.

The material components of this spell are a drop of water, a human hair, and a pinch of powdered hoof. The bones or body of the animal that will serve as the mount also are needed.

Mummy Touch

(Necromancy)

Level: 3
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: Neg.

Upon casting this spell, the wizard gains two abilities. First, he is immune to the rotting disease carried by mummies for the duration of the spell. Second, he is empowered with the ability to inflict this rotting disease on others by touch for the duration of the spell.

Mummy rot causes the flesh of the victim to putrify and decay. This causes a loss of 2 points of Charisma per month and is fatal in 1-6 months if untreated. Mummy rot can be cured by *cure disease* and more powerful magics which duplicate *cure disease*. While under the effects of mummy rot, the victim cannot be healed using *cure wound* spells of any type, and normal healing takes place at 10% of the regular rate.

The caster's appearance does not change as a result of this





new ability and no other abilities are altered other than the two noted above. The mummy touch affects everyone the caster touches during the duration of the spell. The caster can choose to end the spell prematurely, but once ended, the abilities are lost.

Undead are immune to the effects of *mummy touch*, as are other creatures that would not normally be affected by the attack of a mummy (such as iron golems or xorn). *Mummy touch* cannot be granted to another individual. The disease functions only by direct touch—it cannot be used to “poison” food or drink. The caster can be damaged normally by mummies, but if slain will not rot. Those slain by the caster using *mummy touch* will not rot as well.

The material components of this spell are a pinch of mummy dust and a drop of blood.

Skull Watch

(Necromancy)

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 turn +1 turn/level

Casting Time: 3

Area of Effect: 20-foot x 90-foot path

Saving Throw: None

This spell requires the complete skull (including jaw) of an intelligent humanoid creature. Once the spell is cast, the skull is set in midair facing a particular direction. The skull will then hang there in midair. The eye sockets of the skull define a path 20 feet wide by 90 feet long. Physical boundaries such as walls do limit that path.

Any living creature that enters the area of this path within the limitations of the spell activates the *skull watch*. The skull emits a piercing shriek that can be heard up to a quarter-mile away. In addition, the wizard who cast the *skull watch* is immediately aware that something has tripped the spell. *Silence* spells and similar magics can stop the audible shriek, but the wizard becomes aware of the event regardless of location, as long as the wizard is alive, conscious, and on the same plane.

The skull can be moved from its position without activating it, as long as the individual does not step within the path. The skull also can be destroyed. The skull has 1 hit point per level of the caster and an AC of 7. The skull makes no other attacks. The caster is not made aware if the skull is destroyed without the spell being triggered.

A wizard who has multiple *skull watches* operating will be unable to discern which has been tripped, as the “scream” and “mental awareness” are similar for all skulls created by this spell.

After being triggered, the floating skull sinks slowly to the ground and can be reused at a later time.



Improved Skull Watch

(Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Duration: Until activated

Casting Time: 5

Area of Effect: 20-foot wide x 90-foot long path

Saving Throw: None

This spell is an improved version of *skull watch* used by necromancers with large, permanent bases. Like *skull watch*, the improved spell sets an enchanted skull either on a surface or hanging in midair. Living, intelligent creatures that enter an area 20 feet wide by 90 feet long in front of the skull cause the *improved skull watch* to activate.

The activated skull will scream, which can be heard up to a quarter-mile away. The activation also mentally communicates the presence of intelligent, living creatures to the caster, if the caster is on the same plane as the skull. The skull will communicate general visible data about those who have activated the warning device (race, appearance, visible weapons, and so forth, but not alignment, level, or magical abilities).





The wizard can create as many improved *skull watches* as he has levels. Each one sounds alike in its scream, but the wizard will know the location of the activated skull. Once activated, the floating skull sinks slowly to the ground and can be reused later.

Once the skull is in place it cannot be turned or moved. A *dispel magic* will deactivate the skull, as will destroying the skull itself. The skull has AC 5 and 2 hit points for every level of the caster. Destroying or dispelling the skull will cause the caster to be aware of its destruction, but not reveal the attacker's nature.

The spell requires the complete skull of a humanoid, intelligent creature. Its material component is a bit of earwax. Should a caster die before his *skull watch* areas are activated, they will still be in operation.

Blade of Doom

(Evocation)

Level: 6

Range: 20 yards

Components: V, S, M

Duration: Special—1 year maximum

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None/Neg.

Blade of doom, recorded elsewhere as *Shaeroon's scimitar*, is a specialized type of curse. When cast, a large blade of magical force appears above the target creature. This blade is visible only to the caster, those who can see invisible items, and those who cast a *detect magic* spell on the creature. The blade is poised to drop on the creature's head when a particular action (specified by the caster) occurs, such as the speaking of a particular word, beginning to cast a spell, or drawing a weapon.

If the condition is met, the blade immediately drops upon the creature (and the creature only), inflicting one point of damage per level of the caster. A successful saving throw vs. spell negates this damage.

The caster of the spell can dispel it at will as can such magic as a *limited wish* or *wish*. A simple *dispel magic* has no effect on the blade of doom. Only one *blade of doom* can be cast on a particular individual at a time.

Blade of doom is a very long-lasting spell. Unless dispelled by the caster, it can last up to a year before its energies run out. It is used usually as a method of vouchsafing an individual's good conduct in negotiations and occasionally as a form of punishment to those who offend a wizard or are seeking his favors.

The material component of this spell is a small scimitar carved of rock crystal (value 300 gp), diamond, or clear sapphire (value 3,000 gp).

Virus Charm

(Enchantment/Charm)

Level: 9

Range: Touch/Special

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Neg.

Virus charm is a particularly nasty version of *mass charm* that has a specialized means of spreading. The initial *virus charm* is cast on a single individual, who must make a saving throw at -2 to avoid being charmed. The charmed individual (monster or person) must have fewer hit points than the wizard who cast the spell for this spell to operate. If the charmed individual has greater or equal hit points, the spell functions as a simple *charm person or monster*.

Once charmed, the target individual can now charm others (person or monster) by touch. These latter individuals are considered to be charmed by the original spellcaster. Each new target individual must make a saving throw vs. spell. Those with more hit points than the original caster save at +2 to their die roll. These charmed individuals can then in turn charm others in the same manner.

The *virus charm* can affect up to three times the original caster's experience level in *individuals*, not levels or Hit Dice. Individuals under the effect of the *virus charm* behave the same as someone who was charmed normally, with all of the charm spell's limitations and requirements. Each character's Intelligence determines how long the charm will last before a second saving throw is permitted. If the caster attacks an individual under a *virus charm*, all individuals under the *virus charm* are permitted saving throws. Similarly, a *dispel magic* cast successfully on an individual under the charm affects all individuals under that *virus charm*.

Virus charms are commonly used by wizards to rouse a crowd of followers quickly or to send an unknown, charmed agent in to meet with an otherwise reclusive foe. The material component of the spell is a thin web of finely-spun copper wire, worth about 100 gp. The components are used only for the initial spell—after the initial charm, the spell is passed on by touch. Creatures that are immune to enchantment/charm spells are unaffected by the *virus charm*.





Tome of The Covenant

This book is large, square, and (judging from Elminster's description) approximately two feet on a side. It is fashioned of cured white elk hide stretched over finger-thick boards of black wood. Both outside covers bear a rune in the center, depicting four arrows meeting in a circle, as shown.



Four white vellum pages are sewn to the hide "spine" within. The *Tome* is the creation of the four most powerful (of their time) mages of the North, who formed the Covenant, an alliance (basically neutral good) founded to enforce a peace between warring tribal kingdoms, and to build the collective power and

prosperity of the Northlands against the coming confrontation with the orcs and their kin. The Covenant has long been inactive: Grimwald and Presper disappeared on a journey of exploration into other worlds than this; Agannazar is believed to have perished in the destruction of the School of Wizardry at Neverwinter by the Red Wizards of Thay; and Ilyykur is known to have sacrificed himself in the Green Tower of Thulnath to destroy the arch-lich Ruelve.

The *Tome* was made to commemorate the founding of the Covenant, and as a source of power and a symbol for the apprentices who were intended to follow in the Four Founders' footsteps and become new members of the pact (none did). Each of the Four Founders contributed one unique spell to the work, and each of these spells appears alone on its own page. The spells appear with no names; they have acquired colloquial names through description of the book by various writers in the North, and by use of the spells by the original apprentices of the Four (and subsequently, in turn, by their apprentices). These apprentices, now themselves powerful workers of magic, are not identified by Elminster. The sage does say that they did not cooperate as their masters had, but split in dissension, one of them presumably bearing the *Tome*. Its present owner and whereabouts are uncertain, but Elminster knows the precise spells set down on its pages from perusing the workbooks of the Four and certain of their apprentices, and has consented to reproduce them: *Agannazar's scorcher*, *Ilyykur's mantle*, *Presper's moonbow*, and *Grimwald's graymantle*.

Agannazar's Scorcher

(Evocation)

Level: 2

Range: 20 yards

Components: V, S

Duration: 2 rounds

Casting Time: 3

Area of Effect: jet, 2 feet wide x 60 feet long

Saving Throw: Special

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one creature or object of the caster's choice. That target will be hit by this flame for 3-18 points of damage in the first round and 3-18 points the following round, if it remains within the spell's range. The target has no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage.

Other creatures in the path of the flame jet can make a saving throw vs. spell to avoid 2-16 points of fire damage. A successful saving throw reduces this to 1-8 points of damage.

The caster cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course. If the target moves more than 20 yards away from the caster or takes shelter behind some large, fireproof object in the second round, the flame jet will remain directed toward its original target, even though no further damage can be caused.

Like the *burning hands* spell, this spell will ignite readily flammable material in its path.

Ilyykur's Mantle

(Abjuration)

Level: 4

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

When *Ilyykur's mantle* is called into being, the caster is surrounded by a luminous aura that completely covers him, conforming to the contours of his body. The mantle does not affect any physical or magical abilities of the caster, but does affect spells that are cast against the wearer. These effects are:

☆ +3 on all saving throws vs. enchantment/charm spells that allow a saving throw. The mantle does not give a saving throw against spells that do not normally allow one;

☆ +1 on all other saving throws vs. spell, again provided that one is allowed under the spell description;





☆ All damage from electrical attacks, including *shocking grasp* and *lightning bolt*, is halved (saving throws can negate or halve the damage again).

The mantle protects only the caster and the caster's familiar, provided that the creature is relatively small (size S) and remains in contact with the caster.

The material component of this spell is a natural (not cut or finished) gem.

Presper's Moonbow

(Evocation)

Level: 5

Range: 10 yards/level

Components: V, S, M

Duration: 1-4 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell can be cast only at night when the moon is visible in the sky. Creating the *moonbow* causes 1-4 small glowing motes of light to collect and spin around the caster, resembling *dancing lights* in appearance. The number of moon motes appearing is random (1d4).

On each of the following rounds, the caster can direct any or all of the motes to attack a specific creature within range. The motes pursue the creature at a movement rate of 27 and will follow around corners and obstacles. The motes are not confused by illusions or invisibility. They strike as the caster with +3 bonus to hit. Should they hit, they discharge an electrical bolt. Should they miss, they flicker out without inflicting further damage.

The damage inflicted by a moon mote is determined by the number of other motes that were created:

1 Mote—4-24 points damage

2 Motes—3-18 points each

3 Motes—2-12 points each

4 Motes—2-8 points each.

There is no saving throw vs. the electrical damage; a mote must hit in order to inflict damage. No less than one mote and no more than all motes can attack per round. Any remaining motes hang spinning around the spellcaster until they are sent off. The spellcaster can move or cast other spells in addition to firing off a moon mote in the same turn. The casting time of all spells and the weapon speeds of any attacks made by the mage are increased by 2 if any moon motes are sent off that round. It is possible for a caster to summon, through several *moonbow* spells, a constellation of moon motes orbiting about him.

If a round passes where no moon motes are shot off at targets, all moon motes (in orbit around the caster or in flight) wink out, even if they have been created by different spells. Similarly, if the caster is slain, rendered unconscious, or unable to mentally direct the moon motes, the moon motes wink out of existence.

The moon motes can be physically attacked. They have an Armor Class of -6. If struck they immediately discharge and inflict their damage to all targets within 10 feet. If the moon motes are struck by a *lightning bolt* they will discharge as well, inflicting their damage to all within 10 feet. A mage with a herd of moon motes around him could meet a quick end in this fashion, as unused moon motes will always be within 10 feet of the caster.

The material components for this spell are a wisp of cobweb, an amber rod, and a scrap of fur.

Grimwald's Graymantle

(Necromancy)

Level: 6

Range: 5 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

The material component of this spell is a small skull or bone. On the turn of casting, the skull is imbued with a silvery-gray radiance. The skull or bone can then (in the next round) be touched to an opponent or thrown to the limit of the spell's range against a target. In cases of touching the skull to an opponent, the attack is +2 to hit. Otherwise the chances of hitting are normal, according to the mage's normal THAC0.

Should the gray-wrapped skull or bone miss the target or the target make a saving throw vs. spell (at -2 for those administered by touch) the *graymantle* fades and the spell has no effect.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the target, covering him entirely. For the duration of the spell, the target cannot regain hit points by any means. Natural regeneration (such as that of trolls) is stopped as are the effects of a *ring of regeneration*, *potion of healing*, or *staff of curing*. Spells that return lost hit points (*cure light wounds*, *heal*) will not work on that individual. Other necromantic spells will function normally, including those that cure other afflictions (disease, blindness) and those that remove hit points (*cause light wounds*) are unaffected by the spell.

Upon the expiration of the spell, automatic healing abilities and items such as the *ring of regeneration* or the troll's regenerative ability are restored and will regenerate hit points normally. Any healing attempted during the period is lost.

The material component of this spell is the skull or bone used.



Tome of Rathdaen

Four scorched pages of parchment—three complete, one only partially preserved—are kept within a folder of finest parchment sandwiched between two polished ivory plates.

Rathdaen was a mage of note some 700 years ago, who explored the Realms extensively, traveling much and making many friends by aiding others with his Art. He was sometimes repaid with magic, and his Tome is said to have contained close to sixty of the most colorful and potent magic known to the spellcasters of five races. When he died he bequeathed the book to his apprentice, the weakling Narsel, a vain and foolish braggart given to insulting others and carelessly harming creatures and property with his magic. Four pages are all that is left of it now; the rest were destroyed when Narsel, who was carrying it in his pack at the time, was slain in the sky above Ironmaster by the mage Sapphail, with whom he was dueling. Sapphail slew Narsel with a *meteor swarm*, and in the conflagration and subsequent fall of Narsel's charred corpse to earth, the Tome was reduced to ashes, two cracked slates, and these pages, rescued by Sapphail and passed on to her apprentices Jorzoon and Iliphel.

The partial page preserves a fragment of *polymorph any object* (too incomplete to use, but enough to substantially aid spell research and recognition of the spell written down elsewhere). The remaining three pages each bear a single unique spell, detailed hereafter; *ray of Ondovir*, *icelance*, and *Xult's magical doom*.

Ray of Ondovir

(Enchantment/Charm)

Level: 2
Range: 80 yards
Components: V, S
Duration: 1 round
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

This spell creates a ray of glowing light that leaps from the caster's fingertips to a distance of 80 yards. Only the first creature touched by the ray is affected, and it can avoid the ray by making a successful saving throw vs. spell at a penalty of -3.

An affected creature exactly repeats the actions it took in the preceding round. Thus, if it took two steps forward and one step left in the previous round, it would take two steps forward and one step left in the current round. The repeated actions are carried out even if they force the affected creature into an obstacle, over a cliff, or into a chasm.

The *ray of Ondovir* ruins any attacks or spellcasting that the target creature begins in the same round that the ray strikes. If the creature struck by the ray had spent the previous round readying weapons, it spends this round doing so, too; if it fought with weapons, it duplicates its previous movements exactly—thus a mobile opponent can avoid the creature's attacks and strike it with relative ease—the creature's Armor Class is worsened by 4 for the round.

If the affected creature cast a spell on the previous round, an attempt to cast the same spell must be made in the current round. If a second identical spell has not been memorized, no spell effect occurs (even if a second spell is available, it will be cast in the exact location as the first).

When the round of helpless repetition caused by the *ray of Ondovir* is complete, the creature is instantly released from all control.

Ice Lance

(Alteration)

Level: 3
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Creates 1 lance
Saving Throws: None

This spell will function only if there is sufficient ice present, usually no less than 10 lbs., though the remnants of an *ice storm* spell will suffice. The spell causes the shards of ice to reform into a long, magical lance of ice, which then spirits off in the direction dictated by the caster against a particular target of the caster's choice.

The lance strikes with the caster's THAC0 a +4 bonus and inflicts 5d6 points of damage. In addition, the target must save vs. spell or be stunned for 1-4 rounds.

The *icelance* travels in a straight line. It will crumble to its component shards if it misses its target or if it strikes some other target before hitting the intended one. The spell creates only a single icelance.

Xult's Magical Doom

(Alteration)

Level: 5
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: 10-foot radius
Saving Throw: Neg.





By means of a caterpillar cocoon and a pinch of dust, and the tracing of runes during the casting, a wizard seals a certain object with *Xult's magical doom*. The runes are traced with one fingertip over, for example, the pages of a book or a map. They are visible only to a *detect magic*, and can be harmlessly removed by *dispel magic*. They prevent unauthorized perusal of the guarded object. Only the caster or someone who is (by chance or deliberately) named in or on the material viewed, or who utters the secret word of deactivation that the caster establishes during casting, can safely examine the object without suffering the doom.

The doom affects all creatures within a 10-foot radius when it is activated (the activator saves vs. spell at -3; others within the radius save at -1). The doom is a specialized *polymorph other* spell that works instantly upon any creatures within its radius who fail their saving throws. Affected beings suffer a system shock roll during their transformations.

Transformation is permanent, and is always into the form of a bat, frog, toad, or snake (determined randomly). The intelligence of affected beings is not altered, so if the transformed victims can activate magical items or communicate with others so as to bring about their release (another system shock survival roll applies), they are free to do so.

The doom lasts only for one activation if cast by a mage of 11th level or less. A mage of 12th to 23rd level can cast the doom to last for up to four activations. Mages of higher levels can elect to have their dooms last for one additional activation per level above 24th. Note that the passage of time has no effect on a doom unless the object it guards is destroyed.

Transformed creatures affected by this spell typically go insane if of greater than 7 Intelligence (see table).

Intelligence	Time before Insanity
1-7	No Danger
8-12	After 6 months
13-16	After 8 months
17	After 12 months
18	After 24 months
19+	13% chance per year*

* noncumulative

Such insanity is one of the following forms; roll 1d6 to determine which, for each creature):

Roll	Insanity Type
1	enraged mania
2	melancholy
3	hallucinations
4	hebephrenic
5	homicidal
6	catatonic

Enraged Mania: This condition strikes suddenly (1 in 6 chance per turn, lasts 2d6 turns, then 1 in 6 chance per turn to return to normalcy). The character becomes maniacally enraged, having an effective strength of 18/75 if human or demihuman (nonhumans are adjudicated by the DM). The character may shriek, rave, and behave in a violent manner. Unreasoning when spoken to, the character possesses great cunning, and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes, the character won't remember his actions, nor believe accounts of them by others.

Melancholy: The individual is given to black moods, fits of brooding, and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia.

Hallucinations: The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, and so on. Normal behavior is 50% likely until stimulated or under stress. Hallucinations last 1-20 turns after the initial stress passes.

Hebephrenic: The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childish; the character may sometimes attempt to play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become *maniacally enraged*. If this does not occur, then he will become catatonic for 1d6 hours, then revert to hebephrenic behaviour.

Homicidal: The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1- to 4-day intervals, he will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature seen, wildly seeking to slay. After this, the character will fall into *melancholy* for 1d6 days before turning to a homicidal state once more.

Catatonic: The character completely withdraws from reality. The individual can be led, moved, fed, and so on, but will undertake no activity on his own. If continually provoked and irritated to get a response, the character has a 1% cumulative chance per round of becoming *homicidal*. When provocation ceases, catatonia returns.



Tym's Monstrous Book

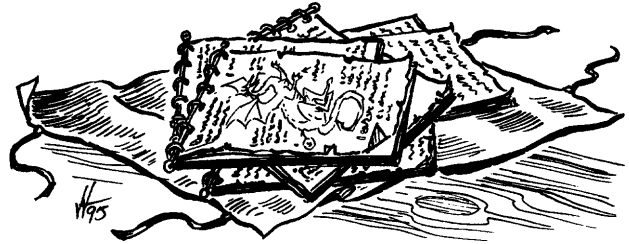
This “book” is actually a collection of folios of varying sizes. Each individual folio has a spine at the top, composed of five silver rings linked by a fine golden rod. Several pieces of parchment are attached to the rings, most added before the rings are linked by the addition of the golden rod. A few folios have pages added later; these can be recognized because the parchment has been cut to go over the rings, then sewn together again to secure the page in the book. The covers of the folios, also attached to the rings before they are fastened, are made of golden-yellow laspar wood. The interior sides of the covers are lined with deep yellow velvet, and the name of each volume is burned into the front cover. Each volume is rectangular, about a foot wide and 18 inches tall. Each page holds sketches and written descriptions of creatures of many types; each volume has a special theme, and all entries relate to that theme.

The original author, an evoker named Tym, lived and died more than a century ago. Born in Cormyr, Tym wandered Faerun with several bands of adventurers. While his companions specialized in looting monsters, Tym specialized in the monsters themselves, and studied each, taking notes on their methods, their strengths and weaknesses, and their interactions with the environment and with other creatures. He was fascinated especially by monsters of a magical sort, from lycanthropes to golems.

Since his death (surprisingly due to natural causes), apprentices and friends have apparently added to various folios, and have even created new volumes in the same style, declaring them parts of the work begun by Tym. It is believed that there are a few adventurers in Faerun still contributing original folios to *Tym's Monstrous Book*. Indeed, there is nothing to stop any adventurer from creating an additional folio.

Known folios of *Tym's Monstrous Book* include:

- ☆ “An Exploration of the Living Dead,” which describes all manner of undead;
- ☆ “Notes on Elementals and Related Creatures,” which tells about creatures from the elemental planes;
- ☆ “An Encyclopedia of Enchanted Equines,” which details unicorns, pegasi, asperii, ki-rin, and other magical horse-like creatures;
- ☆ “Comments about Giants and Genies,” which discusses all manner of genies and giants;
- ☆ “A Feast of Faeries and Forest Creatures,” detailing pixies, sprites, brownies, dryads, nymphs, satyrs, and other sylvan beings;
- ☆ “Felines of Faerun,” which discusses all manner of cats, from domestic to wild, winged to aquatic;
- ☆ “The Dragons,” which covers all manner of dragons and related monsters, such as drakes and dragonets;



- ☆ “A Listing of Lycanthropes and Shapeshifters,” which discusses werebeasts large and small, as well as shapeshifters from mimics to swanmays;
- ☆ “Behold the Beholder,” which details beholders and beholder-kin of many types;
- ☆ “A Discussion on Aquatic Monsters,” which covers many water-dwelling beasts;
- ☆ “Anatomy of Automaton,” which discusses golems and other constructs; and
- ☆ “A Miscellany of Magical Monsters,” which discusses various enchanted beasts.

All of these folios are valued by adventurers, because they provide valuable insights on the possible adversaries encountered by adventurers. Two of the folios are of special interest to wizards.

“Anatomy of Automaton” has a great deal of information about the construction of golems, including notes on some of the spells required to make each type, as well as some more general notes on physical manufacture. Though the book does not completely detail the process of creation for any type of golem, it can provide a good starting point for an interested mage or priest, or might answer a few last questions.

“A Miscellany of Magical Monsters” discusses several enchanted creatures in detail, including the bulette, catoblepas, chimera, cockatrice, deepspawn, displacer beast, griffon, harpy, hippogriff, lamia, manscorpion, medusa, owlbear, peryton, and rakshasa. In addition, the volume provides details about the disenchanter, a beast that devours magic to survive. It seems that Tym was present at the last great “Plague of Disenchanters,” when the creatures descended en masse upon Sarbreen (the city that once existed on the site of what is now Ravens Bluff). Tym spent his last years studying the disenchanter in great detail; hunts for the beasts provided him with much raw material. The results of his study of the creature are reproduced here.



Disenchanter

Pages From the Mages 9491

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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magic
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Drains magic
SPECIAL DEFENSES:	Can be hit only by magical weapons
MAGIC RESISTANCE:	Nil
SIZE:	L (5' tall at shoulder)
MORALE:	Champion (15-16)
XP VALUE:	650

The disenchanter resembles a spindly camel, with four legs and a single hump located on the middle of its back. The creature's small head rests at the end of a long, flexible neck. The beast also has a very flexible snout, like that of an elephant, that can reach as far as 5 feet from its head. The creature is a pale electric-blue in color. The beast is slightly translucent and sometimes appears to shimmer. When a disenchanter dies, its body shrinks to a small wizened gray lump.

Much about the disenchanter is a mystery. Some of Faerun's more educated sages speculate that disenchanters were created centuries ago by the Phaerimm, the sinister creatures that live beneath Anuroch, to combat their enemies, such as the Sharn or the humans of Netheril.

While reasonably intelligent, disenchanters seldom speak to humans or related beings; disenchanters have their own language, and sages assume that only a few ever bother to learn other tongues, usually Common or elvish.

Combat: The disenchanter is a relatively peaceful creature, but is a ravenous eater. Since the disenchanter feeds on magic, siphoning enchantment from items or from spell effects, it often becomes aggressive when around those who have magical items—such as adventurers.

The disenchanter can *detect magic* in a 120-foot radius, and usually moves toward any enchantment it detects. It can tell the difference between the relative strength of enchantments, and prefers to consume the most powerful item; for instance, a disenchanter would choose to attack a *long sword* +4 instead of a *shield* +2. A disenchanter also is intelligent enough to attack easier targets, for example trying to hit a magical shield held in a hand, rather than a magical wand in a backpack. The creature's snout is, however, very dexterous, and can hit objects in somewhat difficult positions (such as a magical dagger in its scabbard, with only the hilt showing).

To hit a magical item, the disenchanter makes a normal attack roll. The item's Armor Class is 10, adjusted by its magical plus (if any), and by the Dexterity adjustment of the individual carrying it (if any). The DM also should adjust the item's AC for cover; for example, a partially concealed item might receive an AC bonus between -2 and -4, while a totally concealed item could not be struck by the disenchanter. These penalties are left mostly to the DM's discretion. An item struck by the disenchanter's snout is permanently



drained of its magic. They are intelligent and wary enough not to tap the energies of artifacts and other magics of the highest order.

A disenchanter also can disenchant a spell effect. A lasting, stationary spell effect is instantly dispelled when touched by the disenchanter's nose; such a spell effect has AC 10 and does not harm the disenchanter. If attacked with a spell, the disenchanter has a chance to intercept the spell, if the spell has a visible effect. Such a spell, like a *magic missile*, has a base AC of 5. An area effect spell cannot be intercepted by the disenchanter, unless the spell is targeted directly on the creature.

A disenchanter can be hit only by magical weapons. These weapons do not lose their enchantment when they strike the beast; only the creature's snout drains magic.

Habitat/Society: The disenchanter is typically found east of Anuroch, mostly around the Sea of Fallen Stars. The creature seems to have some special affinity for the area around what was once Sarbreen, the site of present-day Ravens Bluff. Disenchanters return to that area in great numbers every 150 years or so; their next mass appearance should be relatively soon, and sightings already have increased in that region.

The disenchanter's breeding habits are unknown, though it is believed by many that a disenchanter splits into two creatures of full size after consuming enough magic.

Ecology: Since the disenchanter has no known predators, its numbers are apparently controlled by the amount of magical energy available in an area. Most of the details of how it interacts with its environment are unknown. The creature's essence is purported to be useful in ink for scrolls, and might be used for the fabrication of a *rod of cancellation*.



Unique Mageries

This large, thin tome measures four handwidths across by ten in height, and its covers are of carved and polished ivory, with black obsidian inlays picking out the letters of the title, surrounded by a circle. The book has 21 gilt-edged parchment pages; each contains one spell.

This boastfully-titled volume is the work of the long-ago mage Nezram “Worldwalker,” who left it behind some seven hundred years past when he ventured to another plane—and never returned.

Nezram’s tower in the sparsely-settled southwestern reaches of Mulhorand was later destroyed by a young green dragon, Chathuuladroth. The dragon tore apart the tower and seized the tome along with Nezram’s other treasures, flying off westward into lonely, mountainous areas. Somewhere therein was Chathuuladroth’s lair, and the dragon held the book in its hoard for six centuries, growing vast and terrible and amassing much treasure.

The adventuring company known as The Black Gauntlet finally slew the great dragon, and bore *Unique Mageries* back to their stronghold near Starmantle. The company later disbanded in disarray after the deaths of its leaders, the fighter Jhastan and the mage Quarra, at the claws of an improperly-summoned fiend. The book disappeared. In the meantime, in need of money, Quarra (“a fey lady,” Elminster comments) had rented the book to Elminster for a time, and he noted its contents and copied those spells he needed.

The book contains four truly unique spells (that is, hitherto found nowhere else) and 17 standard spells, all listed below. The volume contains: *magic missile*, *stinking cloud*, *wizard lock*, *dispel magic*, *feign death*, *gust of wind*, *infravision*, *tongues*, *water breathing*, *fear*, *fumble*, *polymorph self*, *remove curse*, *wall of sand* (unique), *wizard eye*, *telekinesis*, *anti-magic shell*, *ruby ray of reversal* (unique), *spelltrap* (unique), *power word blind*, and *spellstrike* (unique).

Wall Of Sand

(Evocation)

Level: 4
Range: 5 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell creates a wall of swirling, opaque sand 1 foot thick per level of the caster, 12 feet high, and 4 feet long per level of the caster. The wall must be cast so that it rests upon a hard surface, and once cast it is immobile.

The sand is thick and viscous. While movement is possible through the sand (at half speed), all creatures who rely on normal sight or infravision to see are blinded while they are within the wall, and in addition they suffer a -3 penalty to their Armor Class the round after they leave the wall of sand. Creatures needing to breathe air suffer one point of damage per round spent in the wall.

Open flames and fires are extinguished once thrust into the wall of sand. Speech and spellcasting are impossible while within the wall. The wall blocks all sight through the sand to areas beyond. Magic can pass through the sand normally, though spells that require a visible target will not pass through the *wall of sand*.

The caster can create a wall of sand of smaller dimensions than those listed, but once its dimensions cannot be changed. The wall of sand maintains itself with no concentration, but the caster can dispel it at will.

Ruby Ray of Reversal

(Alteration)

Level: 7
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: Creates 1 ray
Saving Throw: None

The *ruby ray of reversal*, sometimes called *Nezram’s ruby ray*, is a powerful spell developed by the Nezram the Transmuter to reverse the effects of other spells and situations. It harnesses the magical energy naturally occurring within the ruby and creates a beam that lances out in a straight line in the caster’s chosen direction to the limit of the range. The ruby (which must be worth at least 1,000 gp) is destroyed in the process.

Upon contact with any of the following situations or spells, the ruby ray will correct the situation as listed, then wink out of existence. The ruby ray can affect only one such item, character, or situation per casting. Situations and spells affected by the ruby ray include:

- ★ Webs (natural and mystical) and viscous globs will immediately melt away, one patch of webbing or globs totally vanishing.
- ★ Mechanical and magical traps will be automatically sprung. If there are targets these traps can affect, they will be affected normally.
- ★ Knots will be untied by the ruby ray; chains, straps, and other restrictive devices will fall loose.
- ★ Entangling devices and situations brought about by spells will be negated and the targets will be freed.
- ★ Locked and barred doors will be opened upon the ruby ray striking them.





- ☆ Wizard locked and held portals will be opened.
- ☆ A 1-foot-wide hole will be opened in a *wall of force* or *force cage*. The force structure is not destroyed by the spell, but the hole can allow escape for those within or for spells to pass through it.
- ☆ Any illusion struck by the ruby ray is dispelled immediately.
- ☆ Any transformed individual, whether turned to stone or polymorphed, is returned to his original state. A system shock roll still is required where normally necessary.
- ☆ The ruby ray reverses the effect of a *magic jar* spell.

The ruby ray cannot pass through solid objects, or affect creatures or items in other dimensions. It cannot pierce an anti-magic shell or prismatic sphere or affect any other magics and situations than those listed here.

SpellTrap

(Abjuration)

Level: 7

Range: Special

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

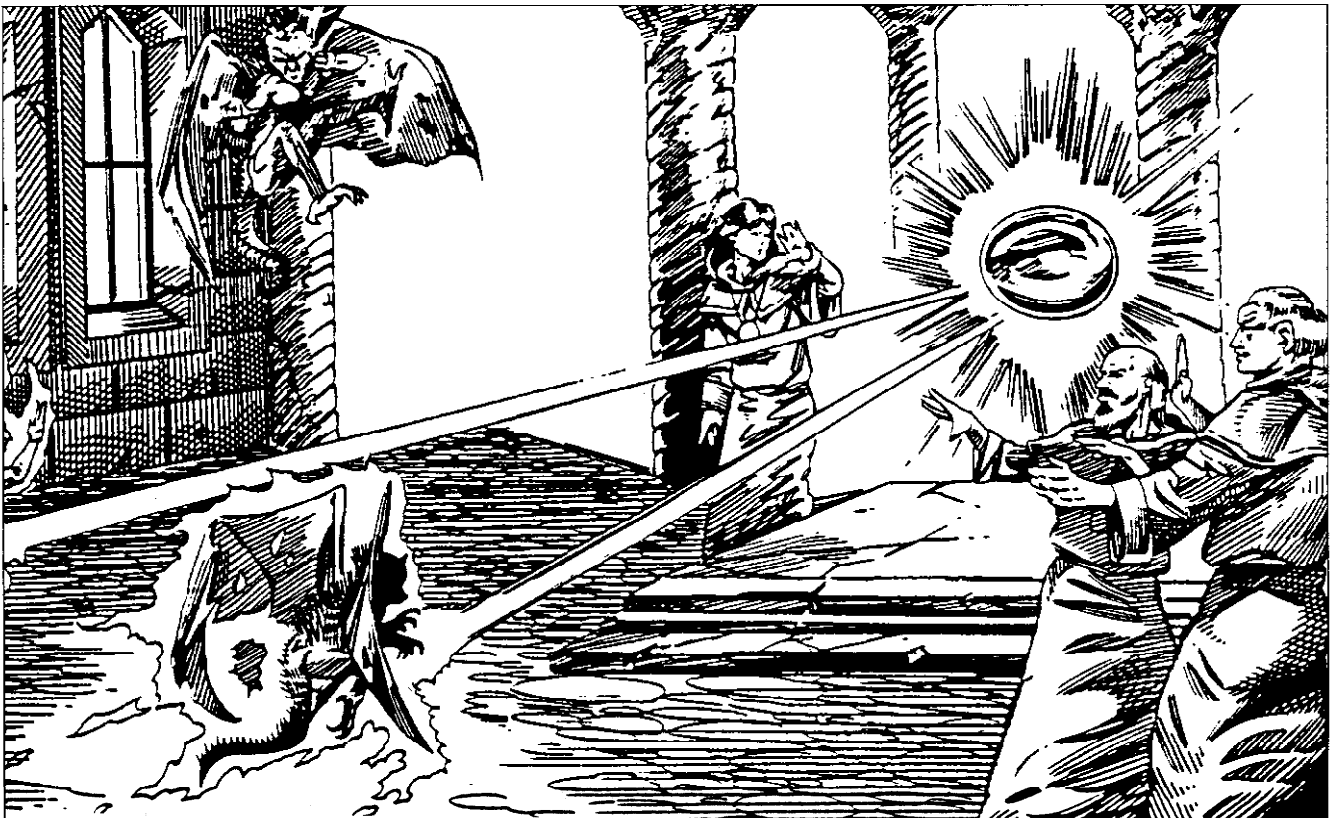
Area of Effect: Special

Saving Throw: None

Casting this spell creates a visible silvery oval that hangs over the head of the caster. This oval can absorb spell attacks cast directly on the wizard and discharge them randomly at a later time, within the duration of the spell.

Any spell cast directly on the spellcaster is automatically sucked into the spelltrap. This includes spells that never miss (such as *magic missiles*) and those requiring the caster's touch, but not area effect spells (such as *fireball*). The mage using the spelltrap does not know what spells have been absorbed by the spelltrap, other than obvious clues (again such as *magic missiles* slicing toward him or an enemy wizard shouting *power word – kill!*). Spell-like abilities are absorbed by the spelltrap, provided that they can be rated against existing wizard or priest spells. If they cannot be rated against a wizard spell of a particular level, then the spell-like effect takes effect on the mage using the spelltrap as if the spelltrap did not exist. If in doubt, such spells can be absorbed, but count as 9th-level spells for purposes of overloading. Spells cast by the wizard on himself are not sucked up by the spelltrap.

The spelltrap can absorb a number of spell levels equal to twice the caster's experience level. A 17th-level wizard can





have 34 spell levels absorbed by his spelltrap, with a 1st-level spell counting as one spell level, a 3rd-level spell counting as three spell levels, etc. If the spelltrap is overloaded, it explodes immediately, inflicting 6d4 points of damage upon everyone within 20 feet and stunning the survivors for two rounds (a saving throw vs. spell does not negate the blast damage, but does negate the stun).

As long as a spell is within the spelltrap, the wizard can fire off a random spell lodged within it by pointing at a target and summoning the magical energy. The caster cannot know which spells are within the spelltrap, or if multiple spells are currently trapped, which spell will be fired.

When a spell is released from the trap, roll randomly among the spells currently trapped to determine which one is released. The spell then takes effect as if cast by its original caster, but against the target selected by the spelltrap's caster. If the spell is inapplicable or the target is beyond the range of the spell, the spell is wasted. The target must be within 10 yards per level of the caster in any event for the spelltrapped spell to fire. Spells that require "touch" to be effective can be fired up to a range of 10 yards per level in this fashion.

The spelltrap can be fired in this fashion once per round. It also can fire if physically attacked (with hand-held weapons) immediately against the attacker. Finally, the spelltrap will fire if a dispel magic is cast upon it. These other firings can take place in addition to the one discharge per round permitted to the caster of the spelltrap, and if attacked from multiple directions, will respond multiple times in the same round. The spelltrap itself is immune to hand-held and missile weapons. It will not respond if hit with missile weapons.

The spelltrap will wink out of existence (without discharging remaining spell energies) at the end of the spell's duration. It also will cease to exist if the mage is feebleminded, slain, or rendered unconscious. The spelltrap remains with the caster if he should use magic to change location or even move to another plane.

This spell, it has been suggested, was created by a wizard who disliked other wizards, since the common tactic for battling it (once it is recognized) is to overload the spelltrap with beneficial spells. The material components of this spell are a diamond fragment worth at least 2,000 gp and a moonstone, both of which are lost in the casting. Transmuters and abjurers cannot use the spelltrap.

Spellstrike

(Alteration)

Level: 9
Range: 10 yards/level
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This extremely powerful spell represents the height of the transmuters' craft—it permits the caster to negate the effect of a spell cast in either the previous round or the round that the *spellstrike* is cast.

The caster of the *spellstrike* does not need to know the type of spell or magic cast the previous round, only some part of its effect. The *spellstrike* can be used only against one particular spell per casting.

Spellstrike does not cause a spell to be reflected, trapped, or sent elsewhere. The spell merely ceases to exist, retroactively, though it is still lost to the original caster. Even spell-like abilities are affected by this spell, though magical items and artifacts are not. Permanency is affected by *spellstrike*, though *contingency*, *wish*, and *limited wish* are not.





Vaerendroon's Ineffable Enchantments

This is a slim volume bound in red-dyed rothe hide, into which have been sewn six vellum sheets, each sheet being edged all around with electrum edge-channels. The hide of the cover is stretched over slabs of slate, and has electrum corner-caps. The tome's title is branded in small, flowing letters in Thorass into the cover, and each letter has been picked out in silver.

Vaerendroon was a sage of magical lore who was known to trade much magic for a particular spell he desired, often approaching the poor apprentices of great mages to get these magics. He has not been seen for some twenty winters, and is presumed to have died or been slain (although Elminster suspects he may have taken up residence on another plane). Once, when in great need of cash, Vaerendroon assembled his manual, a collection of only six spells, and sold it in Baldur's Gate for 90,000 gp. Its purchaser was the mage Haljann, who was murdered by the thief Galmorgh, who in turn was slain by unknown hands in the city of Scornubel.

Galmorgh's belongings were ransacked, and a magical dagger, all his gold, and the manual were taken. Its present whereabouts are unknown.

The manual's six pages bear six spells, one to a page. The first three are standard magic—*disintegrate*, *astral spell*, *anti-magic shell*, and the last three are unique spells, collected in the manual for the first time. They are the spells *dire charm*, *vipergout*, and *The Simbul's synostdweomer*, the latter a spell devised by the famous ruler of Aglarond.

Dire Charm

(Enchantment/Charm)

Level: 3

Range: 120 yards

Components: V, S

Duration: 1d4 rounds +1 round/level

Casting Time: 3

Area of Effect: 1 individual

Saving Throw: Neg.

By means of this spell, the caster ensorcelles one person in such a fashion that the person truly enjoys killing and will immediately go berserk, attacking to kill friend and foe alike for the duration of the spell, unless a saving throw vs. spell is made. The definition of person is the same as for the first level wizard spell, *charm person*, and the same restrictions apply, save that the charmed character has no qualms about slaying others.

The charmed individual will not attack the caster of this

spell unless the caster attacks or harms the charmed individual first. If this happens, the charmed individual will attack only the caster.

If there is no one for the charmed individual to attack, he acts normally. As soon as someone other than the caster comes within sight (within the duration of the spell, of course), the *dire charm* takes hold and the charmed individual rushes to the attack.

The berserk attacks of the charmed individual do not grant any additional powers or abilities. If given a choice between two different ways to attack, the charmed character always chooses the most deadly (he will cast a *fireball* spell before drawing his dagger, for instance). If the charmed character is forced to attack something much more powerful, the DM may permit a second saving throw vs. spell to break the charm.

Vipergout

(Conjuration/Summoning)

Level: 7

Range: 0

Components: V, S, M

Duration: 5 rounds +1 round/level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

By means of this magic, the casting of which involves a piece of snakeskin (or a portion of a dead snake) which is consumed by the magic, the caster instantly teleports snakes to his or her location. These living snakes appear in the caster's mouth, and are vomited forth. They do not choke or otherwise harm the caster, and never attack him. Until the spell expires, they serve the caster, fighting to the death. The snakes are of normal varieties, 2 to 10 feet long, and are 50% likely to be venomous. The first round, 4d6 snakes appear, and for the next 1-3 rounds another 1d6 snakes appear in each round. While the spell is in effect, speech, spellcasting, or pronunciation of magical item activation words on the caster's part is impossible. The caster can breathe and swallow normally, and can freely engage in movement and combat.

Summoned snakes vary in size, coloration, and species, but the DM should roll secretly for the type of snakes that appear, or make up similar types (see table).

While the spell lasts, the caster's control of the snakes cannot be broken by any means except slaying the caster or the snakes—*dispel magic* and charm magic do not end or overcome the caster's control of the reptiles. Controlled snakes attack or not as the caster wills, switch targets if desired, constrict without harming (or biting), use their coils and jaws to gnaw ropes or turn keys, carry wands to the caster or move other small objects about, and engage in other noncombat activities.

However, a vipergout spell does not empower a snake with





special powers, with increased Dexterity or Intelligence, and it cannot force a snake to attack itself.

- 1 Constrictor, AC 6; MV 9; HD 2+2; constrict for 1d4+1.
- 2 Constrictor, AC 7; MV 15; HD 1-1; constrict for 1d4.
- 3 Constrictor, AC 8; MV 12; HD 1+2; constrict for 1d4+1.
- 4 Poisonous, AC 9; MV 15; HD 1-1; bite 1, Type A, B, or C poison.*
- 5 Poisonous, AC 7; MV 9; HD 1+1; bite 1-2, Type A, B, or C poison*
- 6 Poisonous Constrictor, AC 8; MV 9; HD 1+2; bite 1-2, constrict for 1d4+1.*

* Type A: onset 10-30 min., 15/0; Type B: onset 2-12 min., 20/1-3; Type C: onset 2-5 min., 30/2-12; the damage is for a failed/successful saving throw.

The Simbul's Synostodweomer

(Alteration)

Level: 7
Range: 0
Components: V, S
Duration: 1 round
Casting Time: 7
Area of Effect: Creature touched
Saving Throws: None

Created by the Simbul, this spell allows the caster to transform the energy of another spell memorized by the caster into healing magic. The *synostodweomer* is cast, and then another spell of the caster's choosing. The second spell does not take effect, although any material components it requires are consumed or altered in the usual manner for that particular spell, and the spell still vanishes from the caster's mind.

Any being touched by the caster regains 2 hit points for every level of the transformed (second) spell (a 9th-level spell would give an injured being back 18 hit points). This spell does not grant extra hit points, but "excess" points conveyed can have special effects. An excess of 5 points cures any one disease possessed by the injured creature, and an excess of 7 points banishes all effects of poison. If both afflictions are present, the caster must choose which to cure unless there is enough of an excess—12 points—to cure both. A *synostodweomer* does not affect lycanthropy. If the recipient is neither diseased nor poisoned, or there are not at least 5 extra points conveyed, the excess curing is simply lost.

The healing capability endowed by the *synostodweomer* must be used within three rounds, or both it and the second, transferred spell are lost and wasted. Healing can be only granted by direct flesh-to-flesh contact.

Only spells memorized by the caster of the *synostodweomer* can be transformed into healing energy by this spell. It cannot transform spells from scrolls or spell-like magical item functions or abilities.





The Wizards' Workbook

Details of the physical appearance of *The Wizards' Workbook* are unknown, but it is said to be a bound volume with no inscriptions on the covers. Once in the elven city of Myth Drannor there was a school of magic. Its teachers were known as the Seven Wizards, and included the one known only as Mentor. The school's founding and objectives are forgotten, for Myth Drannor has long since fallen to ruins, and the Seven Wizards disappeared even before Myth Drannor's destruction. Many of the mages, whose names are now known throughout the Realms, were tutored at the Wizards' school, and it is common knowledge that Mentor caused the spells of his pupils' devising to be collected in a book, once he had tested and approved their dweomercraft. Accounts of *The Workbook's* contents vary; it is quite possible that more than one such book was collected, although only the existence of this one book is certain.

The sage Flamsterd, of the Moonshae Isles, purchased *The Workbook* from a band of adventurers, and carefully copied its contents. He later sold the secrets of several of *The Workbook's* spells for very great sums of gold, and purchased the entire island that now bears his name. His enjoyment of the isle was short. It is thought that one of his clients guessed what the sage possessed, for one night the sage and his entire Tower, on the leeward side of the island, simply vanished. Others believe the sage came to grief while practicing magic. Still others hold that he left this plane of existence.

No sudden rise in power was noted among those of the Art, however, and it is thought that *The Workbook* may have been lost or destroyed. Installments of Flamsterd's personal diaries, the *Moonshae Chronicles*, were sent regularly from the sage's isle to his friend Elminster, and in one was set down the entire text of *The Wizards' Workbook*. The purchased records of individual spells still exist, of course, scattered throughout the Realms. It is from Elminster's library that we learn the spells below, the present contents of *The Workbook* may well vary slightly. The *dismind* spell is thought by some to be the work of Khelben "Blackstaff" Arunsun, and by others to be the work of Mentor himself. The other spells bear the names of their creators. The suspected contents include *Laeral's dancing dweomer*, *Tasirin's haunted sleep*, *Caligarde's claw*, *Spendelarde's chaser*, *Tulrun's tracer*, *Archveult's skybolt*, and *dismind*.

Laeral's Dancing Dweomer

(Alteration, Illusion/Phantasm)

Level: 3

Range: 20 yards + 10 yards/level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 6

Area of Effect: sphere, 40-foot diameter

Saving Throw: Special

This spell is used to confuse spells and abilities that detect magic by creating a score of false images that flit from one item to another within the area of effect, alternately creating and masking magical auras on the items within.

A *detect magic* spell used within the area of the *dancing dweomer* reveals nothing, as all items in the area flicker with magical radiance. The flickering is not visible to the naked eye; it is detectable only by those characters who are actively detecting magic.

The material component is a pinch of dust tossed into the air.

Tasirin's Haunted Sleep

(Enchantment/Charm)

Level: 3

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.

Tasirin's haunted sleep puts a sleeping creature into a much deeper sleep, such that early awakening from this state can be accomplished only by *limited wish*, *dispel magic*, acute physical pain (wounding), or at the caster's command. The state of deep sleep lasts for one turn per level of the caster.

This spell can be cast successfully only upon a sleeping creature—those unconscious, entranced, drugged, in a coma or similar state of mental injury resulting from concussion, potion, or astral or psionic activity are not affected. The target creature is allowed a saving throw vs. spell, which if successful negates the haunted sleep. The caster is never directly aware of the target's thoughts or mental state, or of the success of the spell.

While in such a deep sleep, the creature is open to the influence of subconscious visions or dreams. The caster can project one specific scene or vision into natural mental activity, and this will come into the victim's consciousness soon after awakening. The vision's clarity, detail, and accuracy depend





upon the caster's concentration, for the scene must be held in mind during the casting.

Such visions can masquerade as memories or divine communications, and can be used to influence decisions, goad the recipient into a certain course of action, trouble the recipient, or, conversely, to calm and rest the recipient at a time of mental anguish or troubles. A spellcaster skilled in the use of this spell can boost morale, joy, or enthusiasm—or crush it.

During "haunted sleep," the recipient is especially susceptible to any one *suggestion* spell, which can be cast by the caster of the *haunted sleep* or another spellcaster. The sleeping creature saves at -3. The suggestion will be "heard" as an inner mental voice, and must be in a language that the recipient understands or it will fail.

Should the creature be protected in slumber (as by a protection from *evil* spell) the *haunted sleep* may have no effect at all, depending on the intentions and motives of the caster—attempts to deceive or manipulate will absolutely fail.

Caligarde's Claw

(Conjuration/Summoning)

Level: 4

Range: 60 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: Creates 1 claw

Saving Throw: Neg.

By means of this spell, the caster calls into being an invisible claw of force, similar in many ways to the numerous *Bigby's hand* spells. This claw can be set in an area to attack everyone within 10 feet, or can be sent against one particular target creature.

If sent against a particular creature, that creature must make a saving throw vs. spell or be clawed immediately by the invisible force for that round and every round thereafter for the duration of the spell. If the saving throw is made, the claw lands 10 feet away in a random direction (as determined by the Grenade-like Missile Scatter Diagram, from the *Dungeon Master Guide*). It is then treated as if it had been cast on that location.

A claw cast on a location will attack the closest creature within 10 feet of its location, attacking with the same THAC0 as the caster. If it strikes any target (friend or foe, or even the caster himself) the claw hits automatically every round thereafter.

The claw inflicts 1-4 points of damage per round. It never misses once it hits, but it can be foiled by any type of magical barrier, including *shield*, *anti-magic shell*, *Bigby's interposing hand*, and so on. Such spells will not negate its attacks, but the attacks will be directed against the spell instead of the target creature. *Dispel magic* will destroy the claw. Physical attacks inflict no damage on the claw. The caster can dispel the claw at will.

Once the claw hits, it remains with the target regardless of the target's actions or movement, even if it moves beyond the spell's original 10-foot radius. The claw does not interfere with movement or attacks, but its continual damage does prevent spellcasting (though not the use of devices or activation words).

The material component of this spell is a dried foot or claw.

Spendelarde's Chaser

(Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell was created originally in order to facilitate mental recovery from brewery research expeditions (in other words, as a hangover cure). However, it was discovered to have a beneficial side effect in regard to protection against injected, ingested, and contact poisons.

Cast upon an individual, it negates the adverse effect of drugs (including alcohol) on the system, restoring the individual to mental coherence and relieving hangovers or other ill effects. Real damage (to body or to mind) is not healed by this spell—it only aids the body in purging the chemicals within it. The chaser will not affect insanity or magically-induced effects.

If the individual was poisoned, the spell allows a second saving throw vs. poison, even if one was not allowed initially.

The spell can be cast as a preventive measure, and if so, its protection lasts for one turn per level of the caster. If the individual is poisoned while under the effect of the chaser, the individual is permitted a +4 modifier to the saving throw vs. poison (or an unadjusted saving throw if one is not normally allowed).

The material component of this spell is a drop of holy water.





Tulrun's Tracer

(Divination, Alteration)

Level: 4
Range: 0
Components: V, S, M
Duration: 4 rounds/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When this spell is cast, the a continuous, luminescent pathway comes into being within 10 feet of the caster. It shows the most recent path of any single creature described verbally by the caster. If the creature hasn't been in the initial 10-foot radius within one day per caster level, the spell fails. If two or more identical creatures are indicated, the caster must focus on one path within a round or the tracer will follow all paths, with a proportionate decrease in spell duration.

The tracer shoots a luminous line at a rate of 60 feet per round along the route taken by the creature. Once beyond the initial 10-foot radius, the tracer only shows the path of the creature where the creature remained in physical contact with the ground, or rode a living mount that remained in contact with the ground. *Pass without trace* and similar spells of 4th level or less do not confuse the tracer, and it will follow the creature's route through physical barriers and across gaps of up to 15 feet. It will not otherwise show aerial travel, but it will trace into and under water.

The *tracer* is intangible—it can be passed through or traveled within without harm. It does not activate magic upon contact nor does it distort magical or physical phenomena passing through it.

The tracer path ends when the target creature is reached, the spell duration expires, or at any place from which the target creature *teleported*, left the plane of the caster, or embarked upon a conveyance such as a cart, ship, or *carpet of flying*. In the case of teleportation or plane shifting, the caster, upon reaching the path's end, receives a clear mental picture of the creature's destination. If the creature took a conveyance, the mental picture is only of that act and not of the eventual destination. When the spell expires, the path slowly fades into nothingness; if it has not reached the target creature, there is no mental picture of the target's destination.

Portions of the revealed path can be destroyed or concealed by *dispel magic*, *continual darkness*, and the like, but the pathway cannot be physically disturbed (a *gust of wind* would not shift it).

The material component is a pinch of phosphorus or a glowing life form such as a fungus or glowworm, over which the caster verbally describes the creature to be traced.

Archveult's Skybolt

(Alteration)

Level: 6
Range: 0
Components: V, S, M
Duration: 2 rounds
Casting Time: 6
Area of Effect: 4-foot diam. bolt, 10 feet/level
Saving Throw: ½

The spellcaster creates a luminescent bolt of energy by hurling a crystal focus at a target creature or location up to 10 feet away per caster level. Beginning 10 feet from the caster, a *skybolt* 4 feet in diameter bursts into existence, flashing outward along the crystal's path.

The bolt ends where the crystal stops. A bolt will not form in water and, if the crystal has struck a barrier, the bolt will stop at the point of impact. If the crystal enters an area of magical protection that would not allow formation of the bolt, the bolt will form instantaneously to that point and dissipate immediately. Otherwise, the bolt remains in existence and dangerous through a second round and then fades away.

Any creature struck directly by the crystal (this requires the caster to make an attack roll), suffers 1d6 points of damage for each Hit Die it possesses, saving vs. spell for half damage (thus, a 5+5 HD monster would take 5d6 points of damage; a 12th-level fighter takes 9d6).

Such a creature might try to catch and return the crystal (at success chances determined by the DM). It still takes the damage and is allowed a saving throw, but its throw determines the future path of the *skybolt*. The potential maximum length of the *skybolt* cannot exceed 10 feet per level of the caster.

Any living creature coming into contact with the bolt but not struck by the crystal will suffer 1d4 points of shock damage per Hit Dice or level it possesses.

A *skybolt* lasts for two rounds. Once formed it cannot be deflected, grounded, or insulated against, save by *anti-magic* effects or magic resistance. Creatures and objects entering the *skybolt* will not affect it.

The material component of the spell is a crystal focus that is at least 1 inch long. This may be a faceted gem, a piece of quartz, or cut glass. It is hurled as the caster completes the incantation of the spell.





Dismind

(Enchantment/Charm) Reversible

Level: 9
 Range: Touch
 Components: V
 Duration: Special
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell separates an individual's mind from its body while cloaking the body in invulnerable armor of magical force. The body does not die, rather it is placed in a state of suspended animation. It cannot be harmed by magic or by physical force, or even moved. The body does not age, breathe, or eat and is not subject to disease, rot, infection, or poison, even if these states existed in it before it was disminded.

The mind itself is cast loose invisibly across the Prime Material Plane, where it drifts serenely, undetectable by any

means. Like the body, the mind cannot be harmed by any known process. It cannot control its movement or what it sees, and its memory is erratic. The DM should feel free to provide one to six small scenes, phrases, or situations for the disminded mind to witness in its flight, as seeds for future adventures. While in its disminded state, the mind cannot think, pray, study or research spells, or even choose to observe any particular person or locale.

Mind and body can be linked together by a *limited* or full *wish* or by the reverse of this spell, *restore mind*. The *restore mind* spell must be cast on the body and the mind is immediately brought back. Mind and body must be on the same plane in order for this spell to function.

The *dismind* spell in its original form is often used by high level wizards in life-or-death situations to preserve themselves for future recovery and restoration.

The reversal, *restore mind*, has a number of other functions as well: it can cure insanity (both magical and otherwise), it can counter the effects of the *feblemind* spell, and it can break all mental or magical controls, including *geas*, *quests*, and charms. The caster must make a saving throw vs. spell in order for the *restore mind* spell to work.

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