



FORGOTTEN REALMS™

Official Game Accessory



The Magister

by Ed Greenwood and Steve Perrin

An Accessory for Characters of All Levels
for use with the FORGOTTEN REALMS™ Game World



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Magical Item Tables

When using random treasure determination to stock a dungeon or other area of adventure in the Forgotten Realms, use the table marked "III. Magic Items" on page 121 of the DMG or page 84 of UNEARTHED ARCANA with the following changes.

III. Magic Items

Dice Results

01-10	Potions (A. or III.A)
11-15	Potions (A. or III.A.2)
16-24	Scrolls (B. or III.B)
25-27	Scrolls (B. or III.B.2)
28-29	Rings (C. or III.C.)
30	Rings (C. or III.C.2.)
31-32	Rods Staves & Wands (D. or III.D.)
33-35	Rods Staves & Wands (D. or III.D.2.)
36-37	Miscellaneous Magic (E.1 or III.E.1.)
38-39	Miscellaneous Magic (E.2 or III.E.2.)
40-41	Miscellaneous Magic (E.2 or III.E.3.)
42-43	Miscellaneous Magic (E.3 or III.E.4.)
44-45	Miscellaneous Magic (E.4 or III.E.5.)
46-47	Miscellaneous Magic (E.4 or III.E.6)
48-50	Miscellaneous Magic (E.5 or III.E.7.)
51-58	Armor & Shields (F. or III.F.)
59-66	Armor & Shields (F. or III.F.2.)
69-72	Swords (G. or III.G.)
73-78	Swords (G. or III.G.2.)
79-85	Miscellaneous Weapons (H. or III.H.)
86-92	Miscellaneous Weapons (H. or III.H.2.)
93-00	Use Forgotten Realms Magic Item Appearance Table

Forgotten Realms Magic Item Appearance Table

Dice

(3d6)* Result

3-14	Use Rare Item Table
15-17	Use Very Rare Item Table
18	Use Unique Item Table

* Add 1 to the roll for every three levels down in the dungeon.

Rare Item Table

01-05	<i>Laeral's Spell Shield</i>
06-09	<i>Cloak of Battle</i>
10-12	<i>Cloak of Comfort</i>
13-18	<i>Cloak of Echoes</i>
19-24	<i>Cloak of Guarding</i>
25-27	<i>Cloak of Reflection</i>
28-30	<i>Cloak of Survival</i>
31-33	<i>Cloak of the Shield</i>
34-35	<i>Girdle of Lions</i>

36-38	<i>Rhun's Horned Cloak</i>
39-41	<i>Tabard of the Mystics</i>
42-43	<i>Censer of Thaumaturgy</i>
44-46	<i>Fire Gyregam</i>
47-48	<i>Flagon of Dragons</i>
49-52	<i>Glowing Globe</i>
53-54	<i>Greenstone Amulet</i>
55-56	<i>Helm of Darkness</i>
57-59	<i>Kybal's Cords</i>
60	<i>Orb of Holiness</i>
61-63	<i>Trumpet of Doom</i>
64-65	<i>Jhessail's Silver Ring</i>
66	<i>Ring of Lore</i>
67-68	<i>Catstaff</i>
69	<i>Staff of Ethereal Action</i>
70-71	<i>Staff of Skulls</i>
72-74	<i>Wand of Armory</i>
75	<i>Wand of Banishment</i>
76-77	<i>Wand of Darkness</i>
78-79	<i>Wand of Eyes</i>
80-82	<i>Wand of Hammerblows</i>
83-84	<i>Wand of Magical Mirrors</i>
85-86	<i>Wand of Warding</i>
87-88	<i>Wand of Whips</i>
89-90	<i>Whisper's Rod of Transportation</i>
91-93	<i>Arbane's Sword of Agility</i>
94-96	<i>The "Singing Sword"</i>
97-00	<i>Darts of Branding</i>

Very Rare Item Table

01-04	<i>Laeral's Storm Armor</i>
05-09	<i>Cloak of Delight</i>
10-13	<i>Cloak of Fangs</i>
14-18	<i>Cloak of Many Colors</i>
19-23	<i>Cloak of Stars</i>
24-29	<i>Cloak of Symbiotic Protection</i>
30-35	<i>The Wonderful Hand</i>
36-40	<i>Bowl of Blood</i>
41-46	<i>Goblet of Glory</i>
47-48	<i>Other Harp of Myth Drannor</i>
49	<i>Azlaer's Harp</i>
50	<i>Dove's Harp</i>
51	<i>Esheen's Harp</i>
52	<i>Janthra's Harp</i>
53	<i>Methild's Harp</i>
54	<i>Nithanalar's Harp</i>
55	<i>Rhingalade's Harp</i>
56	<i>Valarde's Harp</i>
57	<i>Zunzalar's Harp</i>
58-62	<i>Mists of Rapture</i>
63-68	<i>Nidus' Wand of Endless Repetition</i>
69-73	<i>Wand of Displacement</i>
74-78	<i>Wand of Knock</i>
79-83	<i>Wand of Obliteration</i>
84-88	<i>Wand of Ochalor's Eye</i>
89-93	<i>Wand of Teeth</i>
94-98	<i>Syrar's Silver Sword</i>
99-00	Use Unique Item Table

Unique Item Table

If one of these items is found, and then appears again on a roll, re-roll on the Very Rare Item Table.

01-05	<i>Adjatha, the Drinker</i>
06-10	<i>Albruin</i>
11-14	<i>Demonbane</i>
15-19	<i>Dzance's Guardian</i>
20-24	<i>Grimjaw</i>
25-29	<i>Hawks tone's Bulwark</i>
30-33	<i>Ibratha, "Mistress of Battles"</i>
34-38	<i>Mierest's Starlit Sphere</i>
39-43	<i>Namarra, "The Sword that Never Sleeps"</i>
44-48	<i>Reptar's Wall</i>
49-53	<i>Shazzellim</i>
54-58	<i>Shoon's Buckler</i>
59-63	<i>Susk "The Silent Sword"</i>
64-68	<i>Taragarth, "The Bloodbrand"</i>
69-73	<i>Thurbrand's Protector</i>
74	<i>Aubayreer's Workbook (FR-86)</i>
75	<i>Bowgentle's Book (FR-71)</i>
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77	<i>The Book of Num "The Mad" (FR-74)</i>
78	<i>The Book of Bats</i>
79	<i>Book of Thorns</i>
80	<i>Caddelyn's Workbook</i>
81	<i>Detho's Libram</i>
82	<i>Glanvyl's Workbook (FR-80)</i>
83	<i>Jaluster's Orizon</i>
84	<i>The Libram of Lathintel</i>
85	<i>Nchaser's Eiyromancia (FR-62)</i>
86	<i>Orjalun's Arbatel (FR-87)</i>
87	<i>The Red Book of War (FR-81)</i>
88	<i>Selvar's Ineffable Conjurations, Magicks, and Phantasms</i>
89	<i>The Spellbook of Daimos (FR-72)</i>
90	<i>Sabirine's Specular (FR-77)</i>
91	<i>Shandaril's Workbook</i>
92	<i>The Alcaister (FR-83)</i>
93	<i>The Chambeeleon (FR-64)</i>
94	<i>The Tome of Rathdaen</i>
95	<i>The Tome of the Covenant (FR-91)</i>
96	<i>The Tome of the Unicorn (FR-41)</i>
97	<i>The Shadoutome</i>
98	<i>The Workbook (FR-68)</i>
99	<i>Unique Mageries</i>
00	<i>Vaerendroon's Ineffable Enchantments</i>

(FR-##) Page reference in FORGOTTEN REALMS™ Boxed set, **DM's Sourcebook**. Page number in parentheses.



OFFICIAL GAME ADVENTURE

The Magister

A Sourcebook For The Forgotten Realms

By Ed Greenwood with Steve Perrin

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Foreword

by Ed Greenwood

Well met, and welcome! In your hands you hold one of the keys to the great color and splendor of life in the FORGOTTEN REALMS™ campaign setting—the magic that shapes and aids (and, all too often, rules) the lives of all who inhabit Abeir-Toril. Magic alone should not govern the course of events in any fantasy role-playing campaign, but it always seems to wind up as a dominant force, and one that adds much of the richest flavor to play. Certainly it has done so over the years in the original Realms campaign, even with its player characters of comparatively lowly levels. So, here is a good chunk of the magic of the Realms.

We haven't the space for it all, of course—all that Elminster has seen fit to reveal so far, that is; I *know* there is far more yet to come, and if I can worm more details out of him in our future encounters, rest assured that I will! Much of the magic in these pages is known in the Dragonreach lands, on the Sword Coast, and in the lands between—there's much more as yet unrevealed of the local magics of, for example, Thay and the Utter East, of the High Elven Magics (or so Elminster has called them) of Evermeet, that may well see print soon, or may lie hidden for many years to come yet; only Elminster knows. The caprices of Elminster are responsible for many of the gaps in magical lore and knowledge presented herein and elsewhere, thus far; we could never, of course, *make up* information to fill in the gaps he has absently (or deliberately; one can never be too

sure) left! (Could we?)

Longtime followers of Realmslore will recognize some of the lore herein from the pages of DRAGON® Magazine, but we could not include it all.

Oh, yes; why is this called *The Magister*? “The Magister” is the title borne always by a single worker of the magic arts, chosen by the goddess Mystra as Her personal champion. Elminster has vividly told me the details of the choosing of the latest Magister, one Noume'a, in the year 1354; her present whereabouts and powers remain mysterious.

The following quotation from *Of The Wonders of Magery* by the sage Albaerum of Neverwinter describes both the role of the Magister, and of this book that bears the same name:

Of old, the mouths of Mystra made known to all who have Power, this: that by the blessing of the goddess, one mage shall be the Lady's champion, and master of magery. This one, called the Magister, does not rule, but rather wanders the Realms doing as desired, for good or ill; and in time is cast down by other mages, and the mouths of Mystra shall name a new Magister. Thus the Art shall live and grow, in strife and mystery, and never know the stifling yoke of law nor of authority. And the Art shall grow stronger, for magery ambition grows with skill-in-art, and those waxing stronger will seek out incumbent weakness; from strife-of-art shall come greater strength. In the proper choosing of an enemy, each Magister brings glory, and greater strength, to the office. And in the seeking of that office, each magic brings glory, and greater strength, to the Art.

Introduction

by Ed Greenwood

Elminster and I have been rather busy lately; getting all the details of the Realms I've needed out of the Old Sage has taken all the time (and food, and drink) I could spare. . .time formerly used for luxuries as writing “Pages From The Mages” articles, sleeping, and so on. Time, I must add, that finally ran out on us.

With realms of scrawled Realmslore stacked untidily around the study, and six times as much or more still inside Elminster's head, there came the fateful day when Jeff Grubb told us that both space and time had run out, and all the rest of it was just going to have to wait for days and other projects to come.

I put down the phone and considered how to get the rest of the family to talk to me again after playing the Invisible Scribe around the house for months.

Elminster sucked on his pipe behind me and regarded me from beneath bushy brows. “Talked them out, did we? Good, then—we can get back to the noble converse of magecraft, which ye've sadly neglected these past days, mind ye, and try some more of thy *pinak kholawda*, or whatever it be called, the sweet milk.” He chuckled, and settled himself in the most comfortable armchair. “I have a feeling dweomercraft in the Realms is going to be soon seeing greater traffic, and some of them are going to need something to do, if they are not to be a greater trouble than nuisance to us all. Wherefore details of some of the lost and sought-after spellbooks of the Realms may prove most useful.” He leaned back and drew hard on his pipe, the smoke already beginning to curl about his head in the shapes of little dancing horses and tattered banners. “So ye need not try to conceal thy voice-catching machine, this time.” And he winked, and grinned, and I went to make him a *pina colada* as he began to speak.



How To Use This Book

by Steve Perrin

DM Usage

This is a book of primary usefulness to the FORGOTTEN REALMS™ campaign DM. Herein you will find magic books full of new and useful spells for mystifying, educating and terrorizing players, and many new magical objects to spice up the occasional treasure trove. Of course, DMs from other campaigns can make use of these materials, too. Just file off the Forgotten Realms serial numbers, adapt the connected lore to your own campaign, and your campaign is that much richer for new magic and strange treasures.

For now, you, as DM, should read the book over once or twice and make careful note of the lore (if any) connected to each item. The spells are all new, and you should decide whether you want any of them to join the general spell list available to magic-users in your campaign, or keep them all hidden away until one of the books is found. You might also want to change some of the spells around, either altering the spells themselves, or changing the location, so that some other book contains the spell.

Some of the magical items contained herein are new, and some have been seen before in DRAGON® magazine. Some of them are unique, and should be placed carefully in treasures or the hands of certain NPCs. Others, such as most of the clothing, some of the swords, and some of the miscellaneous magical items, are common enough (considering the commonness of most magical items) to be added to the magical item lists you may use for random placement of treasure either in dungeons or for wandering bands of bandits or adventurers. Some items, such as the *wands of darkness*, should be immediately added to the arsenals of prominent evil bands throughout the campaign.

Again, check the lore of these items for clues as to where in the campaign they might appear. Some of the items are too common to have any lore.

Keeping The Mystery

Inevitably, some players are going to have copies of this book. In fact, we encourage some players—those with characters who are legitimately interested in lore—to obtain the book to add to their lore of the Realms and take some of the load off the back of the DM. However, this leads to the problem of players who know too much, a situation which takes much of the wonder and mystery out of role playing.

The responsibility for reintroducing this mystery and wonder gets dumped right back on the DM. Flatly denying the players access to this book is rarely possible. Every play group has the player who absolutely has to know everything ahead of time, and there is frequently no way to keep him or her from buying every module that comes out.

The solution is simple in concept, but time-consuming in practice. Change everything. Change the sword descriptions so that Taragarth looks like Demonbane and Demonbane looks like Shazzelim. Exchange the appearance of *Shandaril's Workbook* with *Jaluster's Orizon*. Make Shandaril a sweet pillar of law and goodness, and Lathintel the evil stealer of men and magics. Of course, you shouldn't tell the players you are changing everything, or anything. Or should you?

Perhaps all you need to do is announce that you are changing *some* things, and every buyer of the book will walk warily no matter how many times they have read the book. You should probably change a couple of things that the players find early on, just to make them wary of their information.

Remember that anything you read here is what Elminster knows about it. Elminster is an amazingly well-informed sage, or so he seems. But what do we really know about him? He may have made everything up about these items, or based great speculation on snippets of information, or even been deliberately fed false information. The possibilities for false information are endless; use them.

Player Usage

The usefulness of this book is not limited just to DMs. Unlike other DM-oriented books, this one is also of use to the player whose character—perhaps a magic-user or bard, or studious cleric—might have some knowledge of the Realms beyond the quality of the ale in every tavern in a two-mile radius. *The Magister* provides a good substitute for the character's own knowledge of the lore of the Realms.

If you are the player of such a character, you should not, of course, study every word of this book. Instead, read it over once or twice and put the book away. Don't take it to gaming sessions. Rely on your memory of what you read, just as your character must. The bits and flashes of memory that come to the surface of your mind as you study the crescentiform spell book you just wrested from the bandit chief will make the session just that much more of an intense role-playing experience. It is truly said that a little knowledge is a dangerous thing, but what little knowledge you have might be the difference between possessing a book of incredible usefulness or having a dread tome guardian begin to burn you up from the inside out.

If you do find yourself with one of the magic books or items described in this book, first ask the DM if it is all right to look up the item in your copy of this book. If he tells you not to—don't.

Of course, if he tells you it is all right, there could be one of two reasons. The first reason is that the item is very straightforward, and you won't learn anything you shouldn't already know if you read the description.

The second reason is that he has taken the DM's privilege of altering the item considerably, and what you get from the book (your "lore" on the subject) is wrong.

Happy reading.



The Book of Bats

Appearance

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.

History and Description

This fell tome is of unknown origin. It contains spells created by (or at least attributed to) the long-ago mages Belytyn and Shaeroon, but 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 Malhardu 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 clerical prayer *censure* (described below), and the magic-user spells *feign death*, *protection from good 10' radius*, *slow*, *Belytyn's burning blood* (a unique spell, described below), *dimension door*; *fear*, *polymorph other*, *wall of fire*, *animate dead*, *cloudkill*, *cone of cold*, *feeblemind*, *hold vapor* (a unique spell, described below), *telekinesis*, *wall of iron*, *anti-magic shell*, *death spell*, *geas*, *invisible stalker*; *project image*, and

Shaeroon's scimitar (a unique spell, described below).

Censure

(Conjuration/Summoning)

Level: 4 Components: V,S,M

Range: Touch

Casting Time: 4 segments

Duration: 66 turns/level

Saving Throw: Neg.

Area of Effect: One Creature

Explanation/Description: To enact this spell, the cleric must touch a target creature with his or her holy symbol (the material component of the spell, which is not consumed in the casting). If a successful hit roll indicates that the cleric has done so, the cleric then by word and gesture "casts out" the target of the spell. That target creature is allowed a save vs. spell, and if this fails, the creature is marked by the spell. The mark is visible only to the casting cleric and others of the same faith. Other clerics of the same alignment who worship other deities instinctively react with fear, hatred, and aversion to a *censured* creature, and do not trust nor willingly aid it.

Those faithful to the same deity able to see the mark will refuse to aid or even approach the creature, and will ignore it if it attempts to deal with them, or drive it away if it tries to enter a building, home, or even a territory controlled by one who can see the mark. The mark is invisible to the one bearing it, who may not even know of its existence if it was bestowed in a battle or while the victim was asleep or unconscious, and shines clearly through clothing or disguises.

Worshippers can thus readily spy upon and follow those marked as enemies, even in crowds or busy city streets. It will be revealed to others by a *detect magic*, and can readily be removed by a *dispel magic*. Clerics are warned that misuse of such a spell will bring about divine disfavor.

Belytyn's Burning Blood

(Necromantic)

Level: 4 Components: V,S,M

Range: 1"/level Saving Throw: Neg.

Casting Time: 4 segments

Duration: 3 rounds

Area of Effect: One creature

Explanation/Description: By means of this spell, a magic-user can cause any creature who is presently bearing open, bleeding wounds (i.e. one who has been damaged by edged weapons recently and those wounds have not yet been dressed or healed) to suffer 3-12 hit points worth of additional damage per round, by causing a subtle, temporary change in the victim's blood which causes it to be corrosive to adjacent tissue.

Obviously, the creature must have blood to be affected (elementals, undead, and many non-Prime Material Plane creatures are immune—as are all creatures immune or even resistant to corrosive or fiery damage), and the material components of the spell are the presence of exposed blood in the victim and a pinch of saltpeter. The spell causes no damage if the target's saving throws (versus spell, and all at -3) are successful; for each of the 3 rounds of the spell (during which the caster need not continue concentration, but may turn to casting other spells or undertaking other activities) the target must save. In any round in which the target saves, no damage is inflicted by the spell but such a result has no influence on the saving throws of any remaining rounds; a successful saving throw never means the spell is unable to ever affect the target. No hit roll is required for this spell, and the target need not even be visible to the caster, but the target must be within range of and known to the caster, and cannot be astral or ethereal, to be affected. The caster must visualize the target (or the target's location) during casting.

Targets who have altered their shape or entered other objects (such as a tree, or stone) are still vulnerable to this spell.



Creatures who have powers of regeneration may only be vulnerable to this spell for a single round, or two rounds.

Hold Vapor

(Conjuration/Summoning)

Level: 5 Components: V,S,M

Range: 1"/level

Casting Time: 5 segments

Duration: Special

Saving Throw: Special

Area of Effect: 2" radius globe +1" radius/level

Explanation/Description: This spell allows a magic-user to halt or prevent the movement of any visible cloud(s) or vapor in a given area distinct from the air around, such as a breath weapon, *pyrotechnics*, *fog cloud*, *cloudkill*, or *incendiary cloud*. Such enforced immobility may be continued for as long as the caster continues to chant and concentrate on holding the vapor. If such a *hold* is ever lost (through the caster being silenced for an entire round—the chant can be interrupted for short periods—or rendered unconscious, or ceasing concentration to cast another spell) it can never be regained except by use of another spell: the *hold* is broken and the magic expires. The *hold* prevents the gas cloud(s) from altering shape, breaking up, or moving about in any way. Oxygen (i.e. the “air”) may pass freely through and about such vapor, dissipating it if its formative magic expires, and allowing, for example, a flammable vapor to burn or explode if it is *held* by a *hold vapor* and attacked with fire.

The *hold* is absolute, even in the face of natural gales or magical *gusts of wind* (unless these affect the chanting magic-user, not the vapor, enough to break the *hold*, as described above). If

the gaseous form is that of an intelligent creature who is normally in control of personal movement, such as a *wind walking cleric* or a vampire in gaseous form, the affected creature receives saving throws as follows: the *hold* is absolute in the first round of its existence, a saving throw versus spell at -6 is allowed on the second round, at -5 on the third, at -4 on the fourth, and so on, up to a maximum of +6 on the 14th round and any rounds thereafter. If such a saving throw is successful, the spell ends instantly, and the creature is free to move. Until the spell is so broken, a gaseous-form creature cannot move, nor can it change to a non-gaseous form even if it normally has the ability to do so. Note that spectral, ethereal, and insubstantial forms (such as those of many undead) that are not gaseous cannot be affected by this spell. This spell cannot be used to push or direct a vapor, or control it in any way, but only to halt and hold it.

The material component of this spell is a balloon or bladder into which the caster blows.

Shaeroon's Scimitar

(Evocation)

Level: 6 Components: V,S,M

Range: 2"

Casting Time: 6 segments

Duration: Special

Saving Throw: Neg.

Area of Effect: Special

Explanation/Description: By means of this spell, a magic-user brings into being a shimmering, scimitar-shaped blade of force. This *scimitar* appears in the air directly above a target creature, hanging point downwards some two feet above the head (or uppermost point) of the target creature. Invisible to

all but the caster and those employing *detect magic*, the *scimitar* has no physical existence, and cannot be attacked, magically *repulsed* or *dispelled*, or left behind by *teleportation* or travel to other planes. It will fall (upon the target creature *only*, regardless of physical or magical barriers) upon the fulfillment of a single condition set verbally during casting of the *scimitar*, doing one point of damage per level of the caster of the *scimitar*. The unwitting target creature is allowed a saving throw at this time (versus spell) and if successful, the *scimitar* dissipates harmlessly into nothingness, and the spell is wasted. Otherwise, it plummets downwards in 1 segment, vanishing upon contact with the target's body, dealing its damage in a convulsion of wracking pain that momentarily affects movement, speech, spellcasting, and even posture—victims of a *scimitar* often fall, writhing, to the ground. Typical conditions include the target creature uttering a certain name or word, or commencing spellcasting, or drawing a weapon, or going to sleep. The condition cannot be tied to a specific time or location (i.e. it can be “entering a room”, but cannot be “entering a particular room only”), and in some cases many years have passed between the casting of a *scimitar* and its striking. A *limited wish*, *wish*, *alter reality*, or similar very powerful magic can destroy the *scimitar*—unless, of course, the casting of such a magic is the condition which will cause the *scimitar* to fall. The material component of this spell is a miniature *scimitar* carved of rock crystal, clear diamond, or clear sapphire (of a value of not less than 300 gp; miniatures of the latter two substances may cost ten times that).



Book of Thorns

Appearance

Two plain oak boards, two handwidths wide by three tall, bound with thornroot vine to four parchment sheets, on which are set down four druidic prayers (spells), one to a page.

History and Description

This plain tome was given to the reclusive Aubaerus “the Ravenmaster”, a druid of the Dalelands, by the Battle-dale Seven, a now-vanished circle of druids. They in turn had it from an earlier circle of druids, the Ring of Wyvernwater. Its maker is unknown, but said by some to be the Hierophant Druid Khamlautas Irifar of Cormyr.

The book’s spells are *call lightning*, *greenwood* (a rarely-seen druidic spell, detailed hereafter), *control vapor* (a rarely-seen druidic spell, described hereafter), and *wall of thorns*.

Greenwood (Alteration)

Level: 3 Components: V,S,M

Range: 1"/level

Casting Time: 3 segments

Duration: 1 turn/level

Saving Throw: None

Area of Effect: Nine cubic feet, plus 1 cubic foot per level

Explanation/Description: By means of this spell, a druid can temporarily make dead and withered trees appear living, green and healthy. Dead or bare (e.g. in winter) trees, shrubs, or vines can be made to cloak themselves in leaves (enough to afford concealment, but not enough to use for an *entangle* spell). Dry firewood can be made damp enough that it won’t light—or, if already alight, the flames will die down to a thick, choking smoke (in a cloud equal in effects to that produced by the druidic *pyrotechnics* spell). Dry, seasoned wood (such as a ship’s mast) can be made to bend and snap under a strain like green wood; rotten wood (such as an old bridge or ruin) will usually collapse or become unsafe to carry any future load.

Damage to plants suffered by such a condition is permanent, but the wood

will otherwise revert to its former state at the expiration of the spell.

Control Vapor

(Alteration-Conjuration/Summoning)

Level: 5 Components: V,S,M

Range: 4"

Casting Time: 6 segments

Duration: 1 round/level

Saving Throw: None

Area of Effect: 1"/level radius hemisphere

Explanation/Description: By means of this spell, a druid is able to alter the movement rate and direction of natural or magical smokes and vapors, including *incendiary clouds*, *smoke ghosts*, breath weapons, and creatures in gaseous form. Within the area of effect, wind effects are negated, even if of magical origin, and the druid is able to hold the vapor stationary or move it up to 1"/level per round in any desired direction. If the vapor passes out of the stationary area of effect of the spell, control is lost.

Unlike the fifth level magic-user spell *hold vapor*, creatures in gaseous form (such as vampires) and those *wind walking* receive no saving throw against the spell. Vapors cannot alter their form or split it unless the druid wills, although creatures normally able to alter their gaseous form into another form can do so despite the druid’s wishes, although this process takes twice as long as it ordinarily does. Clouds of insects and similar insubstantial or amorphous-form but non-gaseous creatures or groups of creatures are not affected by this spell.

Phezult’s Sleep of Ages

(Alteration) Reversible

Level: 9 Components: V,S,M

Range: 1" per level of caster

Casting Time: 3 rounds

Duration: Permanent

Saving Throw: Neg.

Area of Effect: All living creatures in range

Explanation/Description: By means of this spell, a *stasis field* is created about

the spell focus, radiating outwards in an expanding sphere through solid rock and other physical or magical barriers (only an *anti-magic shell*; *prismatic sphere*, or a closed cube- or spherically-shaped *wall of force* will stop its effects), 2" per round, until it reaches a maximum spherical volume of 1" radius per level of the caster. All living creatures within this field except the caster and any beings protected as noted above must save vs. spell or be placed in suspended animation, whether they wish to or not. Creatures of level or hit dice equal to, greater than, or up to three levels or dice less than the spellcaster save “at par”; creatures of 4 to seven dice or levels less than the caster save at -1, and creatures of even lesser levels save at an additional -1 penalty per level less than seven below the caster’s. The body functions of affected creatures virtually cease, but they do not die as a direct result of this state—nor will they grow older as the years pass. If a creature in stasis is slain by another means (physical attack, crushing or burial or drowning due to physical changes around the body, and the like), stasis ends instantly and the body will decay normally, for the affected victim only.

The caster requires 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 which are placed at least six 500-gp value gems, of any sort. This is the “spell focus” referred to above. When the spellcasting is complete, four of these 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 1 year of stasis being yielded per 10 gp of gem value). Removal of *any* gemstone from the circle, except by its consumption by the *field*, or the breaking of the ring itself, instantly ends the stasis effect, as will using up all of the gems, but any number of gems that will fit can be added to



Caddelyn's Workbook

the inside of the ring at any time to "refuel" the spell, extending its period of efficacy.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (cf. *temporal stasis* in the PLAYERS HANDBOOK) or the reverse of this spell, *Phezult's awakening* (which requires neither gems nor blood in its casting, but merely seven drops of pure or holy water) upon the spell focus rather than upon individual creatures. 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 as it does so. No further gemstone material is lost.

Creatures entering the *field* after it has reached its full extent, even decades or centuries after the spell was cast must save vs. spell to avoid falling into stasis. The penalties for their level or hit dice described above apply, but so does a +3 bonus to the save for any creature arriving in the field after it has stabilized at full extent. Such a save must be made each time a creature enters the stasis field, even if it has entered and been unaffected before; but each creature need 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 2-8 rounds after such removal, with no ill effects; the casting of a *dispel magic* will awaken such beings instantly if cast upon them when they are outside a field, but physical means 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. Creatures in stasis who are mentally contacted by magic or psionics while within the *field* do not respond, and the being contacting them is placed in stasis (temporary, awakening after 2-8 rounds as described above) each time such contact is attempted.

Appearance

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

History and Description

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 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 ward*; the magical item is the *magemask*. The properties of the finished item are given below: Dabron's band lacked the time to copy out the entire process.

Caddelyn's Catastrophe (Enchantment/Charm)

Level: 5 Components: V,S,M
Range: 1"/level
Casting Time: 5 segments
Area of Effect: 1-4 creatures
Saving Throw: ½

Explanation/Description: This improved version 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, all save at -2; and if only

one is attacked, the save is at -3. Creatures who make their save are *slowed* (cf. *slow* spell, PLAYERS HANDBOOK) 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 (the spell takes effect instantly!), and any physical attack will be at -2 to hit. If it was a weapon attack, the weapon is dropped and the attack becomes a bare fists attack. Dropped items may well suffer damage (saving throws to avoid). Target creatures must be within range, but need not be together; they may be on opposite sides of the caster. Affected creatures who move out of the spell range are freed of the spell, but they will suffer its effects again (no saving throw) if they re-enter spell range before the spell expires. (Magic may be cast normally from outside the spell range into it.)

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

Spell Ward (Abjuration)

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

Explanation/Description: By means of this spell, which utilizes as its material component a drop of the caster's blood and a powdered diamond (of not less than 6,000 gp initial value), the caster confers immunity on him or herself or a single other creature touched by the caster during casting to a single spell.

The particular spell must be chosen at the time of casting, and the protection does not extend to different spells which have similar effects, although it does extend to lesser versions of the same thing (protection against *delayed blast fireball* does extend to *fireballs*,



Detho's Libram

for instance, but not *Melf's minute meteors* — and not a *fireball* effect created by a *limited wish* or *wish* spell, or an illusionist's *shadow magic* fireball), and slightly different versions of the chosen spell as cast by other character classes. Immunity is total; i.e. even where no saving throws are normally allowed, the protected being will simply be totally unaffected by the spell, as will clothing and objects held or carried on his or her immediate person. The spell can be an area-effect spell, but the individual's protection cannot be extended to others, even if the protected being embraces or shields them.

The protection lasts for 1 turn per level of the caster regardless of how many times it is tested. A maximum of two *spell wards* can be in place on any one person at any time.

Magemask

The experience-point and gold piece value of this item is unknown; examples are so rare and little-known. A *magemask* is a half-mask 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 or not yet activated, the mask-wearer will see only the outlines of the areas covered by such. The mask's lenses also confer ultravision upon the wearer, enable anyone who wears them to *read magic* (although a non-spellcaster will not understand anything more than the general nature and intent of a spell), and allows clear and easy reading (of spellbooks, scrolls, maps, inscriptions, and non-magical writing) in near darkness. Such a mask cannot be used in conjunction with other magical lenses or spectacles.

Appearance

A thin, red volume consisting of dyed rothe-hide stretched over wooden boards and bound with brass hoops, enclosing twenty-two parchment pages. It bears no title or mark on the exterior.

History and Description

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 Peregarr "the Invisible" to aid him in his expedition into the North. Peregarr 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 Peregarr'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 twenty-two spells, one per page, as listed below. All spells are in standard (PLAYERS HANDBOOK) form unless otherwise noted.

The book's spells are: *burning hands*, *catapult* (a unique spell, detailed below), *dancing lights*, *detect magic*, *Detho's delirium* (a unique spell, detailed below), *enlarge*, *erase*, *feather fall*, *hold portal*, *jump*, *light*, *mending*, *push*, *read magic*, *spider climb*, *unseen servant*, *continual light*, *decastave* (a unique spell, detailed hereafter), *detect invisibility*, *ESP*, *flying fist* (a unique spell, detailed below), *knock*.

CaTApUlT (Alteration)

Level: 1 Components: V,S,M
Range: 14" Casting Time: 1 segment
Duration: 1 round
Saving Throw: None
Area of Effect: One object
Explanation/Description: By means of

this magic, the caster causes any single, small (i.e. of less than 30 gp weight) object touched to immediately flash in a straight line along the caster's pointing finger to its maximum range (when it reaches that maximum, the object will fall harmlessly straight down to the ground). Although this spell is sometimes used to move harmful objects away or transfer keys, coins, and the like to other beings, it is most often employed as an offensive weapon. If any being is struck by the flying object, it does whatever its normal damage would be (i.e. normal sling stone, bullet, dart, or dagger damage, or 1-2 for small stones, and 1-3 for larger stones) plus 1 point due to its velocity. It strikes as a +3 magic missile weapon, considering the base hit chance as equal to the spellcaster's when striking directly. This spell can only so affect one object. If the object (the spell's material component) touched is heavier than the spell's limitations, it quivers, but does not fly, and the spell is lost.

Detho's Delirium (Necromantic)

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

Explanation/Description: The caster of this spell touches a being who is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touched creature receives a saving throw against spells at -2; if the save is failed, the creature will begin to speak. (A creature feigning drunkenness or unconsciousness will never be affected by the spell.) The affected being speaks at random, in all languages known to it, and on random topics, rambling. It cannot hear questions and cannot be forced by mental or magical control to give specific answers—any attempt to use such control is 96% likely to awaken the creature. While the creature speaks, there



is a 22% chance per round (not cumulative) that it will reveal names, truenames, passwords, words of activation, codes, directions, and other useful information. Note that the speaker will rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumors, jokes and fairy tales may be mumbled by a speaking creature, not merely factual information.

The spell will be broken before its expiry if the affected creature is awakened.

Decastave (Evocation)

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

Explanation/Description: By means of a piece of wood and the gestures and phrases of casting, a magic-user can create a temporary "ten-foot pole" of force with this spell. The material component is instantly consumed, and from the caster's forefinger a two-inch-radius, ten-foot-long, faintly glowing beam of force springs into being. It moves as the finger is pointed, and lasts as long as the caster wills (or until the spell expires, whichever occurs first), or until the spellcaster casts another spell.

The pole cannot be cut—any metal which passes through it will cause it to harmlessly wink out of existence—or bent, but will support any weight. It also cannot be shortened; if it strikes an obstacle, the caster must move it, or the obstacle, or will it out of existence, to proceed. It cannot be removed from the end of the caster's finger, although the caster (and other creatures) can grasp it. The staff can be used as a weapon, for 1-6 damage, by sweeping it from side to side, or jabbing it forwards, by movements of the caster's guiding finger. Normal hit rolls apply; it is considered a magical weapon with no pluses. Note that no shock or blow felt by the magical staff is felt by the finger.

A creature grasping the staff must exert a total of 18 strength to hamper its movements. Once only if the caster wishes, a *decastave* can be used to rob a target of 1-4 hit points and transfer them to the wielder of the staff. The target must be touched by the end of the staff (hit roll required) and the caster must will the staff to drain energy. It will vanish in a pulse of force, draining 1-4 hp (no saving throw) and transferring them instantly to the caster. If the caster is uninjured, excess hp are lost after 1 turn. Any damage incurred by the caster during that time is first taken from these phantom hit points; if the caster is at less than full hp at the end of the turn and phantom hit points remain, all remaining points are absorbed at that time as healing, any excess being lost.

The excess hit points can never be transferred to any other creature. Such phantom hit points do not confer any higher-level or hit-dice saving throw bonuses on the caster.

Flying Fist (Evocation)

Level: 2 Components: V,S
Range: 1" distant per level
Casting Time: 2 segments
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

Explanation/Description: Invented by the mage Alcimer (and once known as "Alcimer's Flying Fist," ere he died and his apprentices all made use of it), this spell enables the caster to create a "fist" of force. Forming at the end of the round in which the spell is cast, the hand is invisible to all but the caster.

It can move 12" per round, but cannot pass beyond 1" distant from the caster per level of the caster. The fist can hover in mid-air, swoop, swerve, and dart through openings as the caster directs, but it will disappear if the caster casts another spell or is rendered unconscious. Physical combat, speech, climbing, movement, and other activities on the caster's part will not destroy the fist.

Although the fist can exist for one round per level of the caster, it can perform only three things. It can grab falling, floating, or levitating objects of hand-size or less, any 10gp weight or less and carry them about for up to 2 rounds ere it drops them. Such objects (keys, *ioun stones*, etc.) may be in the possession of another creature, but the fist does not have the strength to tear weapons free of fastenings, material components or scrolls out of a being's grasp, etc. It can overcome magnetic pulls, but can only hold its own against a *gust of wind* or other severe opposing air disturbance. It can push or slap a single creature sufficient to cause a missile attack to be at -1 to hit, a catching attempt by the being to be 20% more likely to fail than otherwise, and to delay (not ruin) spellcasting for one round. It can also attack, striking as a blow (not a missile, and hence unstoppable by a *shield* or any *protection from missiles* magic), as though it was the caster (but at +2 to hit), and doing 1-2 points of damage. A successful punching attack by the fist ruins spellcasting during the round it strikes.

A flying fist can be readily dispelled by a *dispel magic* cast on the fist or on its caster, and cannot penetrate *walls of force*, *anti-magic shells*, or more powerful magical barriers. It is AC 4 (AC 7 to opponents who can see *invisible* as an ability or by means of temporary magic), and can be destroyed by any attack that deals it 5 or more points of damage, or any combination of attacks dealing it at least 5 hit points of damage in a single round (cumulative damage does not apply to the fist).



Jaluster's Orizon

Appearance

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 (see below). It contains twelve pages, each a thin plate of slate upon which vellum has been stretched and clamped with beaten electrum edgings. Seven pages are blank; the first five bear spells, one to a page.

History and Description

An *orizon* is a book in which a far-traveling mage inscribes spells found or gained while exploring or traveling far from home. This is done also when one believes a spell can be improved or isn't quite right; it is only later, at home and leisure, and with the spell perfected, that the mage sets down spells in the orizon into his or her proper, level-by-level spell books. Thus, an orizon is usually a jumble of spells of varying levels, sometimes interspersed with spell research notes or other information, or even spells usable only by other classes. Most of the books described in these pages and other locations, including the *DM's Sourcebook* are orizons.

Jaluster was a mage who never ceased to travel; he filled many orizons, 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 demons 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 demons 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 westwards, 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 *rope trick* (detailed in the PLAYERS

HANDBOOK, or "PH"), *Quimby's enchanting gourmet* (a unique spell, described below), *feign death* (q.v., PH), *waves of weariness* (detailed below), and *Adelimer's aural augmentor*. This latter spell is merely a variation of *extension I* (q.v., PH) that has a somatic as well as a verbal component, but takes only one segment to cast (it remains fourth level).

Quimby's Enchanting Gourmet

(Conjuration/Summoning)

Level: 2 Components: V,S,M

Range: 0 Casting Time: 2 segments

Duration: 6 turns plus 1 turn/level

Saving Throws: None

Area of Effect: 4" radius of spellcaster

Explanation/Description: The fat, food-loving mage Quimby devised this improved *unseen servant* magic as a means of providing himself with gourmet meals while studying in solitude or traveling alone. It is a magical force under the control of the magic-user, able to stir, carry pots, measure ingredients, cut, garnish, turn hot food while it is cooking, and so on. It is no stronger than an *unseen servant*, nor more dextrous than its caster, but it can cook without the direct concentration of supervision of the caster, if the menu is a meal the magic-user has seen prepared (or prepared him- or herself) at some time. The *enchanting gourmet* can be dispelled (at will by the caster, and by the use of *dispel magic* by others), or destroyed by dealing it 6 points of damage. The material components are the foodstuffs to be prepared, a drop of the caster's blood, a piece of string, and a block of wood of any size.

Waves of Weariness

(Enchantment/Charm)

Level: 2 Components: V,S,M

Range: 12" Casting Time: 2 segments

Duration: 1 round Saving Throw: Neg.

Area of Effect: One creature

Explanation/Description: By means of this spell, the caster causes all movements (including speech) of one crea-

ture to be slowed down enough to delay spellcasting and physical attacks for one round. Missile attacks and attacks using magic wands, rings, and similar items can be performed in the same round they were begun by a determined victim of this spell who continues to struggle against its effects (i.e. to utter a word of activation), but this attack always takes effect last in the round. Any intended target of this spell must be seen by the caster at some point during spellcasting, must be pointed at, and must be within range for the spell to take effect. Intended targets save vs. spell (no modifiers apply) to avoid.

Only targets with either intelligence or wisdom of greater than 12 can struggle against the weariness effect of this spell enough to deliver the aforementioned attacks; all others collapse for the round due to the intense sleepy, tired, worn-out feelings the spell causes. Climbing beings must make a Strength Check to avoid falling.

Tome Guardian

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 12" (or as guarded object moves)

HIT DICE: 4 + 4

% IN LAIR: Nil

TREASURE TYPE: See Below

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: See below

INTELLIGENCE: Average

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

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 sum-



Jaluster's ORIZON

moned to the Prime Material Plane by magical means to serve as a guardian.

A magic-user *summons* the tome guardian by casting and *ensnarement* (*sending* or *demand* work if the guardian's name is known; they do have personal names), and compels it to service by the use of a *truename* or *binding* spell. The object to be guarded must be visible to the magic-user, 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. *Door* and *torment* spells do not affect guardians, and are viewed as attacks. *Charms* of all sorts except a *geas* do not affect tome guardians; they 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 that it can somehow employ its *fireburst* attack (see below) through such a mental link.

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 below,

under “driven out”. A guardian can only guard one physical object—and if the object is composed of readily separable parts, only one part (i.e. a sword or its scabbard, not both). The guarded object must be small (of less than 4 cubic feet volume), and non-living. Usually magical tomes of lore are so guarded, hence the guardian's name.

An individual can summon only one tome guardian per 24 hours. Only one guardian can be bound to any object. Guardians who are summoned to the Prime Material Plane but not successfully bound to an object, or who have been driven forth (see below) from the object they were guarding, assume what is known as their “free form,” and remain on the Prime Material Plane for 2-40 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 (e.g. volcanoes and forest fire) or man-made (e.g. bonfires, forges, even isolated campfires) origin. Statistics given on p. 10 are for the guardian's free form.

A tome guardian can absorb fiery 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 (e.g. *fireball*) origin. It gains a number

of hit points equal to the number of points of damage the fire(s) would deal to an unprotected creature, which replenish any damage it has suffered and then increase its own hit points temporarily (i.e. for the following 24 hours). During this time, the tome guardian can add any or all of this additional fiery energy directly to the damage dealt by any *fireburst* attack(s) it makes. Heat energy (such as that caused by *melt* or *heat metal* spells) the guardian merely absorbs.

If it wishes, a tome guardian can deliver a *fireburst* attack thrice per 24 hours to any creature(s) touching it or the object it guards (it *never* so attacks any master it is guarding an object for). A *fireburst* is a pencil-thin, white-hot flame that operates directly into the target creature (thus, it cannot miss) and 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 even feel it.

Only one such attack can be unleashed in a round. A *fireburst* can operate through clothing or armor; it deals 6-24 points of internal damage (no saving throw) to all creatures not immune to the effects of heat or fire. A tome guardian always uses this attack





Jaluster's Orizon

against a bookworm (q.v.) or any other creature attempting to consume or strike the object it is guarding. Human, demi-human, and humanoid beings who survive a *fireburst* attack are rendered unconscious for 2-5 turns unless they save vs. poison at -3, due to the shock of their blood boiling momentarily in the area affected by the *fireburst*.

Tome guardians can be affected by all spells save (as noted earlier) enchantment/charm magics such as *maze*, *sleep*, and *suggestion* (although *geas* is an exception). Cold does them double damage (water, it should be noted, does not), and all physical attacks upon the object they are guarding do *not* harm the object until the guardian is destroyed, as it gathers its form into a rigid shell to ward off blows; but because of this, all such attacks do the maximum possible damage to the guardian. When in free form, physical attacks do it normal (not necessarily full) damage.

Note that fiery 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).

Symbols and *glyphs* can be cast upon a guarded object without affecting it, and function normally (without harming the guardian). Save for the exceptions noted above, tome guardians have standard magic resistance.

A tome guardian can be "driven out" of the object it is guarding by the casting of a *dispel magic* (the guardian gains a save vs. spell; if successful it is unaffected). Even the individual who bound the guardian to the object can dismiss it only in this way. The guardian will be seen leaving the object, even in darkness. A tome guardian is immune to the attacks of, but cannot itself harm, a fire elemental, salamander, will-o-wisp, and xag-ya. If a guardian is brought into the presence of a xeg-yi, they attack each other at once. Tome guardians can coexist peacefully with guardian daemons, guardian familiars, homonculi, and the like. More than one tome guardian can guard the same object, although it is very rare. Tome guardians can conduct their *fireburst* attacks through metal weapons and armor if they wish, and gain hit points from electrical attacks just as from fiery attacks. They can apparently hear and understand Common and perhaps other languages, but not speak them.

The Libram of Lathintel

Appearance

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.

History and Description

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, 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 PLAYERS HANDBOOK spells except as otherwise noted): *enlarge*, *feather fall*, *light*, *read magic*, *sleep*, *spidereyes* (unique spell, described hereafter), *unseen servant*, *audible glamer*, *invisibility*, *locate object*, *wizard lock*, *dispel magic*, *fly*, *ghost pipes* (unique spell, described hereafter), *hover* (unique spell, described hereafter), and *tongues*.

Spidereyes (Alteration)

Level: 1 Components: V,S,M

Range: Special

Casting Time: 1 segment

Duration: 1 round/level

Saving Throw: None

Area of Effects: Special

Explanation/Description: By means of this spell, a magic-user can temporarily see through the eyes of any living arachnid (material component of the spell), which the caster must touch. Small, harmless living spiders are usually employed, the caster using them as spies to see things where the caster dare not go.

More rarely, this spell is cast on a giant spider (successful hit roll required



The Libram of Lathintel

if the spider is hostile and not surprised) to see through its eyes while battling it, so that its opponents can take advantage of striking from where it cannot see.

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, not compound eyes. The sight afforded by the spell has the effectiveness (range and possible ultra- or infravision) of the spider, and unlimited range as long as the spell duration lasts—limited, of course, by how far the spider travels. (The caster cannot continue to see through the spider's eyes if either arachnid or caster move to another plane of existence, including the astral or ethereal.)

Usually 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 sever the link between spellcaster and spider.

Ghost Pipes

(Alteration-Illusion/Phantasm)

Level: 3 Components: V,S

Range: Touch

Casting Time: 1 round

Duration: Permanent

Saving Throw: None

Area of Effect: One instrument

Explanation/Description: By means of this spell, the magic-user causes any one musical instrument, which must be non-magical in nature, and whole and unbroken, to play by itself. The instrument need not be one the spellcaster knows how to play; he or she merely hums or whistles a short tune (i.e. one complete in 9 segments or less) after the initial casting, while touching the instrument. When the instrument is

released, it glows with a faint, amber *faerie fire*-like radiance, *levitates* in the position in which it was released, not moving about but not falling to the ground, and plays the tune, parts of the instrument (e.g. strings) moving as if it were actually being played by an invisible being. When touched, the instrument instantly stops playing and falls to the ground, its radiance winking out. This spell was devised as a court entertainment by Vangerdahast, Royal Magician of Suzail.

No known way has yet been devised to trigger it with other spells or barriers, to serve as a warning. Various magical means used to cause temporary *silence* mute the music normally without stopping the playing of an enspelled instrument.

Hover (Alteration)

Level: 3 Components: V,S

Range: 1"/level

Casting Time: 3 segments

Duration: 4 rounds

Saving Throw: Special

Area of Effect: One creature

Explanation/Description: By means of this spell, a magic-user can instantly arrest the movement of a falling, jumping, or flying creature within spell range (including the caster him- or herself), stopping all movement for a short time.

This allows the *hovering* being to launch missile weapons, cast spells (the lack of mobility is an absolutely stable fix), read scrolls, open locks, shout instructions, catch ropes or thrown items, and the like. The spell affects only one creature, of the caster's choice—and thus the magic can readily serve to separate a being riding an aerial steed from the (unaffected) mount.

Willing or not, target creatures visualized or seen and concentrated upon by the caster of this spell are affected for 1 round. (Thus, a fleeing monster could be halted to receive a round's-worth of spells or missile weapons.) On the next round, the creature (even if willing) receives a saving throw versus

spell; if successfully made, movement begins again, magically slowed for 1 round to *feather fall* (q.v.) rate, and thereafter continues normally.

If the save fails, *hovering* continues as long as the caster concentrates on it. However, the target gets a saving throw every round it is held, whether willing or not. No powers can affect these saving throws or the initial stoppage (even a *dispel magic* cast on itself by the affected creature), but creatures able to become *astral* or *ethereal* or *plane shift* may escape the spell in this way. Creatures wearing a *ring of free action* are halted for one round by a *hover* spell, but are thereafter free to move normally without being *slowed* in any way.

Selvar's Ineffable Conjurations, Magicks, and Phantasms

Appearance

A medium-sized tome (three handwidths broad by four handwidths tall) of ash boards covered with stretched, white-tanned cowhide. The covers have brass corner-caps, and a binding of brass rings, which hold thirty-three 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, thus:



History and Description

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 hid, and went there to 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, Magicks, 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 that class, Ruathlek, and concludes

with a section of magic-user spells. These spells are listed hereafter.

Color spray, detect invisibility, gaze reflection, phantasmal force, blacklight (a unique spell, detailed below), *hypnotic pattern, invisibility, magic mouth, mirror image, plague* (a unique spell, described below), *dispel illusion, fear; mailed might* (a unique spell, described below), *paralyzation, spectral force, dispel exhaustion phantasmal killer, maze, shadow door, demi-shadow magic, turnshadow* (a unique spell, described below), *web, dispel magic, haste, water breathing, ice storm, remove curse, hold monster, wall of force, globe of invulnerability, power word: silence* (a unique spell, detailed below), *Khelben's warding whip* (a unique spell, detailed below).

Blacklight (Alteration)

Level: 2 Components: V,S,M

Range: 1"/level

Casting Time: 2 segments

Duration: 1 round/level

Saving Throws: Neg

Area of Effect: 20' radius globe

Explanation/Description: By means of this spell, an illusionist creates a stationary, temporary area of darkness. The darkness is total and impenetrable, foiling even infravision and ultravision.

Normal and magical light is negated unless *light* or *continual light* magics, or a *dispel magic*, is used to destroy the area of *blacklight*. This spell is different from the usual magical *darkness* in that the caster (only) can see normally in the area of effect, seeing the spell effect only as a faint, smoky grey or blue haze. Thus the illusionist can move, attack, cast spells, and the like normally.

Creatures within the area of effect are adversely affected in combat by the *darkness*, although a blindfighting proficiency aids against this. Creatures in the area of effect of *blacklight* are allowed a saving throw versus spell (at -3) for each round in which they remain in the *blacklit* area; if successful, they can see as well as the illusionist

who cast the spell can, for that round only (i.e. a saving throw must be made each round; if made one round and then failed the next, a creature's blindness will return). The caster of a *blacklight* can end it at will, although continual concentration is not necessary to maintain its existence, and the illusionist may cast other spells after the *blacklight* is created, without destroying it. (Note that spells that depend upon victims seeing the spell effect will not work if the victims are blinded by the *blacklight*.) The material components of this spell are a piece of coal and an eyeball (from any creature; it may be dried and preserved).

Plague (Illusion/Phantasm)

Level: 2 Components: V,S,M

Range: Touch

Casting Time: 2 segments

Duration: 100 turns/level

Saving Throws: Neg.

Area of Effect: Creature touched

Explanation/Description: This spell allows an illusionist to cast a special type of *spectral force* requiring no continued concentration, on any one creature. The illusion created involves smell, texture of skin, appearance, and the like, in a simulation of the symptoms of any severe contagious disease the caster has closely seen examples of before. If the caster has never observed such a disease, he or she can invent and visualize symptoms, but they are 30% likely to be seen as false and magically created. Otherwise, such an illusion is only 6% likely to be detected. The victim suffers no damage (and indeed, may not be aware that the illusion exists, as the victim cannot see the illusion, but only his or her real form), but may well be slain or driven away by others ere the spell expires. *Cure disease* and similar magics have no effect on the *plague* illusion, but *dispel magic* or *dispel illusion* have the usual chances, i.e. 50% base chance adjusted by 2% downward, or 5% upward, for each level of experience lesser/greater of the caster of the *dispel* compared to the illusionist



Selvar's Ineffable Conjurations, Magicks, and Phantasms

who cast the *plague* of nullifying this magic. The material components of this spell are a scrap of human skin (from any source, of a size at least as large as a gold piece) and a pinch of soot or charcoal or black mold or fungus growth.

Mailed Might (Evocation)

Level: 3 Components: V,S,M
Range: Touch (or self)
Casting Time: 3 segments
Duration: 1 round/level
Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: By means of this spell, an illusionist protects him- 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 the drawing of weapons or rearrangement of clothing “under” the armor. To the wearer, it is “not there”—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 non-reflective and soundless. It protects the wearer as if it were real plate mail (i.e. AC3), but is immune to rust monster attacks, and does not conduct electrical discharges. It cannot be disbelieved by opponents, and lasts for the spell duration regardless of how much damage it absorbs (it absorbs 3 hp of damage per attack directed at the wearer). This improved *phantom armor* does not hamper spellcasting or the exercise of any class abilities, confers a +1 bonus against all attacks protected against by magic armor, and completely covers the protected creature, who may be of any size (e.g. a horse or mule), fitting perfectly. The armor wearer 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 will flee in fear of the strange and powerful armored creature they face; more intelligent creatures are disconcerted and may

respect the potential powers of the protected being more than they otherwise would. The material component of this spell is a small fragment of real armor: plate or metal mail-weave.

Turnshadow (Abjuration)

Level: 6 Components: V,S
Range: 6"
Casting Time: 1 segment
Duration: 1 round/level
Saving Throw: None
Area of Effect: 4"x4"

Explanation/Description: This spell allows an illusionist to turn *shadow monsters*, *demi-shadow monsters*, *shades*, and *shadows* (either those conjured up and controlled by means of a *summon shadow* spell, or encountered undead) and cause them to flee away from the caster and/or companions in a chosen direction at 10" per turn or to attack a single target creature of the caster's choice. Thus, a *shade* of a dragonne created by one illusionist and directed at another illusionist could be turned against the first illusionist (who would lose control of the dragonne, including any ability to dispel it without a separate spell).

Power Word: Silence

(Alteration)
Level: 6 Components: V
Range: 1"/level
Casting Time: 1 segment
Duration: 2 rounds
Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell enables a magic-user to magically *silence* one creature and an area extending all about that creature to a distance of 1 foot. The *silence* occurs instantly upon the utterance of the *power word*, ruining any spellcasting in progress, and continuing in the round following the round in which the *power word* was uttered. The *silence* foils spellcasting, the utterance of any word of activation or command words, normal speech or shouted alarms,

banging noises, and blocks all sound, effectively deafening the target.

The target can of course move, breathe, or even ring a gong or operate a magical noisemaker (including such items as a *horn of Valhalla* or *blasting* and a *chime of opening*) without any effect except the expenditure of charges, if applicable. *Dispel magic* or *dispel silence* will not affect the *silence* created by a *power word*; a *limited wish* or more powerful spell is required.

Khelben's Warding Whip

(Abjuration/Evocation)
Level: 7 Components: V,S,M
Range: 1"/level
Casting Time: 7 segments
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

Explanation/Description: Developed specifically as a counter to the various *Bigby's Hand* spells, this magic enables a caster to combat magical attacks which take the form of pushing, striking, or crushing forces. It creates a whip-like, flexible lash of invisible force directed by one of the caster's hands, which when directed against magical forces has the following effects:

- All cantrips that cause loss of balance or affect physical person: presence of *whip* confers immunity on *whip* - wielder.
- *Push*: presence of *whip* confers immunity on *whip* - wielder.
- *Shield*: touch of *whip* instantly dissipates *shield*; *whip* unaffected
- *Tenser's Floating Disc*: touch of *whip* has 40% chance (per strike; 1 per round) of destroying *disc*; *whip* unaffected
- *Bigby's Interposing Hand*: touch of *whip* instantly destroys *hand*; 20% chance of *whip* being destroyed too.
- *Bigby's Forceful Hand*: each strike of *whip* on *hand* (one per round) has a 90% chance of destroying the *hand* and a 30% chance of destroying the *whip*.
- *Bigby's Grasping Hand* same as above, except the chances are 80% and 40%.



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- *Bigby's Clenched Fist* same as above, except the chances are 70% and 50%.

- *Bigby's Crushing Hand* same as above, except the chances are 65% and 60%.

The caster need not concentrate on the *whip* to maintain its existence, but can cast only verbal-only spells to avoid destroying it before the spell expiration. No hit roll is required to strike or parry with the whip, but the caster cannot also wield physical weapons without causing the *whip* to dissipate. The material components of this spell are a piece of wire and a pinch of powdered

electrum.

The *whip* has no effect on the effects of such spells as *gust of wind*, *levitate*, *hold person*, *slow*, *fumble*, *repulsion*, *reverse gravity*, *trip*, and various non-moving magical barriers, from *wall of force* up to *prismatic sphere*, and cannot itself be used as a weapon—it simply and harmlessly passes through living objects as though they did not exist. It may be used to parry the physical attacks of normal and magical weapons, including *telekinesed* missiles and other weapon-like spell effects (such as *spiritual hammer*, *flame blade* and *Mordenkainen's sword*) and of magical

items (such as a *shillelagh* or *ring of the ram*), with a base 60% chance of success, plus 2% per level of the caster of the *whip*. Thus a 14th level magic user, the lowest level able to use 7th level spells, will have an 88% chance of parrying, whether the attack be a +1 *dagger* or a *flame blade*, with a maximum chance (regardless of level) of 96%. The *whip* can parry only one attack in a round, so it can foil only single-missile *magic missile* attacks, and remove only one point of damage (per round) from *blade barrier* attacks.





The Shadowtome

Appearance

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—a black left human hand that swivels at its wrist to grasp a black bestial hooked tail. The book bears no title.

History and Description

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—and 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 Azkhazan, who was slain by hobgoblins when adventuring in the mountains north of Iriaebor, and the tome traded by them to the evil mage Maerglor of Elturel, in return for weapons, food, and fine armor. Maerglor 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 meeting with subsequent misfortune.

The Shadowtome's pages bear the following spells (unless otherwise noted, they are all standard PLAYERS HANDBOOK spells): *dispel magic*, *missile mastery* (a unique spell, detailed below), *night scar* (a unique spell, detailed below), *polymorph other*, *animate dead*, *cloudkill*, *ironguard* (a unique spell, detailed below), *death spell*.

Missile Mastery (Alteration)

Level: 3 Components: V,S

Range: 1"/level

Casting Time: 3 segments

Duration: 3 rounds

Saving Throws: Special

Area of Effect: One missile

Explanation/Description: This spell allows its caster to change the flight of a single missile (per round) in mid-air, hurling it back at its sender or at any other creature. Such a missile strikes as though wielded by the caster of the *mastery* directly, as a proficient weapon, at +4 to hit, and does its normal damage. They may in turn be readily deflected by magical means (such as *shield* or *gust of wind*).

Magical missiles only gain a saving throw vs. spell (that of *their* caster or sender), aided by any pluses they have. *Magic missiles* (the spell or wand) are negated (dissipated into nothingness) by any attempts to use *mastery* upon them—but only one of the multiple missiles created by this spell when it is employed by a mage of respectable level will be deflected by use of *mastery*. Further spellcasting is impossible while a magic-user is using *mastery*; it can, however, be ended instantly by the cessation of the mage's concentration. Concentration is not broken by physical attacks on the magic-user, who can freely engage in physical combat without wasting the second and third rounds of *mastery*.

The only benefit this spell gains a mage trapped in a *blade barrier* is a +1 to the initial saving throw representing the magic-user's chance to escape the forming blades. The *mastery* must have already been in effect, however; if the

time is taken to cast it, the *blade barrier* will have fully formed—no saving throw is then allowable, and there are far too many blades moving about for *mastery* to be of any use against them.

Night Scar (Illusion/Phantasm)

Level: 3 Components: S

Range: 3" Casting Time: 3 segments

Duration: 10 turns/level

Saving Throw: Neg.

Area of Effect: One creature or object
Explanation/Description: This magic is brought about by will and gesture only; it creates an invisible, unique mark (the *night scar*) on a creature or object. The target is entitled to a saving throw versus spell to avoid the mark, but unless the target is a creature who both observes and recognizes the gestures of casting, the target will be unaware that any spell has been attempted. This mark is visible only to the caster and those creature(s) who touch the caster during the casting of the *scar* (up to seven M-sized creatures could conceivably do so). The *scar* will not be revealed by *true seeing* or the like because it is not really there, nor can another creature be enabled to see it by having the caster (or another who can see it) describe it to them. The *scar* fades at the spell expiration, and can be removed by *dispel magic* or *remove curse*. It does not radiate magic, and cannot be thus detected. The *scar* shows through clothing, disguises, etc., and to those who can see it, appears to glow slightly—thus, a marked person can be readily distinguished in a crowd if one is within visual range. This spell is primarily used to trace thieves or murderers who escape from the scene of a crime but live or remain in the area (so that they can be apprehended later).

Backlash (Enchantment/Charm)

Level: 3 Components: V,S

Range: Touch

Casting Time: 4 segments

Duration: Special

Saving Throw: Neg.

Area of Effect: One creature



Explanation/Description: By means of this spell, a magic-user can affect another spellcasting being. (This spell will not work on creatures who have spell-like natural powers.) The magic is lost and wasted if cast on a non-spellcaster. The *backlash* leaves only a faint magical trace, and can only be removed by a *remove curse* or stronger spell, not by a *dispel magic*. It does not take effect until the victim employs an offensive spell that *fails* (regardless of distance or time removed from the placing of the *backlash*). A *backlash* will occur when a victim's target is unaffected by making its saving throw, when the victim has spellcasting interrupted or ruined, or when an offensive spell is incorrectly used on a target that is immune to it. The *backlash* causes the spell to work (even if the casting was botched) with full effects upon the caster of the offensive spell, who is allowed no saving throws or immunities in this case.

The *backlash* only works once, although any number of *backlash* spells may be placed on a single spellcaster; only one will take effect at a time.

IRONGUARD

(Abjuration/Alteration)

Level: 5 Components: V,S,M

Range: 0

Casting Time: 5 segments

Duration: 1 round/level

Saving Throw: None

Explanation/Description: By means of this spell, the caster confers immunity from any normal metallic weapons upon him or herself or any other creature the caster touches during the casting. Such weapons pass through the protected person as though he or she were a phantasm, and not solid flesh. Such contact does no harm whatsoever, and the protected person can pass through iron bars, gates, and other metallic objects. The protected person

cannot grasp or pick up metallic objects, either, and thus cannot open most locks, carry metal chests, or even put on or take off a metal helm, or wield most weapons. Note that the protected person still suffers damage from heat (hot metal) and flame (flaming blades), poison on metal spikes, and so on.

Magical weapons do damage according to their pluses (i.e. a +2 *long sword* will do a protected being 2 points of damage per strike). Metal bars and gates that carry any sort of dweomer cannot be passed through by means of this spell, and spells and magical items that use metal in their attacks (e.g. *blade barrier*) but do not have pluses will do half damage if they cannot be avoided by the protected being. Such protected beings can clearly see (and smell, if hot or smeared with poison or tar) metal objects.

The material components for this spell are a handful of iron filings and a drop of aqua regia.



Shandaril's Workbook

Appearance

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 twenty-six pages of thin, burnished copper sheets.

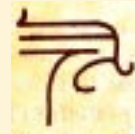
History and Description

Shandaril is a mage of great power, 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 magics.

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 apprentice to the adventurer-mage Thalaver, of The Company In Crimson, and accompanied the band on a perilous adventure into the ruins of The Stone-lands. 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 of 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, thus:



It also bears the invisible activation rune of a *tracer* Shandaril has cast upon the tome, which if revealed by *detect magic* (note that the rune is not itself a "trap") looks like this:



The pages thereafter bear the following spells, one to a page (all are in standard PLAYERS HANDBOOK form, unless otherwise noted): *burning hands*, *dancing lights*, *detect magic*, *hold portal*, *shocking grasp*, *sleep* (this spell has been incorrectly written; the sleep it causes lasts only 1 round, and its range fluctuates from casting to casting, from 1" to 3" , at random), *spider climb*, *audible glamer*; *circle dance* (a unique spell, detailed hereafter), *detect evil* (this spell has also been botched; all creatures receive a saving throw against it; if made, they do not detect as evil if truly evil, and if good or neutral, they may falsely detect as evil), *fools gold*, *rope trick*, *shatter*, *skyhook* (a unique spell, detailed hereafter), *dispel magic*, *gust of wind*, *Leomund's tiny hut*, *suggestion*, *tongues*, *confusion*, *dimension door*, *firebrand* (a unique spell, detailed hereafter), *fumble*, *polymorph self*, and *wall of ice*.

Circle Dance (Divination)

Reversible

Level: 2

Components: V,S,M

Range: 0

Casting Time: 2 rounds

Duration: 1 round Saving Throw: None

Area of Effect: The magic-user

Explanation/Description: 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 ten feet in diameter on any solid surface (even if temporary), and dances an intricate, weaving pattern within it while concentrating on the target creature and singing a repetitive rhyme (e.g.

"Reveal to me/For I would see", et cetera) which names the individual creature concentrated upon.

This naming need not be accurate; it is only a focussing aid to the caster, and nicknames and descriptions can be used. If 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 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 and mental (i.e. dead, asleep, unconscious, spellcasting, alert, happy, sad, etc.) and physical state may be apparent. The base chance of success of 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, +5% if the target is close to the caster (i.e. within a radius of 1 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 is not an *ESP* spell, nor does it allow hearing or spellcasting at a target (it is not seeing the target for the purposes of casting a *magic missile*, but may well aid in *teleportation*).

The reverse of the spell, *circle charm*, involves the same material components, but a reversed dance, and 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*. *Wizard eye*, *sending* and the like are not affected by a *circle dance*, nor does it provide a mental barrier or protective aid.



Shandaril's Workbook

Skyhook (Evocation)

Level: 2 Components: V,S,M
Range: 6" Casting Time: 2 segments
Duration: 3 turns + 1 turn/level
Saving Throw: None
Area of Effect: Special

Explanation/Description: With this spell, the magic-user 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 remains absolutely immobile. Creatures can hang onto it, ropes be tied to or hooked over it, and so on. It supports up to 666,666 gold pieces 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 in the final two rounds of its existence. It is too small to be stood upon (e.g. 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, can never move. Ropes, etc., 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, cannot itself be physically harmed, and, aside from *limited wish* and more powerful magics of the same sort, can only be affected by a *disintegrate* spell which usually destroys a *skyhook* instantly (the *skyhook* saves as if it were its own caster). A *dispel magic* can only so affect it if the *skyhook* fails a saving throw equal to its caster's save vs. spell plus 4.

The caster of a *skyhook* can will it out of existence in 1 segment, but need not concentrate upon it to maintain its existence. The material component of this spell is a miniature metal fishhook.

Firebrand (Evocation)

Reversible
Level: 4 Components: V,S,M
Range: Touch
Casting Time: 4 segments

Duration: 2 rounds plus 1 round/level
Saving Throw: None
Area of Effect: Special

Explanation/Description: By means of this spell, which involves a pinch of sulphur 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 aether and the 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 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* 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-blade weapon. The spell renders it magical for hit purposes, and adds normal fiery damage and chances of causing further combustion, but does not make any weapon a *flametongue* or give it any magical pluses. It can also be used to create a torch (cast upon a stick or pole) that remains alight underwater and despite *gusts of wind* and the like.

The spell can also give a caster or fellow creature touched by the caster a non-painful, non-injurious flaming hand or limb, equal in effect to a normal torch or lamp, able to readily burn hair, paper, cobwebs, cloth, and other flammables, and able to deal to others not protected by the spell 2-7 points of damage per contact (2-5 for a blow, 4-7 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 (which, if ignited, will burn any part of the creature it touches, including the flaming areas). Note that more than one hand or foot can be so affected by a single spell,

if the caster is of high enough level (a surface area of 6 square inches per level is affected by such a spell) and these are placed together (e.g. clasped hands) when the spell is cast upon them. Non-living matter used as a spell focus and then separated into smaller pieces (e.g. 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 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 its surroundings is drained as well. Normal fires may be extinguished in this way, as can *minute meteors* and *delayed blast fireballs* ere they go off, by someone adroit enough to touch or grasp them. Permanent or long-lasting magical (e.g. *flametongue* swords, *fire traps*, *walls of fire*) or natural (e.g. red dragon breath, Type VI demon flames) sources of fire are instantly quenched and prevented from re-igniting or being set off for 1-4 rounds, determined randomly for each instance. Fires of great extent are quenched in a 4" radius globe per touch of black anti-flame and real flame. Fiery explosions within 4" of *quenchtouch* darkflames neutralize and destroy the darkflames, but themselves dwindle into nothingness in a scattering of sparks, doing 1-4 hit points of damage only to any creatures who are within 4" of the darkflames (saves versus the explosions—e.g. *fireball*—still limit such injury to half damage if successfully made by such creatures).



Shandaril's Tracer

(Divination)

Level: 5 Components: V,S,M

Range: 0 Casting Time: 1 round

Duration: Permanent

Saving Throw: None

Area of Effect: 1 object of up to 1 foot cubic volume

Explanation/Description: By means of this spell, a magic-user places a normally-invisible rune on a single, non-living, 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 presence or absence of 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 him- or herself from being *traced* in turn, if desired.

Shandaril always promptly sends two *invisible stalkers* off after anyone with magic ability who handles the tome, with instructions to disable, disarm,

strip and render unconscious without slaying or mentally damaging any such being, and then bring tome, being's belongings, and 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 ere 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. Shandaril is thought to be a 19th level CE 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.



The Tome of Rathdaen

Appearance

Four scorched pages of parchment—three complete, one only partially preserved—kept within a folder of finest parchment sandwiched between two polished ivory plates.

History and Description

Rathdaen was a mage of note some seven hundred 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 magics 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 duelling.

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 Ili-phil.

The partial page preserves a fragment of *polymorph any object* (in standard PLAYERS HANDBOOK form), too incomplete to use, but enough to substantially aid spell research and/or 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 Components: V,S
Range: 8" Casting Time: 2 segments
Duration: 1 round Saving Throw: Neg.
Area of Effect: One creature

Explanation/Description: By means of this magic, the caster creates a ray of glowing light leaping from his or her fingertips to one target creature. This beam fades out at 8" distant and has no effect beyond that; if the target creature is beyond range, and no other creature intercepts the ray ere a round passed, the magic has no effect and is lost. But if one living creature is touched by the ray (if several touch it, only the first to do so is affected, regardless of the caster's wishes), the *ray of Ondovir* takes effect. A saving throw versus spell at -3 is allowed to any creature so touched by the *ray*; if failed, the victim attempts to exactly repeat the actions it took in the preceding round. Any attacks and spellcasting begun in the round in which the victim was struck by the *ray* are ruined. The victim moves about in exactly the same way as he or she did on the previous round, although such actions are not in exactly the same spot as in the previous round if the victim made any movements during the second round, prior to the *ray's* strike. Such movements are carried out even if they lead into obstacles or over cliffs or into chasms. If the target spent the previous round readying weapons, it spends this round doing so too; if it fought with weapons, it duplicates its movements (thus a mobile opponent can easily avoid the victim's attacks, and strike the victim with relative ease; consider the victim to be -4 on AC). If a spell was cast on the previous round, the victim again attempts to cast the spell, but if a second identical spell has not been memorized by the victim, no spell effect occurs. When this round of helpless repetition is complete, the victim is instantly released from all control.

Icelance (Alteration)

Level: 3 Components: V,S,M
Range: 1" per level
Casting Time: 3 segments
Duration: Special
Saving Throws: None
Area of Effect: Special

Explanation/Description: This spell only works if ice is present (i.e. in cold or arctic condition, or on the round following the release of an *ice storm* spell). Using a piece of ice and a drop of his or her own spittle, the caster causes scattered pieces of ice, augmented if necessary by water, snow, or even moisture from the air, to form a solid lance of ice. The lance, a slender, pointed cylinder 12 feet in length, forms in mid-air in front of the caster, floating horizontally, within the round of casting. It is vulnerable to physical and magical attack in the six segments in which it is forming; in the seventh it flies with blinding speed at a target pointed to by the caster, up to 1" distant per level of the caster. If it strikes nothing ere reaching its maximum range, it falls apart harmlessly in midair into a cloud of water droplets. The target (which must be a single creature) or any creature that intercepts the lance's straight path to the target creature suffers the *lance's* effects. An *icelance* strikes as if it were its own caster striking, at +4 to hit, and is for striking purposes (*not* damage) considered a +4 magical weapon.

Any creature struck is *stunned* for one round and thrown to the ground violently if they are protected by a *wall of force*, *shield*, or similar magic (the *lance* is not a "normal missile"). Unprotected structures suffer 1 point of structural damage. Smaller objects are affected as if by a "crushing blow." An unprotected creature suffers 5-30 points of damage. An *icelance* is never deflected to strike something to one side; it shatters completely upon striking any solid object. This spell creates only one *lance*, and it can only strike once, without delay. If the spell is attempted without ice present, it is wasted; no spell effect occurs.



The Tome of Rathdaen

Xult's Magical Doom

(Alteration)

Level: 5 Components: V,S,M

Range: Touch

Casting Time: 5 segments

Duration: Special

Saving Throw: Neg.

Area of Effect: 1" radius

Explanation/Description: By means of a caterpillar cocoon and a pinch of dust, and the tracing of runes during the casting, a magic-user seals a certain object with *Xult's magical doom*. The runes are traced with one fingertip over the pages of a book, or a map, and are visible only to a *detect magic* (they may 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 (determined during casting) when touching the guarded object, can safely examine the object without suffering the *doom*.

The *doom* affects all creatures within a 1" radius when it is activated (the activator saves vs. spell at -3; other beings within that radius save at -1). The *doom* is a specialized *polymorph other* spell that works instantly upon 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 (determine 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 magic-user of 11th level or less. A mage of 12th to 23rd level may if he or she desires make the *doom* 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, and that a single activation can affect more than one creature.

Transformed creatures affected by this spell typically go insane if of over 7 intelligence, as follows: if of 8-12 intelligence, insanity after 6 months; if of 13-16 intelligence, insanity after 8 months; if of 17 intelligence, insanity after 12 months; if of 18 intelligence, insanity after 24 months; if of greater intelligence, there is a 13% chance (not cumulative) per year of insanity occurring. Such insanity is one of the following forms (from the DUNGEON MASTER'S GUIDE; roll 1d4 to determine which, for each creature): 1) homicidal mania, 2) hebephrenia, 3) suicidal mania, 4) catatonia.





Unique Mageries

Appearance

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 twenty-one gilt-edged parchment pages; each contains one spell.

History and Description

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 Chathuuladroth laired, and 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 Star-mantle. 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 demon. 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 seventeen standard (PLAYERS HANDBOOK) 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 spell, detailed

below), *wizard eye*, *telekinesis*, *anti-magic shell*, *Nezram's ruby ray* (unique spell, detailed below), *spelltrap* (unique spell; detailed below), *power word: blind*, *spellstrike* (unique spell, detailed below).

Wall of Sand (Evocation)

Level: 4 Components: V,S,M

Range: ½" level

Casting Time: 4 segments

Duration: 1 round/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: This spell creates a wall of swirling, opaque sand, 1' thick per level of the caster, 12' high, and 4' long per level of the caster. It must be cast so that it rests on a solid surface, and must remain in contact with that surface, although the caster may move it about. The sand is thick and choking; insects cannot fly through it, but will be battered to death, their wings crushed. All creatures save those with infravision will be rendered blind for as long as they are within the wall's confines, and are -2 to hit and -3 on AC on the round after they emerge from the wall, as they try to draw breath, clear their eyes, ears, mouths, and noses of sand, and so on.

The sand will extinguish any open flame, and renders breathing difficult. Any creature that needs to breathe will lose 1 hp per round spent within a *wall of sand*, after an initial round of exposure in which no damage occurs.

Spellcasting and speech are both impossible within a *wall of sand*, and normal vision and tracking also cannot occur. Opponents fighting within a *wall of sand* are at -4 to hit unless they possess infravision, which reduces their penalty to -2. Creatures possessing infravision can see dimly *within* the sand (though they must keep clearing sand from their eyes) but cannot see *through* the sand to areas outside the wall. The sand does not slow movement, nor is it solid enough to support weight or resist passage. The sand vanishes at spell expiration. A caster can

move a *wall of sand* about, shifting it 1" per round in which such movement is concentrated upon (in other rounds, the caster can take part in such activities as normal combat and/or spellcasting without the *wall* ceasing to exist), so as to block different areas or keep opponents within it. A *wall of sand* can fit into a smaller space than its dimensions allow, simply by collapsing into itself (i.e. the same sand fits into a smaller space). Once so collapsed, it can never expand into its larger dimensions again. The compressed form does no greater damage to creatures within it.

The caster of such a *wall* can dispel it at will. The material component for this spell is a handful of sand. Note that electrical discharges of any sort (including *lightning bolts*) are conducted through-out a *wall of sand*, free of all its effects, by providing a protected area around the caster. No such spells, short of a *limited wish*, will permit a continuous hole in such a *wall*. The tunnel created by a *passwall* spell, for instance, is clear on the round following casting, begins to collapse on the following round (conducting electricity and obscuring vision, but not preventing speech or spellcasting, or causing hp damage or combat penalties), and is gone completely, obliterated by the shifting sands, by the third round.

Nezram's Ruby Ray

(Alteration)

Level: 7 Components: V,S,M

Range: 1"/level

Casting Time: 7 segments

Duration: 1 segment/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: The material component for this spell is a ruby of not less than 1,000 gp value, which is consumed in the casting, and causes a red ray of force to lash out from the caster's pointing finger; where it touches, *webs* (a la the spell or magical item function) and *viscid globs* melt away, locks (normal and magical) open, triggering any traps attached thereto, knots untie, and



Unique Mageries

chains and straps loosen and fall away.

A *ruby ray* will destroy *wizard locks*, *holds* on portals, and permanently break holes in *forcecages*, *shields*, and *walls of force* (although it does not cause such effects to be totally destroyed.) The *ray* may be ended at will by the caster. It can affect only one creature (see below) or device per segment. It will destroy any *magic jar* upon contact.

If a *ruby ray* touches any creature (or the direct shape or prison of a concealed creature) that has been magically transformed (e.g. turned to stone, *polymorphed*, affected by *Tenser's transformation*, et cetera) or concealed (e.g. by a *statue* spell, an illusion, or *invisibility*), the *ray* restores the creature to its original form. If a creature has been altered several times, it is changed back to its original form. Such transformations are empowered by the *ray's* magic with such delicacy that a system shock survival roll is never required. Such transformations are involuntary (no saving throw), taking one entire round to complete after the touch of the *ray*. During that time, the creature being changed back can only think and use psionics. It is physically helpless—it cannot voluntarily move, speak, attack, or cast spells or exercise spell-like powers. Such creatures are in no way under the control of the caster of the *ray*. Beings who are *astral* or *ethereal*, or in another dimensional space through the use of *blink*, *rope trick*, or a *portable hole* or similar magical item, cannot be reached by a *ruby ray*. The *ray* cannot penetrate *anti-magic shells* or stronger magical barriers (e.g. *prismatic sphere*) and cannot penetrate solid matter (with the exceptions already noted). Thus, it cannot reach *imprisoned* creatures. A *ray* will be destroyed if its caster begins to cast another spell, *teleports* or *dimension doors* or passes into another plane, or is rendered unconscious or *feeble-minded*.

Spelltrap (Abjuration/Alteration)

Level: 7 Components: V,S,M

Range: Special

Casting Time: 7 segments

Duration: 1 round/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: When this spell is cast, the magic-user causes an oval, glowing ball of silvery hue to form in the air over (1' to 2' above) his or her head. It floats there silently until the spell expires, and need not be further concentrated upon to maintain its existence. Any spell, spell-like power, or magical item effect that is cast directly upon the magic-user (as opposed to area-effect magics) will be attracted to, and utterly absorbed by, this floating *spelltrap*. This includes *magic missiles* and other never-missing spells. Except by visual observation, the caster of the *spelltrap* will not know the precise nature (and level) of any spells absorbed by the trap, but will always feel the absorption of each and every spell absorbed by the *trap*. The *trap* can only absorb spells of the sixth level and lower, and spell-like abilities of like or lesser power. During any round in which the caster is awake, alert, and not engaged in spellcasting, he or she may mentally direct the *spelltrap* to unleash one spell upon a target, who must be within 1" per level of the caster.

The *spelltrap* unleashes the spell exactly as it was cast (except for the new choice of target and the above-mentioned range) and with normal effects.

Only one spell per round can be so unleashed from a *spelltrap*. At the expiration of a *spelltrap*, its energies (including any stored spells) dissipate harmlessly and are lost. But if a *spelltrap* is ever overloaded, it will explode with deadly effect, in a burst of pure energy that deals 6-24 points of blast damage to all within 2", and *stuns* all survivors for 1-2 rounds thereafter. (All items within this radius must save vs. fireball; no creatures' saving throws are allowed to

lessen or escape damage.) A *spelltrap* can only hold spell energy in spell levels equal to twice the number of experience levels of the caster, at any one time. Thus, a seventeenth-level wizard's *spelltrap* could hold a maximum of thirty-four spell levels during any round, and would explode if thirty-five or more were taken in. A *spelltrap* can absorb any number of spells during a single round—if a party hurls a variety of spells and item effects at it, all will be tracelessly absorbed until the maximum capacity is exceeded. Even a mage who realizes the danger from overloading can unleash only one spell per round from the *trap*, and will never be aware what is being released until the effects begin. (Released magics could well aid opponents.) Such releases are at random once the controlling magic-user wills the trap to let something out, never first in, first out or any similar pattern. A caster cannot will a *spelltrap* out of existence, nor escape it by *teleporting* or employing protective barriers; the *spelltrap* will always accompany him or her. There is one curious anomaly to *spelltrap* absorption; the casting of a *dispel magic* on a *trap* will always cause the *trap* to—by itself, and *in addition* to any unlashings directed by the trap's wielder—unleash one spell at random directly at the caster of the *dispel magic*. (This is the only case in which a *spelltrap* will release more than one spell in a given round; if the caster wills it to release a spell, both spells will be cast out of the *trap*.) If no spells have been absorbed by the *spelltrap*, nothing will be unleashed, but in both cases the *spelltrap* will absorb the *dispel magic* and itself remain in existence.

Missile attacks upon a *spelltrap* have no effect; direct physical attacks drain a *spelltrap* of one spell, at random (unleashed directly upon the attacker in addition to any unlashings ordered by the trap-wielder). The material components of this spell are a diamond or diamond fragment of not less than 2,000 gp value and a moonstone of any size, both consumed in the casting.

Vaerendroon's Ineffable Enchantments

Unique Mageries

Spellstrike (Alteration)

Level: 9 Components: V

Range: 1"/level

Casting Time: 1 segment

Duration: Permanent

Saving Throw: None

Area of Effect: Special

Explanation/Description: This rare and potent magic enables the magic-user to instantly negate, and cancel all effects of, any one spell. The spell may only be one that took effect in the previous round, or that is being cast in the same round as the *spellstrike* is uttered.

The precise nature of the spell need not be known to the caster of the *spellstrike*, but a particular spell must be willed to not be—i.e. “whatever spell that being is casting” or “the spell that made X turn purple last round”, *not* “any spell that affected X last round.”

Spellstrike does not cause a spell to be reflected back on anyone, but merely to cease to exist, and dissipate harmlessly. Spell-like powers are affected by this spell, but magic item and artifact powers are not. *Permanency* is affected by a *spellstrike*, but *contingency* (and spells tied to it), *alter reality*, *limited wish*, and *wish* are not.

Appearance

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.

History and Description

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 generally 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 gold pieces. Its purchaser was the magic-user 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 magic 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 PLAYERS HANDBOOK magics—*disintegrate*, *astral spell*, *anti-magic shell* — and the last three are unique spells, collected in the manual for the first time. They are the magics *dire charm*, *vipergout*, and *The Simbul's synostodweomer*, the latter a spell devised by the famous ruler of Aglarond.

Details of these spells are given hereafter.

Dire Charm

(Enchantment/Charm)

Level: 2 Components: V,S

Range: 12" Casting Time: 1 segment

Duration: 1-4 rounds plus 1 round/level

Saving Throw: Neg.

Area of Effect: One person

Explanation/Description: By means of this magic, the caster *charms* one person (“person” is defined as for the *charm person* spell) to enjoy killing, and to indiscriminately attack friend or foe nearby. The target creature is allowed an initial saving throw, but if this is failed the victim instantly attacks all living creatures visible to him or her, seeking to slay, until the spell expires (the 1-4 extra rounds beyond the levels of the magic-user are determined randomly and secretly by the DM). The caster is the sole exception to this murderous behavior; the *charmed* creature never harms or menaces the caster, and always attacks beings approaching the caster over other creatures. Such a berserker is not under the direct control of the caster, and gains no special physical endurance, strength, or other abilities by means of this spell.

Vipergout

(Conjuration/Summoning)

Level: 7 Components: V,S,M

Range: 0 Casting Time: 7 segments

Duration: 5 rounds plus 1 round/level

Saving Throw: None

Area of Effect: Special

Explanation/Description: 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 or her. Until the spell expires, they serve the caster, fighting to the death. The snakes are normal- and not giant-sized varieties, and may be both venomous and constrictors. One snake appears for every three levels of the



Vaerendroon's Ineffable Enchantments



caster (rounding down); a maximum of six serpents can issue from a caster's mouth in any one round. Until they have all issued forth, speech, spellcasting, or pronunciation of magical item activation words on the caster's part is impossible. The caster can breathe normally, can swallow without affecting the arrival of the snakes, and can freely engage in movement and combat.

Summoned snakes range in armor class from 9 to 6, move 12" to 16" per round, have up to 2+2 hit dice, and attack by biting for 1-2 damage (plus, if venomous, poison of Insinuative Types A, B, or C) and/or constricting for 2-5 points of damage per round. While the spell lasts, the caster's control of the snakes cannot be broken by any means except slaving the caster or the snakes — *dispel magic* and *charm* magics 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 non-combat activities.

However, a *vipergout* does not enable a caster to empower a snake with special powers, increased dexterity or intelligence, or force a snake to attack itself.

The Simbul's *Synostodweomer*

(Alteration/Necromantic)

Level: 7 Components: V,S

Range: 0 Casting Time: 7 segments

Duration: Special

Saving Throws: None

Area of Effect: Special

Explanation/Description: Similar to a power possessed only by the most powerful of the mysterious incantatrices (see description), this spell allows the caster to use the magical energy of any spell already memorized by the caster to heal the caster or another being.

This second spell must be cast in the round following the casting of the *synostodweomer*; even if this subsequent casting is incomplete or interrupted, the *synostodweomer* works. The second spell is lost from the caster's mind, and any material components are consumed in the normal manner—but rather than taking effect, the spell's energy is channeled into the caster, who can absorb its energy as healing or pass it on by direct touch to another (single) being. Only if there is excess energy can the caster choose to heal both self and another being—the other being is completely healed, and the remaining energy heals the caster (excess energy being lost). Such healing occurs in the round following the infusion of spell energy. If the caster has

extra energy but is unable to touch another injured creature during this time, the extra energy is lost. A spell used to heal by this means yields energy enough to heal 2 hp of damage per level of the spell. Once the *synostodweomer* is cast, whatever spell the caster casts on the following rounds is used to heal, regardless of the caster's subsequent wishes or the level of the spell unleashed. If no spell is cast on the following round, the magic is lost and no healing occurs. Spells from scrolls and spell-like magical items effects, as well as spells cast by beings other than the caster of the *synostodweomer*, cannot be used for such healing.



The Spells of The Forgotten Realms

On these pages is a table showing all the unique spells described both in this volume and in the FORGOTTEN REALMS™ DM's Sourcebook. It serves as a complete reference for spells unique to the Forgotten Realms as described up to the publication date of *The Magister*. More spells will probably be described in later books.

These spells are those known by Elminster to be in the books described. Some of them may very well pop up in other books carried by other mages who have not made their spell collection known to Elminster. As described in the histories of each of these books, many of them have had many holders, with ample opportunity for others to copy the spells into their own orizons.

Availability of Spells in The Forgotten Realms

There are three categories of access to AD&D® game spells in the Forgotten 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 the spell. They are spells and cantrips common in the Realms for centuries, and almost everyone, not just magic-users, knows about them and their effects. The names of their creators have long since been lost. They have generic names like *magic missile* or *charm person*.

Rare spells are not so rare as their name implies. These are the "named" spells such as the various *Bigby's hands*, *Tenser's Disk*, *Leomund's* assorted shelter spells, etc. Their creators (or at least popularizers) are still known. Apprentices are not commonly taught these spells as a matter of course, and a wizard may not have one in his repertoire because he has never been taught it or researched it, rather than just not being able to assimilate it.

Still, these spells are well known at least by name to most of the magical fraternity. The knowledge of these names is actually something of a puzzle to those who consider such things. The wizards for whom the spells are named in the AD&D rulebooks are all Greyhawk wizards, and most of their histories will be somewhat described in upcoming Greyhawk sourcebooks. Why do these Forgotten Realms spells carry their names?

There are several answers. One simple answer is that they don't carry those names—they were invented by other wizards entirely, but it is a lot simpler for the AD&D game player and DM's to assimilate if they carry over the Greyhawk names for the sake of play. Another answer is that the wizards did some *gate* traveling and brought their spells to the Forgotten Realms, perhaps starting the entire study of magic in the Realms. Another is "parallel development." Wizards with exactly the same names created exactly the same spells in the Forgotten Realms as their namesakes did in Greyhawk. The DM can make his own choice as to which to promulgate

as the true word.

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

Level	Spell Name	School	Book
can.	<i>Catfeet</i>	(Alteration)	SS
can.	<i>Cut</i>	(Alteration)	TA
can.	<i>Gallop</i>	(Alteration)	TA
can.	<i>Horn</i>	(Evocation)	GW
can.	<i>Listen</i>	(Alteration)	GW
can.	<i>Scorch</i>	(Alteration)	GW
can.	<i>Snatch</i>	(Evocation)	SS
can.	<i>Spark</i>	(Evocation)	SS
can.	<i>Sting</i>	(Alteration)	TA
1	<i>Catapult</i>	(Alteration)	DL
1	<i>Detho's Delirium</i>	(Necromantic)	DL
1	<i>Spidereyes</i>	(Alteration)	LOL
2	<i>Agannazar's Scorcher</i>	(Evocation)	TOTC
2	<i>Blacklight</i>	(Alteration)	SICMP
2	<i>Bladethirst</i>	(Alteration)	SS
2	<i>Circle Dance</i>	(Divination)	SW
2	<i>Decastave</i>	(Evocation)	DL
2	<i>Dire Charm</i>	(Enchantment/Charm)	VMIE
2	<i>Dispel silence</i>	(Abjuration/Alteration)	BB
2	<i>Flying Fist</i>	(Evocation)	DL
2	<i>Plague</i>	(Illusion/Phantasm)	SICMP
2	<i>Quimby's Enchanting Gourmet</i>	(Conjuration/Summoning)	JO
2	<i>Ray of Ondovir</i>	(Enchantment/Charm)	TOR
2	<i>Skyhook</i>	(Evocation)	SW
2	<i>Waves of Weariness</i>	(Enchantment/Charm)	JO
3	<i>Ghost Pipes</i>	(Alteration-Illusion/Phantasm)	LOL
3(d)	<i>Greenwood</i>	(Alteration)	BOT
3(c)	<i>Holy Flail</i>	(Invocation/Alteration)	RBOW
3	<i>Hover</i>	(Alteration)	LOL
3	<i>Iceland</i>	(Alteration)	TOR
3	<i>Laeral's Dancing Dweomer</i>	(Alteration/Enchantment)	TW
3	<i>Mailed Might</i>	(Evocation)	SICMP
3	<i>Missile Mastery</i>	(Alteration)	TS
3	<i>Night Scar</i>	(Illusion/Phantasm)	TS
3	<i>Tasirin's Haunted Sleep</i>	(Enchantment/Charm)	TW
4	<i>Archveult's Skybolt</i>	(Alteration)	TW
4	<i>Backlash</i>	(Enchantment/Charm)	TS
4	<i>Belyn's Burning Blood</i>	(Necromantic)	BOB
4	<i>Bowgentle's Fleeting Journey</i>	(Alteration)	BB
4(d)	<i>Briartangle</i>	(Alteration)	BONTM
4	<i>Caligarde's Claw</i>	(Conjuration/Summoning)	TW
4	<i>Censure</i>	(Conjuration/Summoning)	BOB
4	<i>Encrypt</i>	(Illusion/Phantasm)	OA
4	<i>Firebrand</i>	(Evocation)	SW
4	<i>Hailcone</i>	(Evocation)	AW
4	<i>Ilyykur's Mantle</i>	(Abjuration)	TOTC
4	<i>Merald's Murderous Mist</i>	(Evocation)	SS



The Spells of The Forgotten Realms

Level	Spell Name	School	Book
4	<i>Nchaser's Glowing Globe</i>	(Evocation)	NE
4	<i>Phase Trap</i>	(Alteration)	AW
4	<i>Presper's Moonbow</i>	(Evocation)	TOTC
4(c)	<i>Reveal</i>	(Divination)	RBOW
4	<i>Secure</i>	(Alteration)	OA
4(d)	<i>Smoke Ghost</i>	(Alteration)	GW
4	<i>Spendelard's Chaser</i>	(Necromantic)	TW
4(d)	<i>Thorn Spray</i>	(Alteration)	BONTM
4	<i>Thunderlance</i>	(Evocation)	AW
4	<i>Tulrun's Tracer</i>	(Divination/Alteration)	TW
4	<i>Wall of Sand</i>	(Evocation)	UM
5	<i>Caddelyn's Catastrophe</i>	(Enchantment/Charm)	CW
5(d)	<i>Control Vapor</i>	(Alteration-Conjuration Summoning)	BOT
5	<i>Flame Shroud</i>	(Alteration)	SOD
5	<i>Grimwald's Greymantle</i>	(Necromantic)	TOTC
5	<i>Hold Vapor</i>	(Conjuration/ Summoning)	BOB
5	<i>Ironguard</i>	(Abjuration/Alteration)	TS
5	<i>Nulathoe's Ninemen</i>	(Abjuration/Alteration)	NE
5	<i>Shandaril's Tracer</i>	(Divination)	SW
5	<i>Watchware</i>	(Evocation)	SOD
5	<i>Xult's Magical Doom</i>	(Alteration)	TOR
6	<i>Power Word: Silence</i>	(Alteration)	SICMP
6	<i>Reconstruction</i>	(Alteration/Phantasm)	TA
6	<i>Shaeroon's Scimitar</i>	(Evocation)	BOB
6	<i>Turnshadow</i>	(Abjuration)	SICMP
7(c)	<i>Bladeless</i>	(Necromantic)	RBOW
7(d)	<i>Death Chariot</i>	(Evocation, Conjuration/ Summoning)	BONTM
7	<i>Khelben's Warding Whip</i>	(Abjuration/Evocation)	SICMP
7	<i>Nezram's Ruby Ray</i>	(Alteration)	UM
7(c)	<i>Sacred Link</i>	(Evocation/Alteration)	RBOW
7	<i>The Simbul's Synostodweomer</i>	(Alteration/Necromantic)	VMIE
7	<i>Spelltrap</i>	(Abjuration/Alteration)	UM
7	<i>Stealspell</i>	(Enchantment/Charm)	TOTU
7	<i>Vipergout</i>	(Conjuration, Summoning)	VMIE
8	<i>Body Sympathy</i>	(Necromantic)	TA
8	<i>Great Shout</i>	(Evocation)	SOD
8	<i>Spell Engine</i>	(Abjuration/Alteration)	SS
9	<i>Dismind</i>	(Enchantment/Charm)	TW
9	<i>Spell Ward</i>	(Abjuration)	CW
9	<i>Phezult's Sleep of Ages</i>	(Alteration)	BOT

(d) Druid Spell, (c) Cleric Prayer

Abbreviations for Book Titles

AW = *Aubayreer's Workbook* (FR—86)

BB = *Bowgentle's Book* (FR—71)

BBOS = *Briel's Book of Shadows* (FR—76)

BONTM = *The Book of Num "The Mad"* (FR—74)

BOB = *The Book of Bats* (4)

BOT = *Book of Thorns* (6)

CW = *Caddelyn's Workbook* (7)

DL = *Detho's Libram* (8)

GW = *Glanvyl's Workbook* (FR—80)

JO = *Jaluster's Orizon* (10)

LOL = *The Libram of Lathintel* (12)

NE = *Nchaser's Eiyromancia* (FR—62)

OA = *Orjalun's Arbatel* (FR—87)

RBOW = *The Red Book of War* (FR—81)

SICMP = *Selvar's Ineffable Conjurations, Magicks, and Phantasms* (14)

SOD = *The Spellbook of Daimos* (FR—72)

SS = *Sabirine's Specular* (FR—77)

SW = *Shandaril's Workbook* (19)

TA = *The Alcaister* (FR—83)

TC = *The Chambeeleon* (FR—64)

TOR = *The Tome of Rathdaen* (22)

TOTC = *The Tome of The Covenant* (FR—91)

TOTU = *The Tome of The Unicorn* (FR—41)

TS = *The Shadowtome* (17)

TW = *The Workbook* (FR—68)

UM = *Unique Mageries* (24)

VMIE = *Vaerendroon's Ineffable Enchantments* (26)

(FR—##) Page reference in FORGOTTEN REALMS™ Boxed set, **DM's Sourcebook**.

(##) Page reference in **The Magister**.



Armor

Most of the items (largely shields) described herein are one-of-a-kind items that might be found in great treasures or secreted away in some tyrant's treasure house—or on the arm or body of a bandit king. As such, each has a bit of lore associated with it that is described in the following.

Of course, there may be more than one of these one-of-a-kind items floating about the Realms, but if there are—Elminster hasn't heard about them.

Dzance's Guardian

Experience Point Value: 1,000
Gold Piece Sale Value: 10,000

Lore: The ranger Dzance found this shield in a chest in the depths of Gauntlgrym, the Lost City; its origin is unknown, but it is thought to be of dwarven manufacture.

Dzance's *Journals* tell us of the properties of this item. When he retired from adventuring to live in the Lady's Court at Silverymoon, Dzance gave the *Guardian* to Belpir, a young knight of that city. The new owner forthwith went adventuring and has not been seen since. The fates of Belpir and the *Guardian* are yet a mystery.

Function: The *Guardian* is a "+0 shield," magical in nature but conferring no armor class bonus to its bearer besides the one-place benefit provided by any shield. However, it has a special defensive power: when worn, it radiates an insubstantial magical energy field that envelops its bearer, and only the bearer, like an aura. Any *magic missile* directed at the *Guardian's* bearer from any direction—not just ahead—strikes this field and is reflected unerringly back at the sender with no damage to the shieldbearer.

The field also absorbs all electrical discharges of natural or magical origin, such as *shocking grasp*, *lightning bolt*, or *chain lightning*, without harm to the bearer. These attacks dissipate gradually and harmlessly if the shield is taken off, but if the shieldbearer can bring the shield into physical contact with a

foe within 4 rounds of any such discharge(s), the entire stored electrical energy of the field can be transmitted to the foe (save vs. paralysis for half damage). The bearer is made immediately aware of this storage and discharge power whenever the field intercepts electrical energy.

When this discharge is activated by the bearer's will, there is a 30% chance that the bearer and shield (but not any companion creatures or foes unless direct, physical contact is present at the time) will be *plane shifted* to a random known plane of existence. This power is unknown to the bearer until it actually occurs; *identify* and sage lore do not reveal it.

Grimjaw

Experience Point Value: 800
Gold Piece Sale Value: 5,000

Lore: Named for the small common tongue inscription found deeply engraved on the inside top rim of the shield, this plain iron shield is dented and blackened, and of normal and unassuming appearance. It bears no rust, and rusting does not affect it regardless of the handling it receives, due to the protective magics cast upon it. *Grimjaw* was first identified by the sage Ragefast of Baldur's Gate, as borne by the adventurer Krystus and having a certain awesome power described hereafter. Krystus the Proud soon met his death at the hands of a dwarven patrol half the continent away, in the mountains near Thethyamar, in a dispute over passage through the dwarven mines there. *Grimjaw* is known to have been in the hands of the ruling dwarven clan "Iron House" for many years, but was lost in battle when orcs and evil mages drove out or slew all the dwarves of Thethyamar. The present head of the "Iron House," Ghellin, wishes to regain the shield.

Function: *Grimjaw* confers no magical armor class bonus to its wearer, but it has a powerful ability to affect any magical items that come into direct physical

contact with it, regardless of the shieldbearer's wishes. The effects of any single such contact are determined by percentile dice, as follows:

- 01-20 Item has one charge drained from it by *Grimjaw*; if the item has no charges as such, its powers are negated for 3-12 turns.
- 21-65 Item instantly turns and attacks wielder for one round, either striking as if the wielder were attacked by someone of equal class, strength, and level (if a weapon), or firing one charge or magical attack (if a charged staff or similar item).
- 66-80 Item has all magical powers and abilities negated for 2-12 rounds.
- 81-95 Item is completely drained of all magical powers forever, as if struck by a *rod of cancellation*. Artifacts are likely to be unaffected, but may, at the DM's option, *teleport* away to a random location, with or without wielder.
- 96-00 *Grimjaw*, discharges some of its stored magical energy into the contacting item; the item gains 1-6 additional charges permanently, or a +1 on hit and damage bonuses for 1-6 turns.

If a magical weapon or item is wielded against the shield bearer, and the item misses the armor class of the shieldbearer by 1 point (i.e. scoring what would have been a hit except for the shield's presence), then it is considered to have struck the shield.

Hawkstone's Bulwark

Experience Point Value: 1,500
Gold Piece Sale Value: 9,000

Lore: The ranger Hawkstone bore this shield in his war against the giants of the Great Glacier and the beast-men (ogres) of Thar. Some time after his death, his grave was violated and all his treasures stolen, among them the blade



Armor

Durelva and this shield, known in ballads as *Hawkstone's Bulwark*. It is generally believed that Hawkstone won this shield from the hoard of the black dragon Yindoth. Its origin is as unknown as its present fate.

Function: The shield is a single slab of 2-inch-thick polished steel of a beautiful blue hue, a fine metal unique in its quality in the Realms. It has the usual two straps within of black bullhide, and weighs no more than a wooden shield. It has the abilities of a +2 shield, and upon command the shield grows magically into a bridge. (The command word, known throughout lore but not written anywhere on the shield, is "Bulwark.") The shield disappears from the bearer's possession and reappears at the start of the following round as a 5-inch-thick span of fine steel, 2' wide by 60' long. Its length is not variable, and the change is not always automatic; if the command word is spoken when the *Bulwark* does not have enough room to expand, the power simply fails to function.

The bridge extends out in the direction the bearer of the shield is facing, beginning just in front of the bearer's feet. Once placed, the bridge cannot be moved (although it can be shrunk back to a shield and re-expanded in another direction). It can support up to 5,000 pounds of weight at a time; exceeding that limit causes it to "collapse" back into a normal shield (see below), leaving the creatures and objects upon it without any visible means of support.

If its weight capacity is not exceeded, the bridge remains for 33 days, or until the bearer of the shield holds onto one of the straps and utters the reverse-command word "Krawlub." (When it is in bridge form, the shield's straps are located on the top surface of the bridge at either end.) The shrinking process works essentially the same as the expanding process; the bridge disappears upon utterance of the command word, and at the start of the following round, *Bulwark* reappears at the bearer's feet in shield form.

No magic short of a *limited wish*, *alter reality*, or *wish* can cause the bridge to shrink, break, or otherwise move (although the ground on which it rests could be affected by *disintegrate*, *dig*, or similar magic). The bridge conducts heat, electricity, and other similar forms of energy, and in such respects acts as normal metal does.

Laeral's Storm Armor

Experience Point Value: 1,800
Gold Piece Sale Value: 13,500

Lore: This armor was devised by the wizardess for whom it is named. She devised several sets for champions of her far northern kingdom. The secret of making it died with her, though mages of the North have been trying for centuries. Of the dozen or so sets created, two have been known to be destroyed, and three others are being used in the North. The other seven have disappeared, and it is not known whether they are still in existence.

Function: *Storm armor* is plate armor, +2, of a peculiar non-metallic alloy. It does not conduct electricity, and has the power to transfer heat to and from the surrounding air, so that the wearer remains comfortable in a freezing gale or under the hot desert sun. The wearer is thus largely unaffected by *fireball* and *ice storm* or *cone of cold* spells, and immune to electrical damage of any type. The wearer can stand securely, or move forward at normal speed, in the face of even the most powerful winds (including the magical *gust of wind*).

If *storm armor* is struck simultaneously in different areas by spells causing hot and cold (such as *cone of cold* and *wall of fire* or *heat metal*), it becomes brittle and may be shattered by physical attack(s) doing it 9 points of damage. (The character takes any points of damage over this amount.) The armor is only brittle while both hot and cold spells are affecting it and for one round thereafter. When it shatters, it does so thoroughly; a chain reaction occurs in the unstable heat-trans-

ferring components of the alloy and the armor disintegrates into unusable fragments.

Laeral's Spell Shield

Experience Point Value: 500
Gold Piece Sale Value: 5,000

Lore: Named for the wizardess who devised the prototype, these shields can still be made with much travail.

Function: A *spell shield* protects the wearer from the following spells, so that he or she will suffer no damage: all *Bigby's* spells (note that it does *not* negate an *interposing hand*), *blade barrier*, *shillelagh*, and *spiritual hammer*. In addition, there is a 60% chance (per *missile*) that the *shield* will negate *magic missile* attacks.

Against normal missiles, *Laeral's spell shield* acts as a +1 shield. All such physical missiles which strike the *shield* (if a to hit missile attack roll directed at the wearer indicates a miss, roll 1d6: a 5 or 6 indicates that the missile struck the shield) rebound at the source of the missile, flying back at +1 to hit. A returning missile arrives on the round following that in which it struck the *shield*, strikes once (and is considered +1 magical for that one strike), and is thereafter normal and non-magical.

RepTar's Wall

Experience Point Value: 2,000
Gold Piece Sale Value: 12,000

Lore: Named for the ranger who once bore it, the *wall* is a large, heavy shield constructed of iron plates riveted to an iron frame. Its origin, lost in antiquity, is unknown. Two words are engraved on the frame in the common tongue, facing the bearer at eye level when the shield is held ready for battle: "Eiruvan" and "Thammis."

Functions: The shield is magical, and has the following powers and abilities:

- Despite its construction, the *wall* does not rust or corrode, or conduct heat and cold. Its metal remains inac-



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tive. It is a +1 *shield*, and gives forth no sound when struck or dropped. It does not ring or grate, but is absolutely silent; the heaviest blows falling upon it cannot be heard.

- When the bearer (not another creature, nor anyone not wearing the shield slung on an arm, ready for battle) speaks or whispers the word “Eiruvan,” the shield and bearer, plus any accoutrements worn and held, become *invisible* to both normal sight and infravision for 2-8 rounds. During this time the shieldbearer moves silently, because of the shield’s sound-absorbing qualities, and can move about or strike at opponents while so concealed. A successful attack made on an opponent by the bearer causes the shield and bearer to immediately become visible.

Carrying an active source of light does not affect the invisibility of the bearer, but the light is clearly seen and can be used to determine the location of the *invisible* shield carrier. The casting of *light*, *detect magic*, or *dispel magic* in the area where the *invisible* shieldbearer is suspected to be does not reveal the presence or precise location of the shieldbearer. Once exercised, this power does not work again until 16 hours have elapsed from the cessation of *invisibility*.

- The shield’s major power, made active when the bearer speaks or whispers the word “Thammis” while wearing the shield slung for use, is the ability to *fly* (as per the magic-user spell) for 2 turns. Shield and bearer, plus any non-living accoutrements of up to 4000 gp weight, are empowered to *fly* at maneuverability class A, with a movement rate as per the spell; the magic also confers full stability for wielding weapons in midair. The flight ability lasts until 2 turns have elapsed or the bearer wills it to end, whichever occurs first.

Use of the *fly* has a side effect in that at the onset of flight, the nearest magical item or artifact is permanently drained of one charge, which serves as energy to power the shield. If the nearest item is of a permanent nature and has no charges (e.g. a magical dagger),

all of its powers are negated for four turns. The item closest to the shield is always affected, regardless of the shieldbearer’s wishes.

The shieldbearer is usually unaware of the “draining.” If no magical item is within 9” of the shield when the *fly* power is activated, the shield’s own other abilities—including the sound absorption and the +1 bonus—are negated for 6 turns. The *wall* is directed in flight by the will of its bearer, who must remain in full physical contact with it, or the shield and former bearer both plummet to the ground; the shield does not *fly* alone.

Shoon’s Buckler

Experience Point Value: 2,000
Gold Piece Sale Value: 12,000

Lore: The adventurer Shoon briefly possessed this magical shield. Its true origin is unknown, but he seized it from the body of a slain male drow during a battle deep beneath the Hill of Lost Souls. Amongst the drow, as *speak with the dead* has revealed, the buckler was known as a “blink shield”; it was unique, and its making a mystery. Shoon later gave the shield to the fighter Gorlaung “Blackhelm” in exchange for training; Gorlaung fell in battle with orcs in the Stonelands, and his body was stripped of weapons and valuables by his slayers. The present location of the Buckler is unknown, but Shoon spent so much time complaining that he should never have let Gorlaung have it that it has become known as “Shoon’s Buckler” and become a phrase to describe any wonderful item lost through folly.

Functions: The *buckler* is a 1’ diameter disk of black metal with a fist grip, all fashioned of one piece, and bearing no inscriptions. Despite its small size, the *buckler* functions as a +2 *shield*. Its other easily discernible power is the ability to glow equal in radiance to a *light* spell upon the mental command of its bearer; the light dies away to nothing when the bearer wishes it to, falls

asleep, dies, or loses sanity or consciousness. This power is discovered whenever the bearer thinks about the poor light, wishes he could see better, and so forth. Whenever the *buckler* operates thus, three words in the common tongue appear in small glowing letters around its inside edge: “Tethema,” “Sekoe,” and “Brund.”

If “Tethema” is said aloud by any creature holding the shield, that figure becomes the master of the *buckler* until another creature holds the shield and repeats the word. Control of the *buckler* enables a being to override the mental commands of another character holding the *buckler* regarding its radiance, even from afar (up to 16” away). Control also allows the following two powers to be enacted when the master is not touching the *buckler*, and is up to 16” distant:

If the word “Sekoe” is spoken, the *buckler* levitates for up to 6 rounds, moving about under the mental direction of the master, or the bearer if the master is someone different and does not countermand the orders. The shield can carry or support up to 600 pounds of weight resting upon it or suspended from it, and any number of creatures or items can make up this cargo. If its load ever exceeds this limit, the shield instantly ceases to *levitate* for at least 6 rounds and falls. Thus, the bearer can *levitate* himself up or down at will, and also move horizontally about by pushing off walls, or the *buckler’s* master can from afar move the shield about—plus, perhaps, an unwilling cargo.

If the word “Brund” is spoken by the master of the *buckler*, any other active shield powers cease; then the shield and any creature(s) touching it *blink*, as per the magic-user spell, about the location of the shield when it was activated, until 7 rounds have elapsed or the master wills it to end (whichever occurs first).

These powers can be used repeatedly in consecutive rounds and in any order (although only *levitate* and *light* can be used in combination) if the commands



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are known. Anyone who discovers the *buckler* is not informed of any facts about its operation by any revelation or by magical means short of a *wish*, but must learn them by trial and error. The *blink* power does not function for anyone who discovers the shield until that character has established himself as the master of the *buckler* by using the command word "Tethema."

Thurbrand's Protector

Experience Point Value: 5,000

Gold Piece Sale Value: 25,000

Lore: This shield is named for the fighter who found it in a dragon's hoard. It was later sold to King Osbrun of Ches-sagol, whose treasury and armory were looted six winters ago, some say by magic. The *protector* vanished in that theft, and its present whereabouts and owner are unknown. The shield is a plain, battered, kite-shaped construction of bronze plates bolted to a sturdy wooden frame. It bears no maker's-mark or inscriptions.

Functions: The shield is magical, and has the following powers and abilities:

- Any damage that pierces or parts the bronze plates, or cracks through or breaks the wooden frame, is magically *mended* overnight. Minor dents, scratches, and scars are not so repaired. Manual repairs by a blacksmith or the bearer seem to have no effect on the shield, undoing themselves even as they are done.

- The *protector* has all the powers of a *+1 ring of protection*. In addition, whenever the bearer raps the wooden frame three times rapidly with a finger or knuckles, the shield radiates and maintains, through some unknown magical means, a 10' radius *globe of air*, cool and breezeless. This *globe* withstands the pressures of deep water, *gusts of wind*, and the like without altering its shape or location, remaining centered upon the *protector*. Large, solid, immobile objects like stone walls cause the "air bubble" to flatten out along the wall or around the object. Creatures within the *globe of air* cannot drown, suffer harm from poisonous

gases, etc. As many creatures can be protected by the *globe* as can fit into its volume, usually 40 or so, or, if freedom to move and fight is required, 8 or 9 man-sized beings. The air supply can never be "overloaded" or used up.

Most creatures are not physically constrained from entering or leaving the *globe*. It keeps out only creatures who cannot breathe or move in air (such as living fish), and those who are gaseous in form (air elementals, a vampire in gaseous form, etc.) In fact, if such a creature appears in the middle of the *globe* through *teleport*, changing shape, or summoning, it is immediately expelled out of the *globe*. The *globe of air* persists until the bearer again raps the wood frame thrice; to be effective, such rapping must be on the inner side of the shield, directly on the frame, and the bearer must have the shield slung on his arm or strapped to him. However, the sound of the rapping need not be heard and the impact need not be forceful, thus allowing one to activate the powers if suddenly submerged, deprived of all air, etc.



Clothing

The magic-weavers of the Realms are much more likely to make more than one copy of a magic cloak or other article of apparel than are the makers of magical armor. Thus, the following descriptions are, in the main, bereft of lore.

Cloak of Battle

Experience Point Value: 2,000
Gold Piece Sale Value: 12,000

This cloak entangles any weapon parried by it (treat any unsuccessful hit roll of an opponent upon the cloak wearer or wielder as a parry). Magical weapons must then make a saving throw of 20, with a bonus equal to their magical bonuses; those magical weapons without combat bonuses save on a 20, and all artifacts save at +5 on the die or at their own plus, whichever is greater. Failure to make the save binds the weapon fast to the cloak for 1-3 rounds. This entanglement prevents further attacks using that weapon, and a bend bars/lift gates strength roll is needed to pull the weapon free prematurely.

If the attacking creature leaves or moves away to engage another opponent before the 1-3 rounds are up, it must part company with its weapon, which remains in the possession of the cloak-bearer.

The cloak has one other function; upon the speaking of a command word while the cloak is held, but not worn, the cloak transforms into a stout bar or cudgel for 5-8 rounds. The cudgel is largely composed of magical force, cannot be damaged by normal usage (e.g. all except contact with magical weapons or spells), counts as magical for hit purposes but has no bonuses, does 1-6/1-3 hp damage, and cannot be used to entangle other weapons as above. The cloak can be destroyed by parrying (in the above manner) eight blows from magical weapons while in this form (changing it from cloak to cudgel and back again an hour later lets it start over again), and it can be wielded by characters of any class without proficiency penalties.

Cloak of Comfort

Experience Point Value: 1,500
Gold Piece Sale Value: 7,500

This cloak imparts (to the wearer only) equable temperatures for comfortable studying, physical activity, sleep, and so on. It does this by alternatively exuding heat or cold that it has magically absorbed, including the heat of the sun, the chill of night breezes, and extremes of temperature common to deserts, glaciers, and other inhospitable regions. The cloak's outlines are always clearly visible to creatures having infravision. Notably, cold- and heat-based magical attacks are absorbed by the cloak harmlessly; thus, the wearer is immune to *cone of cold*, *heat metal* and similar spells.

However, most fire-based spells and magics such as *ice-storm* do damage for other reasons than merely the temperature of their effects. The wearer of a *cloak of comfort* suffers -2 hp per die of damage from *ice storm* and fire-based magics of all sorts, although the cloak itself is immune to the effects of flame and freezing. Electrical and other energy attacks are unaffected by the cloak. The capacity for absorption of such a cloak is not known—none is known to have “overloaded” nor, when destroyed, to have exploded or emitted any bursts of heat or cold. The wearer of such a cloak never suffers the effects of exposure to the wilderness, such as reduced constitution, dexterity, etc. Hypothermia and the fatal effects of frigid water are not possible to the wearer. Sunstroke (due to ultraviolet radiation) and water damage to accoutrements, etc., are still possible.

Cloak of Delight

Experience Point Value: 3,000
Gold Piece Sale Value: 35,000

These strange, most rare garments cause all who view the wearer to feel calm and at peace in the latter's presence, and feel friendly towards the wearer. At first sight of a wearer of a

cloak of delight, regardless of the latter's natural charisma, all who fail to save vs. spell will feel loyalty and love for the wearer, and will tend to carry out the latter's most bizarre commands with enthusiasm and alacrity. All who wish to attack the wearer of such a cloak must save vs. spell at every attack or strike at -2 due to reluctance and remorse. Once per day the *cloak* wearer may *entrance* creatures who fail to save vs. spell by causing the *cloak* to display the ultimate pleasure and goal of each (creatures of low or animal intelligence save at -3, non-intelligent creatures are unaffected). *Entranced* creatures will remain in a motionless trance for 1-8 rounds, oblivious to their surroundings, but will attack manically any creature or thing obstructing their view of the *cloak*. Use of *darkness*, *pyrotechnics*, or similar obscuring spells ends the trance. *Entranced* creatures cannot employ psionics or cast spells.

A side effect of the *cloak's* powers is that everyone who views the garment will see it differently, and give widely different descriptions of it later.

Cloak of Echoes

Experience Point Value: none
Gold Piece Sale Value: 3,000

This cursed item is identical to a *cloak of elvenkind* (q.v., DMG), and functions properly as such an item at all times. When a wearer is attempting to be quiet and stealthy—and *only* at such times—all noises made by the wearer are greatly magnified, and echo loudly. Thus, the sound of a footfall or that of a weapon being drawn would alert other beings to the presence—if not the precise location—of the cloak-wearer. Whenever such an echo-activated *cloak* is taken off, it will emit a weird, echoing falling cry as it is parted from the being who has just worn it.



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Cloak of Fangs

Experience Point Value: 1,500

Gold Piece Sale Value: 10,000

This cloak can be worn as a normal, heavy-wear, all-weather cloak for an unlimited time, but when magically activated it serves only once. The word of activation for all such cloaks is "Feerond," the name of their maker. When this is spoken, the cloak is dangerous to the wearer's friends and foes alike; it fires darts of pure force up to 3" distant in all directions. This spray of invisible missiles lasts for 7 rounds regardless of the wishes of the wearer. The cloak wearer cannot be struck by the missiles, nor do the missiles ricochet, but all creatures within 3" of the cloak-wearer (who may, of course, move and fight normally) suffer 6-24 hp damage per round; a save versus spells means half (3-12) damage, and spells such as *shield*, *wall of force*, *anti-magic shell* and the like offer complete protection against the missiles. The missiles also cannot penetrate other planes (i.e. the ethereal) or extra-dimensional spaces (e.g. those created by a *portable hole* or *rope trick* spell), although if the cloak wearer enters such a space or plane by some means, the flurry of missiles accompany him. The missiles do not hamper the movement rates of affected creatures, but do prevent spellcasting that involves somatic and material components. At the end of the seven-round flurry of missiles, the cloak vanishes forever.

Cloak of Guarding

Experience Point Value: 1,500

Gold Piece Cash Value: 10,000

This garment is identical in weight, texture, and appearance to a normal woolen cloak, and is typically grey in color. When it is worn and the user is struck by a physical blow, the cloak instantly becomes rigid at the point of impact, deflecting all non-magical missiles and absorbing part of the force from any other physical attack (-2 on each die of

damage, down to a minimum of 1 point of damage per die). After the attack has landed and withdrawn, the cloak instantly becomes flexible again. The cloak cannot be torn or otherwise damaged by any physical attack, except under the circumstances described below.

If a *cloak of guarding* is subjected to constriction or sustained pressure (as in a deadfall trap, or caught between two walls that are closing together), the garment protects the wearer in the manner of a rigid suit of armor until it has suffered 25 hit points of damage, whereupon it disintegrates. A cloak that is damaged in this fashion, but not to the point of disintegration, does not bestow its powers of protection upon the wearer again until it has "rested" for as many rounds as the number of points of damage it absorbed, or until it is taken off and not worn for at least one round.

The construction of a *cloak of guarding* (which involves metal spun into fine threads) is such that the wearer takes maximum damage—no saving throw—from heat, cold, or electrical attacks of all sorts. The cloak itself does not burn.

Cloak of Many Colors

Experience Point Value: 1,200

Gold Piece Sale Value: 8,000

This rare garment can so shift its pigmentation that its wearer is immune to the effects of *color spray*, *prismatic spray*, and the like, and can pass through a *prismatic sphere* or *wall* (together with all items carried or worn within the cloak) as though the barrier did not exist. The wearer *only* (not companions) is so protected, and he is likewise solely protected from blindness due to *blur*, *pyrotechnics*, *hypnotic pattern*, *darkness*, blinding light of all sorts, and magical effects.

The cloak itself does not seem to an observer to alter its own colors, but always seems to have a swirling and indistinct surface (aiding the success of a wearer hiding in shadows by + 10%);

more so when it is acting to shield its wearer's gaze from color affects cast at the wearer. The cloak cannot, however, deliberately be used to camouflage the wearer by blending with its surroundings, nor does it have any powers to affect creatures other than the wearer, either by attack or conferring protection.

Once every 12 turns, the wearer, by effort of will, can cause the cloak to glow (equivalent to a *light* spell, but *not* blinding) white, such glowing lasting for nine rounds, without any concentration required, or ceasing sooner if the wearer wills. Obviously the wearer cannot hide in shadows while the cloak is so used.

Cloak of Reflection

Experience Point Value: 1,500

Gold Piece Sale Value: 10,000

Lore: These cloaks were made to protect rangers and other traveling messengers in the service of the High Lady of Silvermoon. The precise magical defenses against each spell are now unknown, the knowledge having died with the maker of the cloaks, the mage Irentalar. The attacking caster or wielder can escape the cloak's reflective effects only by escaping into another plane (or extra-dimensional space). Momentary dislocations such as *blink*, *dimension door*, and *teleport* are not sufficient to escape, and distance is not a factor. Elminster does not know of any instance in which the wearer of such a cloak faced a creature having spell-like *natural* powers akin to the spells reflected by the cloak, but believes that such spell-like powers would be reflected as are spells and magic-item functions.

Functions: This cloak (*many* have been made) confers a limited spell immunity upon any one living creature wearing or covered by it. The following spells and spell-like magical item functions—and *only* the following spells—are directed back at the caster/wielder as follows:



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- *Magic missile* — reflected back at caster with full effect (no saving throw).

- *Shocking grasp* — discharge directed back instantly into caster and nullified; caster takes no damage, but spell is lost.

- *Forget* — Spell distorted and thrown back at caster, who is *confused* as per the 4th level magic-user spell *confusion* for the following round (no saving throw); the *forget* spell is lost, and neither caster nor cloak wearer *forgets* anything.

- *Irritation* — Reflected back at caster, who is affected normally unless save is made (negates effect).

- *Ray of enfeeblement* — Reflected back at caster, who is affected normally unless save is made (negates effect).

- *Hold person/animal/monster* (if cast at cloak wearer) — Distorted by the cloak and reflected back at caster, who must save vs. spells (at par) or be *slowed* for two rounds.

- *Tasha's uncontrollable hideous laughter* — Reflected back at caster, who is affected normally unless save is made (but the caster's saving throw is always at par, never at a minus due to intelligence).

- *Polymorph other* — Reflected back at caster, who must save at +2 or be affected normally (system shock roll must be made, form received is as caster intended.)

- *Feeblemind* — Reflected back at

caster, who must save vs. spells at +2 or be affected normally.

- *Color spray* — Reflected back at caster, who must save vs. spells or be struck unconscious for 1-2 rounds.

- *Entangle* — Cloak wearer is unaffected by *entangle*, but the spell has normal effect on other creatures within area of effect; magic is *not* reflected back on the caster.

Cloak of Stars

Experience Point Value: 1,200

Gold Piece Sale Value: 7,500

The inside of this cloak contains four stars around the neck and front hems, six-pointed shapes of silver cloth. These are enspelled and radiate magic. If a star is touched and the name of its maker spoken (Thalanta the Fair made most of these cloaks), the star vanishes and the spell stored within the star is activated. The knowledge of the making of such stars is lost, and thus they cannot be replaced. Moreover, there is nothing to identify what spell is linked to what star, although a few sages know the secrets of the patterns in which the stars were placed, and can deduce what spell each star triggers.

Only one star may be activated per round; it causes a spell to be cast as though by the cloak wearer or bearer (regardless of that being's class or level),

and the spell takes effect as though cast by a magic-user of 20th level, for that is what Thalanta was when she made the stars.

The usual spells stored in a *cloak of stars* vary according to which of three types of cloaks is found:

1. *Teleport, enchant an item, spiritwrack, limited wish*
2. *Anti-magic shell, repulsion, reverse gravity, imprisonment*
3. *Death spell, legend lore, statue, shape change*

Such cloaks are rare, as the steady attrition of used stars reduces the numbers without replenishment. Version #3 is especially rare. The patterns in which the stars were placed inside the cloaks vary as well. The three known variations (which do not necessarily correspond to the three types of cloaks as noted above) are: a three-star triangle inside the right front facing, one star in the center of the triangle; four stars in a square on the left front placket; and two stars down the right front placket, and two stars down the left front placket. Some speak of a fourth combination—four stars in a diagonal row by the right front placket—but what spells any of these patterns correspond to, only a few sages know or are able to discover. The stars can, of course, be activated without knowing what spell will occur; knowledge of the spell power fills the star-activator's mind in



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time for the spell to be directed at an area or specific target (but *not* negated or saved for later).

Cloak of Survival

Experience Point Value: 1,000
Gold Piece Sale Value: 6,000

While wearing this cloak, any being gains a +2 bonus on all saving throws vs. poison and has a -03% penalty to the chances of contracting any disease or parasitic infection. In addition, the cloak maintains a supply of pure, breathable, air—enough for the wearer *only* to breathe for one turn—within itself, replenishing this supply constantly whenever the surrounding air is pure. The cloak automatically envelops the cloak-wearer's head in it whenever breathable air is not present. If the cloak-wearer is enveloped in choking smoke or plunged into water, he or she can see, breathe, and act normally up to one turn.

The wearer of one of these cloaks is immune to nausea and its effects, and to the person affecting cantrips *belch*, *cough*, *sneeze*, and *yawn*. Note that poisonous vapors are protected against for one full turn, and only after that must the wearer save (at +2) to avoid any effects.

Cloak of Symbiotic Protection

Experience Point Value: 3,000
Gold Piece Sale Value: 20,000

This type of cloak is very rare. It is impregnated with an immobile, non-intelligent living substance of unknown identity and origins which cannot be isolated by alchemists and naturalists for study. The symbiote drains one hit point of vitality from the wearer every other time it is put on (or, if worn continuously, once every two days) and makes the wearer color blind while the cloak is worn.

In return, the cloak confers immunity to the effects of green slime, olive slime, obliviax, violet fungi, yellow musk

creeper, yellow mold, and russet mold (but not brown mold). In addition, spore attacks of all other sorts (including those of the myconid, ascomoid, basidiroid, and similar creatures) are saved against at +4. The symbiotic life form in the cloak seems to feed upon and neutralize spores and microscopic airborne life of all sorts; in many cases, this power confers upon the cloak wearer a -06% penalty to the chance of contracting diseases.

Cloak of The Shield

Experience Point Value: 1,500
Gold Piece Sale Value: 10,000

The wearer of this cloak can project a shieldlike field of invisible force once every two turns, maintaining and moving this force field by conscious mental control. The field lasts up to three rounds, in the form of a square 10 x 10 across and four inches thick. The wearer can employ this shield without strain within 4" of himself as a shield, protecting himself or another single being, so that it acts as a *wall of force* (as per the magic-user spell), a weapon (striking as an invisible ramming force, doing 1-10 points of damage per blow, one blow per round, no saving throw), as a bridge or a barrier (like a door), or as a "floating disk" (like Tenser's spell). The wearer can shift the force field to fulfill any or all of these functions in any order, but it may so serve only in one capacity per round.

If not maintained by constant mental control (i.e., the wearer cannot be struck unconscious, stunned, *charmed*, *confused*, *feeble-minded*, or psionically attacked, and cannot himself cast spells), it ceases to exist immediately.

Attacks upon the field of force do not affect the cloak. Elminster reports that some of these cloaks have lost their powers when used often—and therefore advances the hypothesis that such cloaks have a limited number of magical charges or uses before they are exhausted. The truth of this, it must be stressed, is presently unknown (DM's option).

Girdle of Lions

Experience Point Value: 2,000
Gold Piece Sale Value: 8,000

This belt appears to be like any other magical girdle when first encountered. When it is put on, the wearer gains several special abilities. Wearing a *girdle of lions* enables one to *speak with felines* (as with the spell *speak to monsters*). The felines, from house cat to saber-tooth tiger, view the wearer as if he had a charisma of 18 for purposes of reaction checks. Often the cats give advice or assistance to the *girdle* wearer and may obey his reasonable commands.

The wearer also gains the ability to land after a fall in such a way as to minimize physical damage: subtract 3 points from every die of damage incurred from falling, to a minimum of 1 point of damage per die.

The *girdle* enables the wearer to *move silently* as per the thief ability, with a minimum 50% chance of success. If the wearer is a thief, assassin, monk, or other character or creature who already has the ability to *move silently*, then the chance of success is adjusted upward by +50%, to a maximum of 99%.

Finally, the *girdle* confers a sort of night vision similar to that possessed by cats. If any light source is within view of the wearer, he can see in the dark as clearly as if he were in broad daylight. This power is not related to infravision or ultravision; the *girdle* does not allow someone to see in pitch darkness or detect "light" that lies outside the visible spectrum.

Rhun's Horned Cloak

Experience Point Value:	horns visor tail
Value:	2,000/2,200/2,500
Gold Piece Sale Value:	
Value:	7,000/7,500/10,000

This garment acts as a +2 *cloak of protection*, and is dark brown or russet in color. The wearer of this cloak can *pass without trace* at will.

The cloak is hooded, and upon the



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hood are mounted two long horns resembling those of a bull. The cloak allows the wearer to take the form of a bull (*shape change*) up to 6 times a day (24-hour period) and change back again at will. However, every round spent in bull form, there is a 1% (*not* cumulative) chance that the cloak will vanish forever, trapping the wearer in bull form. This condition may be rectified by *dispel magic*, *shape change* (which leaves the cloak wearer in his or her *original* form when it expires), or *wish*-related spells.

Only M-sized creatures may wear these cloaks so as to employ their powers. Some cloaks have a visor-like face mask allowing the wearer infravision (corresponding to his or her normal range of sight), and 20% of these cloaks have a prehensile tail mounted in the cloak's back, between the wearer's shoulders.

This tail is under the mental control of the wearer, and can wield a weapon, item, or shield simultaneously with normal two-handed combat at no dexterity

penalty. Actions requiring fingers (such as picking locks, drawing bows, et cetera) are not possible with the tail.

Tabard of The Mystics

Experience Point Value: 2,000

Gold Piece Sale Value: 15,000

This garment is typically green with golden trim, having a stiff stand-up flared collar, and may be worn over armor. Its construction is expensive (powdered gold and serpentine, for example, must be worked into the fibers of the cloth), difficult, and known only to a few.

Tabards may be worn by any class, and have the following properties: they will not burn, and all fire damage suffered by the wearer is reduced by 1 point per die. Wearers are immune to the effects of a *scarab of insanity*, and gain saving throw bonuses of +1 vs. a *magic jar* attack, and +4 vs. all enchantment/charm spells. A *symbol* may be cast upon the *tabard* (typically

upon the breast), and rendered invisible (inoperative) until it is touched and a command word spoken, or until the garment is removed from the wearer *without* a command word being spoken. In any case, the wearer or owner is immune to the effects of the *symbol*. Magic-users wearing a *tabard* may open a *wizard-locked* or *held* door or portal as though they are a level higher in experience.

The Wonderful Hand

Experience Point Value: 1,400

Gold Piece Sale Value: 16,500

This unusual creation is actually two devices: a gauntlet of steel which changes size to fit the hand of any wearer (halfling through human), and a "hand" of solid steel which is identical to the gauntlet in size and appearance. The two items are magically linked, so that the *hand* mimics all actions of the gauntlet from a distance of 1" per point of wisdom possessed by the wearer.



Clothing

Thus, the wearer of the gauntlet may grasp at empty air and the hand, some distance away, will grasp at an enemy. The positioning and movement of the *hand* are under the complete control of the gauntlet wearer as long as the *hand* is within the maximum allowable distance and within sight of the wearer. Otherwise, it falls to the ground until both conditions are fulfilled again.

All attacks made by the *hand* are at -1 to hit due to the difficulty of accurately judging distances from afar. The *hand* may transport weapons, but cannot be used to wield them or hurl them; its chief use is in the manipulation of traps and locks from a distance. As such, it is particularly suited for use by thieves, although members of all classes may employ the item.

The *hand*, unless its speed is mark-

edly increased (by *telekinesis* or other means), does 1-8 points of damage per blow. For purposes of bending bars, opening doors, etc., it has the same effective strength as the gauntlet wearer. It cannot be destroyed by physical attacks, but becomes inert if it takes cumulative blows amounting to 20 points of damage. It can be "recharged," negating all damage it may have suffered, by bringing it into contact with the gauntlet before the 20-point limit is reached. If it falls inert, either from damage or by moving out of sight of or too far away from the gauntlet wearer, it must be "replenished" by keeping it within the maximum distance for a period of one day for each day (or fraction thereof) it was inert; thus even a momentary loss of control over the *hand* causes it to be useless for one day

thereafter. The gauntlet and *hand* cannot be employed with any other magical gauntlets. The *hand* cannot be controlled when the bearer is being psionically attacked, or is the target of some form of mind control magic; however, it remains functional, and can be used again as soon as the wearer is no longer under mental attack.

The *hand* cannot be damaged by fire, heat, cold, or electricity, but if it is hit by a magical force of one of these sorts, the spell effect is transmitted at half-strength to the wearer. For instance, if the *hand* is hit by a *fireball* of 8d6 strength, the gauntlet wearer takes 4d6 of damage, or 2d6 if a saving throw is made. The gauntlet and the *hand* are not subject to any form of rust or corrosion, including such forces as the attack of a rust monster.



Miscellaneous Magical Items

Bowl of Blood

Experience Point Value: 500
Gold Piece Sale Value: 1,000

This bowl resembles other magical bowls (cf. *bowl of commanding earth elementals*) save that it fills with blood either once per day (24 hours), upon command, or of its own volition once every 4 rounds after being activated. While in the bowl, blood will not congeal, and can be used as a material component, writing ink, medical supply (it will be compatible with all to whom it is given), sturge lure, or hurled at opponents to blind them temporarily in a fight, et cetera. Eighty percent of these bowls contain human blood. Others contain elvish, gnome, and even (most rare) dragon blood. Such bowls fill from 9-90 times, and then vanish.

Censer of Thaumaturgy

Experience Point Value: 2,500
Gold Piece Cash Value: 12,000

This perforated metal vessel is typically (75%) made of electrum, but may be formed of any precious metal. If it is filled with incense and the contents are lit, the vapors from the incense permeate a 1" radius after 1 round and increase by 1" per round thereafter until reaching a 7" radius after the seventh round.

The effect of the vapors depends on what sort of character or creature ignited the incense (which may be someone other than the owner of the *censer*). If the lighting was done by a member of a spellcasting class or a creature with spell-like abilities, all magic-user spells cast by someone within the vapors are treated as if cast by an 18th level magic-user. If the lighting is done by a character or creature with no spellcasting or innate spell-like abilities, then all magic-user spells cast within the vapors take effect as if cast by a character of 5th level. A ranger or paladin who has obtained spell abilities because of high level is considered a spellcaster for purposes of this determination.

All forms of magic that are equivalent to any magic-user spell (such as a monster's innate spell-like abilities or druid, illusionist, or cleric spells that directly duplicate magic-user spells) are affected by the magic of the *censer*. Psionic powers, magical items, and other magical or magic-like effects are not altered.

The "high-level" effect of the *censer's* magic gives any spell cast the range, duration, and effectiveness afforded to a magic-user of 18th level, but does not allow the casting of any spell the caster did not already possess. The "low-level" version of the magic limits the spells usable within the vapors to magic that available to a 5th level caster; in other words, nothing higher than a 3rd-level spell can be successfully cast. Any attempt to use a spell of 4th level or higher simply fails, and the spell is wasted. As with the "high-level" version, no caster can use a spell to which he would not normally be entitled.

The *censer* burns for 3-12 turns unless deliberately extinguished. A *gust of wind* spell, the approach of a *wind walker*, or the presence of similar air currents which markedly affect the vapors disperse them and end the effect. When the *censer* goes out or is extinguished, the vapors persist for 1-4 rounds thereafter before losing their power.

Fire Gyregam

Experience Point Value: 900
Gold Piece Sale Value: 9,500

The origin of these magical devices is now forgotten, but they were as plentiful in the past as they are rare today. Gyregams are fist-sized spheres of a silvery, mirror-smooth non-ferrous metal that will not corrode and is unmarked by physical blows.

When a command word is spoken, the *gyregam* begins to spin, and hangs in mid-air wherever it is released. Within 1 round, it is glowing a blinding white and spinning faster than the eye can follow. It can then be activated on the spot by speaking a second command word, or it can be tossed at a tar-

get. The person speaking the first command word (who must also speak the second) tosses the *gyregam* by simultaneously speaking the second word and pointing at any visible target within 14". The *gyregam*, untouched by its commander, *teleports* instantly to the location desired. On the segment following its arrival, it discharges a 6d6 *lightning bolt* (cf. the magic-user spell) at the nearest concentration of metal. It remains in place, spinning and casting 1 bolt per round, until it is destroyed or 6 bolts have been fired (whereupon it sinks to the ground—an ashy, worthless shell). If it is activated on the spot and not directed at a target, the first bolt will be discharged 1 segment after the utterance of the second command word.

While spinning, a *gyregam* is AC5, and drains all magical weapons which strike it, save for artifacts and relics. These are not drained; their contact causes the *gyregam* to instantly explode, doing 3d12 blast damage to all within 1", 3d8 damage to all 1-2" distant, 2d10 damage to all creatures 2-3" distant, 1d12 damage to all within 3-4", and 1d4 damage to all within 4-5". It is said that the artificer Leifand has recently devised a similar weapon, *Leifand's Girandole*.

Flagon of Dragons

Experience Point Value: 6,000
Gold Piece Sale Value: 40,000

This large, silver vessel never tarnishes, and bears no device (scratches and painted or chalked marks will fade and disappear in 2-8 turns). A stoppered flagon is always heavy, and if shaken, a liquid sloshing noise is heard from within. When it is opened, a single dragon breath weapon attack will issue forth from its neck—acid stream, bolt of electricity, cone of gas or vapor, cone of fire or cold—such attacks being at random and *not* at the choice of the *flagon-wielder*, as follows:



Miscellaneous Magical Items

- (roll 1d10)
- 01 black dragon acid: does 36 points of damage
 - 02 blue dragon bolt: 48 points
 - 03 brass dragon *sleep* or *fear* gas
 - 04 bronze dragon *repulsion* gas
 - 05 copper dragon *slow* gas
 - 06 green dragon chlorine gas: 48 points
 - 07 red dragon cone of fire: 56 points
 - 08 silver dragon *paralyzing* gas
 - 09 white dragon *cone of cold*: 36 points
 - 10 gold dragon fire: 64 points

These attacks have the range of the breath weapons they duplicate. Once such a *flagon* has been unstoppered, an attack is launched immediately, regardless of the flagon-bearer's wishes, and after that attack has occurred, directed outwards from the *flagon's* throat whether targets are present are not, nothing more occurs until the *flagon* is stoppered (and then unstoppered) again. Stoppering and unstopping each take one round.

The *flagon* appears to be empty; nothing amiss occurs if weapons, etc. are poked into it. It can even carry liquid without harm; but if it is stoppered, the liquid vanishes and a breath weapon attack emerges when the *flagon* is next opened.

Glowing Globe

Experience Point Value: 100
Gold Piece Sale Value: 200

Lore: These globes are often found in ancient delvings and ruins. Their origin is unknown, although it is rumored among magic-users that a *globe* of controllable brightness can be made by the use of *Nchaser's glowing globe*, a spell of the 4th level. This is said to require a normal glass globe of the finest quality. The mage *Nchaser* has not been seen for nearly twenty years.

Function: A luminous globe that floats always above and just behind the shoulder of the person who first touched it. Its brightness is under the owner's

mental control, from dark to blinding (a brief flash; effects last for 1-6 rounds). Typically, such a globe can be removed from an owner by a *limited* (or *full*) *wish* or *remove curse*, whereupon the next person to touch the globe inherits it. One type of *globe* remains brightly lit (equivalent to a *continual light*) at all times; the brightness cannot be controlled. The *glowing globe* does not radiate any heat, and cannot be rendered invisible save by *wishes*. It is affected by changes in its owner's states and drops to the ground, lightless, if its owner is killed, petrified, goes ethereal or astral, or travels to some other plane in some fashion in which he cannot take the *globe* with him.

Owners attempting to use the *globe* as a carrying device (by rigging a harness) have found that it can carry 200 gp. However, any weight above 25 gp slows it down to a slow walk, and the owner must match his pace to the *globe's*. If the weight carried is more than 200 gp, the *globe* settles to the ground and does not move until its load is relieved. Savvy orcs and other dark-seers have used the tactic of weighted nets on such *globes* to separate careless human adventurers from their light sources.

Goblet of Glory

Experience Point Value: 1,250
Gold Piece Sale Value: 12,000

This magical container appears as a heavy goblet of worked gold, and is similar in some respects to a *beaker of plentiful potions*. Although it always appears to be empty, the goblet dispenses a clear, glowing liquid when its rim is brought up to the holder's lips and the container is tilted.

Draining the goblet takes one round; all of the liquid in a dose must be consumed for it to take effect. During the following round, the liquid affects the drinker as follows: 1d4 hit points of damage that the drinker may have suffered are restored. If the drinker is 12th level or lower, he immediately

grows larger (as per a potion of *growth*, but enlargement is only another six inches in height) and temporarily gains energy levels in the manner of a potion of *super-heroism*. A member of any character class may receive this last benefit, but the increase in level applies only to physical combat. Thieves do not gain improved thieving skills, spellcasters do not gain spell knowledge or comprehension, and clerics do not receive the level benefit when attempting to turn undead.

A character of 13th level or higher who drinks from the goblet has 1d4 hit points restored, but gains none of the other benefits—and is *drained* of one level of experience.

The growth and level gains bestowed by the *goblet of glory* last for 4-16 rounds. The goblet dispenses one dose of the liquid per day, and each such item typically contains only 3-36 draughts. When the last of these doses is drunk, the goblet crumbles into dust.

The liquid cannot be spilled or removed from the goblet except by drinking. If the drinker is hit by a physical or magical attack or otherwise interrupted during the round in which he is consuming the liquid, then that dose is wasted and the goblet cannot be used again until the following day.

Greenstone Amulet

Experience Point Value: 5,000
Gold Piece Sale Value: 30,000

Lore: These are rare, highly-prized devices, made by some forgotten magical means. They are fist-sized green stones that glow when operating. They are very brittle.

These amulets are prized highly throughout the Forgotten Realms and are generally found in the possession of high-level adventurers and experienced diplomats.

Functions: When worn next to the skin they confer upon the wearer the protection of a *mind blank* spell, as well as immunity to: *chaos*, *forget*, *geas*, *hold person*, *hypnotism* (but not *hypnotic*



Miscellaneous Magic Items

pattern or *fire charm*), *mass charm*, *quest*, *scare*, and *sleep*. The wearer also gains a +4 saving throw against *fumble*, *ray of enfeeblement*, and *trip*, and is allowed a saving throw against both *Otto's irresistible dance* and *maze* spells (if made, the durations of effect are halved, rounding up).

These amulets may be worn by any class of character. The protection they give is involuntary (i.e. the wearer cannot communicate telepathically even if she or he so desires). Protection only extends to 11-44 (1d4 x 11) spell levels before the amulet is exhausted. (For this purpose, protection against a psionic attack drains the levels of the equivalent spell.) The amulet only counters the spells (and equivalent psionic powers) listed, and is in no way affected by other spells, such as *lightning bolt*. Pending exhaustion of the amulet is mentally evident to the wearer, and visually evident to others; the amulet blazes fiercely for 4 segments before slowly fading to darkness.

The amulet recharges on its own at a rate of 1 spell level per turn, but *will not* counter spells which it lacks sufficient power to negate—its protection is all or nothing.

Harp of Myth Drannor

Experience Point Value: Depends on Harp

Gold Piece Sale Value: Depends on Harp

Lore: In the long ago days of glory of Myth Drannor, many magical harps were devised by elven, half-elven, and human craftsmen of skill; a few of these instruments still exist and retain their powers. Elminster the Sage has located descriptions of nine of these instruments.

These harps resemble Irish harps in appearance, with a roughly triangular shape formed by carefully crafted pieces of wood: a robust “body” arm which leans against the player’s shoulder and is covered by a tapering sound board, down the center of which the harp-



strings are set, knotted to pegs which fit into holes in the sound-board; an upward-curling “neck” of wood which holds the tuning pins at the top ends of the strings, and stretches from the top of the “body” outwards to form the top of the harp, and join the outward-curving, prow-like “fore-pillar,” which curves down to the base of the “body” and completes the harp. Most Myth Drannan harps are small; two to three feet in overall height, and have copper, brass, and electrum strings, of twenty to thirty-six in number. They require great skill to play pleasantly, for the strings are closely placed and very resonant; half the skill of playing lies in damping the sound of already-plucked strings, but not others. Nevertheless, the magical properties of Myth Drannan harps do not require the hand of a bard or even a trained musician to be unleashed—and for this reason they are sought after by bards and non-bards alike. Myth Drannan harps retain their powers when restrung; the magic does not lie in the strings. All were initially of

finely-wrought appearance, with ivory and gilt inlays on black and dark red glossy-polished wood; all radiate a faint good dweomer. They may be used without harm or penalty by all creatures able to stir their strings (regardless of race or alignment), and have powers and properties as described below. Bards who employ Myth Drannan harps increase their chances of *charming* by a base chance bonus of 9% plus 1% per bardic level.

Elminster believes that a score or more of each of these nine types of harps may still exist, with powers intact; others that have lost their powers are known to be in the private collections of mages and kings. A harp loses its powers by having the wood frame smashed (even if it is repaired, the dweomer is gone). If anyone does find an intact harp of one of the types described, or even one not so described but that is obviously of Myth Drannan make, Elminster is interested in acquiring it.

Azlaer's Harp: When struck, the tones of this harp soothe *rage* of all sorts, and drive away *fear*, *hopelessness*, and *despair* of natural or magical origin within one round of being heard; maximum range about 8', more if played in caverns, in a breeze—downwind only, or a quiet place. While it is played, all *charms* and mental controls of any sort are blocked (*not* removed or ended, but held in abeyance) in all creatures hearing the harp's tones—and no new *charms* or *suggestions* can be successfully laid on those listening to the harp, even by a bard using the harp for this purpose. The strings of the harp glow with *bluelight* (as in the magic-user cantrip) while they are being played.

Experience Point Value: 3,000

Gold Piece Sale Value: 12,000

Dove's Harp: This harp has gained its current name because the Ranger Dove, a member of the Harpers, possesses one. Such is her fame that the previous name for the harp has been lost.



Miscellaneous Magical Items

The playing of this harp causes a gentle soothing in the minds of all within 2" who hear it; this soothing temporarily (only while the harp is playing) quells *insanity* and instantly (and permanently) calms listeners, dispelling *fear*, *despair*, *discord*, *rage*, and *hopelessness* of any sort, and lightens black moods or grief.

The music of *Dove's harp* also *cures light wounds* once in any listener within 2" who hears the harp's song for at least two full rounds in succession, such curing being effective in that creature only once every 9 days. The harp cannot otherwise combat the effects of poison. While the music of *Dove's harp* is aiding a being as described above, the harp and harpist (*not* the being aided, unless the harpist is that being) radiate a faint white *faerie fire* or nimbus.

Experience Point Value: 500

Gold Piece Sale Value: 2,500

Esheen's Harp: The tones of this harp cause all glass and metal within 3" to ring and resonate, "singing along with" the playing of the harp: an eerie and attention-getting effect. When the harp-player plucks the lowest string on the harp, any glass or metal objects up to 3" distant that the end of the body of the harp is pointing at must save versus "crushing blow" or shatter instantly into tiny shards. This path of effect is approximately 1' wide.

Magical armor, bracers, weapons, and other magical items (a metal or glass vial that contains a magical oil, ointment, or potion is *not* itself magical) gain a bonus on their saving throws of +1 or whatever their magical "plus" may be, whichever is greater, to avoid being affected by the harp. The harp *can* shatter items that have saved successfully against it on earlier rounds, but the harp-player cannot choose to affect some items in the harp's path of effect and not to affect others. The harp can be so used once per round.

Experience Point Value: 5,000

Gold Piece Sale Value: 25,000

Jantha's Harp: At the end of a round of

harping the harp-player and any other creatures touching him or her, up to a limit of four creatures, are concealed. They are *invisible* even to animals and *infravision* (cannot be scented or tracked), can *pass without trace* (as in the 1st level druid spell), and move and speak cloaked in *silence*, even though their speech and movement are clearly audible to one another. This protection lasts for as long as the harp is played (its own music can be clearly heard, but always sounds far-off and as though coming from all directions). Any creature losing even momentary contact with the harpist instantly becomes audible and visible, and cannot regain this protection even if it touches the harpist or other protected creature again, until the harp has been stilled. When it is so stilled, and the playing begins anew, a full round of playing must always occur before the concealment is resumed. Spellcasting is possible when under the harp's concealment, but at the instant of the spell's taking effect, the caster appears even if contact with the harpist hasn't been lost. A creature cannot play the harp and cast spells or cantrips of any sort simultaneously, nor activate and control magical items.

Experience Point Value: 5,000

Gold Piece Sale Value: 25,000

Methild's Harp: The music of this harp parts all *webs*, opens all locks, breaks all bonds, and unties all knots within 1" of the harp. Magical locks and knots gain a saving throw versus "breath" to avoid being affected; anything thus saving against such a harp is forever immune to that particular *Methild's harp*. All *webs*, bonds, locks, and knots affected by the harp are outlined with an orange *faerie fire* from the moment of their being affected (within 1 round of being within effective range of the harp's playing) for 1 turn. Magical barriers such as protective symbols and pentagrams, *shields*, *walls of force*, *force cages* and the like without a designed opening are not affected by the harp. A *rope of constriction*, *rope of entanglement* or *rug of smothering*

within 1" of the harp when it is played temporarily (for 1-4 rounds) ceases to function and releases any creatures it has entrapped; a creature actually entrapped by such an item could not play the harp itself.

Experience Point Value: 4,000

Gold Piece Sale Value: 20,000

Nithanolor's Harp: The music of this harp affects only its player, and all things held or carried by the player. The player is instantly protected (and this protection lasts for as long as the harp is played) as though by a *stoneskin* spell (see the fourth level magic-user spell), and the harp and all things worn or carried, no matter how fragile, are similarly protected; they are almost immune to physical attack. No other creatures or items can be protected by the harp-music, even if they touch the harpist.

In addition, a moving field of protection exists about the harp and the player's arms, so that it is extremely difficult to physically prevent or restrain the harpist's playing. Magical attacks are unaffected, and the harp's protection can be ended by a *silence 15' radius* or a *hold person* cast upon the harpist.

Experience Point Value: 2,500

Gold Piece Sale Value: 12,500

Rhingalade's Harp: The tones of this harp cause the harpist to *blink* (as in the third level magic-user spell) for as long as desired, and the harp is played. In addition, 1-4 *mirror images* (as in the second level magic-user spell) of the harpist are instantly created, and these *blink* in the same manner as the harpist himself, and at slightly different times, so that the harpist (or rather, at least one image of the harpist) is always in view. Such images vanish forever when struck by a weapon, but otherwise remain in existence until the harp is stilled. The harpist cannot cast other spells or make attacks during this time—for when the harping ends, so do these effects, and they cannot be re-evoked until the *harp* has rested for at least 3 rounds of silence.



Miscellaneous Magical Items

Experience Point Value: 2,000
Gold Piece Sale Value: 12,000

Valarde's Harp: The character playing this harp can at will cause either of two effects to occur, each taking effect at the end of one complete round of play: a *gust of wind* (as in the third level magic-user spell), moving outwards from the end of the body piece of the harp, or a *wind wall* (as in the third level magic-user spell) of 2" square, lasting for 3 rounds, although the harper can end it sooner if desired. Tiny points of radiance appear, flicker, dance, and wink out on the strings of this harp, and about the brow or head of the being playing it, while its strings are in motion.

Experience Point Value: 1,000
Gold Piece Sale Value: 6,000

Zunzalor's Harp: The tones of this instrument create a 3" radius globe of pearly-white *continual light* centered upon the harp; this radiance lasts as long as the harp's strings sound, and within this radiance the following effects are present: *dispel illusion* (as in the fourth-level magic-user spell), *dispel invisibility* (all sorts except psionic), and *reveal glyph* or *symbol* (such magical things—and all magical or illusionary runes, marks, or inscriptions, including *wizard mark*, *illusionary script*, *unreadable magic*-protected writings, *glyph of warding*, *symbol*, and the like, are revealed in outline; they glow a luminous blue, and can be precisely located or even, if a spell book, scroll, or expert knowledge can be consulted, tentatively identified or drawn for later study, for the harp's music does not "set such things off" and cause them to visit their effects upon persons studying them. (The harp does *not* prevent the normal operation of such magical things if they are set off by being touched or in some other prescribed manner.) Shadows, tweens, and other hard-to-see creatures are clearly visible, outlined in blue radiance, if they are even momentarily within the harp's globe of radiance. A mage employing

duo-dimension appears as a thin vertical line of blue radiance in mid-air while within the sphere of *Zunzalor's Harp*.

Experience Point Value: 4,000
Gold Piece Sale Value: 25,000



Helm of Darkness

Experience Point Value: 2,500
Gold Piece Sale Value: 45,000

A *helm of darkness*, or *nighthelm*, appears as an ancient, battered iron helm (even when newly enchanted), with a great black sapphire of no less than 500,000 gp value set in the brow, and twelve black opals set around the lower edge of the helm. The helm radiates a strong *dweomer*.

Donning the *helm* will instantly inform the wearer of its powers (it may be worn by all classes and alignments). These are as follows: *darkness 15' radius* may be called forth 99 times from the great gem (such *darkness* lasting 9 turns and *not* banishable earlier by the will of the helm-wearer), and each of the opals will, whenever the wearer

fails a saving throw, automatically protect him or her once against the following attack forms, being consumed in the process: *death* spells (including rays such as those of the beholder and catoblepas), *disintegrate*, *magic jar*, and all energy-drain, petrification and polymorph attacks. Removal from the *helm* destroys the opals. The great gem cannot be recharged, and will explode if any attempt is made to remove or destroy it, *disintegrating* (as in the spell, save at +1) everything in a 4" radius.

The *helm* will crumble into dust when all of its gems are gone, but until that time the wearer commands the following powers: the ability to see in darkness (including the magical sort) as though normal daylight prevails; immunity to *fear* and related spells, the aging of ghosts and the "awe" power of dragon auras; the ability to *pass without trace* during the night (from twilight to twilight)—not usable underground; the ability to erect a *curtain of blackness*, which can veil the sight against vision-related enchantment/charm attacks such as the gaze of a vampire, *dire charm*, and similar spells; *speak with the dead*, usable by the helm-wearer once per day, as a 9th level cleric (if different beings don the *helm* within a 24-hour period, this power can be used only once—not once for each wearer); *chill metal*, thrice per day, lasting 7 rounds, and affecting up to 900 gp weight of metal and 4 separate targets; *lower temperature* in a 15' radius, lasting 4 turns, from 10-40 Fahrenheit degrees; protection causing all cold-based attacks to do half or (if save made) no damage, even including magical *cold* and such unusual forms as the chilling touch of a lich.

Kybal's Cords

Experience Point Value: 750 (per knot)

Gold Piece Sale Value: 1,000 (per knot)

These ropes are only found in crypts, treasure vaults, ruins, and other places that have been long undisturbed.



Miscellaneous Magical Items

Made of a now-lost fiber that neither rots nor frays, these cords can be cut only by magic or silver weapons. Typically 2-4 feet in length, such cords usually have a number of enspelled knots tied in them. Untying such a knot unleashes its magical effects. Much research and experimentation must be undertaken to learn the process of enspelling such knots (which are only effective when tied in a cord of this type), but the knots themselves are easily tied, recognized, and untied.

Enspelled knots and ordinary knots are identical in appearance, and many cords have ordinary knots with enspelled ones as safeguards or to deceive buyers. Feared mages such as Sespetar and Turgohn the Two-Fingered are known to wear such cords as belts when they travel.

Powers of some of the known knots follow. Untying one type will call up a strong, steady wind lasting 3-36 turns, which blows in the direction in which the unbinder points the free end of the cord. Such winds have been used to aid navigation at sea, cause storms, and drive vessels onto rocks.

Another knot calls down a *flame strike* upon anyone within 20" whom the unbinder points at with the free end of the cord. Yet another dispels *web* or *entangle* spells. One negates *polymorph* spells; another breaches *wall of force*. One knot binds all creatures within 6" of the knot, when it is undone, existing on two or more planes to the Prime Material for 1 turn (undead are not destroyed by this temporary restriction, but lose any energy-draining attacks they normally possess for the duration). One causes all non-magical ropes within a 2" radius to silently untie themselves. One negates an *anti-magic ray* within a 4" radius around the *cord*, moving with it and remaining effective for 9 rounds. A rare knot frees summoned creatures (such as elementals, efreeti, and invisible stalkers) from the control of their conjurer. Another rare knot may be retied around a magical item of the rechargeable type, and restores 1d12

charges to the item. This process involves the draining and destruction of the cord, regardless of how many or few knots remain; all crumble into nothingness.

Mierest's Starlit Sphere

Experience Point Value: 200

Gold Piece Sale Value: 2,000

Said to be a gift from the purple-cloaked archmage to a traveler who visited Shamblegate, the Sphere is of shining silver metal that no blow can crush or mark and that will not tarnish, rust, corrode, or show any effects of heat or flame. It has a diameter of four inches, weighs about a pound, and always feels comfortably warm to the touch.

The *sphere* twinkles with a shifting pattern of cold, blue-white pinpoints of light, whose soft glow will clearly illuminate a 2" radius area. Within this area all sounds are hushed, no winds blow, and all *dancing lights*, *darkness*, *faerie fire*, and *light*, and illusion spells are dispelled. Within the area of the globe's illumination, all vision is aided by *true sight*. If passed through an open flame, the *sphere* emits a soft music of muffled chimes, which dies away in 1-4 rounds if the *sphere* is not brought into a flame again. This music can be heard up to 11" away, and will still shriekers who hear it, as well as fascinating most bards.

Undead will not willingly enter or remain in the *sphere's* illumination, and the more powerful among them usually seek to cover the globe and kill its bearer by magical means.

Orb of Holiness

Experience Point Value: 7,500

Gold Piece Sale Value: 90,000

These rare items are usually found at the heart of a temple, grove, or other holy place sacred to the worshippers of a particular deity. Fashioned by powerful divine servants or magically-skilled human worshippers of great power, such *orbs* are carefully guarded by high

priests and other powerful devout beings, and are seemingly indestructible. Each *orb* has an *ethical alignment* corresponding to that of the deity whose holy symbol(s) the *orb* is always inscribed or adorned with. *Orbs* are unbreakable spheres of some unknown glossy white crystal-like substance, smooth and spherical, and about six inches in diameter. If an *Orb* is found unguarded, determine its alignment as follows (roll 1d20):

01-06	Evil
07-14	Good
15-20	Neutral

If a character of a particular ethos (lawful and chaotic considerations are ignored) touches an *Orb* of a different ethos, a saving throw versus magic must be made; if it is failed, the being instantly suffers 4-24 hit points of damage and is *feble-minded*. If the save is made, the being is merely *stunned* for 1-4 rounds and takes 2-12 points of damage.

Any being of the same ethos as an *Orb* can wield without harm the following powers:

- By immersion and command, the orb can *purify water* or *drink* once per day (24 hours), to a maximum volume of 22 cubic feet.

- By touch and command, the *orb* can cause *sleep* in any one creature (saving throw negates). If the target creature is a true worshipper of the deity the *orb* is dedicated to, the saving throw is always made unless the creature is willing to be made to *sleep*.

Any being of the same specific alignment as a particular orb, or any being who truly worships the deity a particular *orb* is dedicated to, can wield two additional powers of the *orb*:

- *Cure serious wounds* thrice per day (24 hours), by touch and command (cured creature may be of *any* alignment), the *orb* cannot *cause serious wounds*.

- *Regenerate* once per day; the *orb* cannot *wither*.

Such an *orb* also has constant, invol-



Miscellaneous Magical Items

untary powers which operate continually. All such *orbs* glow with a white *continual light* (bright light, but not blinding, in a 4" radius), which dims in the presence of strong evil (creature or place), and can be temporarily negated up to a maximum of nine rounds by *darkness* or a *dispel magic* cast upon the *orb*.

No other powers of the *orb* can be affected by a *dispel magic*. The touch of an *orb* does 5-30 points of damage to any undead. The *orb* acts as a constant, 6" radius *prayer* (q.v. third level clerical spell) with regard to all beings of the same specific alignment as the *orb*, or who truly worship the deity the *orb* is dedicated to. The presence of an *orb* calms all creatures of intelligence 4 or less within 6" in 1-2 rounds, ending *fear*, *anger*, and all combat. On creatures with an intelligence of 5 or more, an *orb* acts only as a *remove fear*.

Trumpet of Doom

Experience Point Value: 900
Gold Piece Sale Value: 5,000

This item is a magical horn, similar in appearance to a *horn of Valhalla*. Some specimens of this item appear to be bat-

tered, a few seemingly about to fall apart. If the *trumpet of doom* is winded, all human, demi-human, and humanoid skeletons and corpses within a 60' radius about the horn are brought into unlife, as per the spell *animate dead*. All of the undead obey the bearer of the horn without question, to the utmost of their ability.

The greater the number of undead animated, however, the shorter the time they remain active. If only one skeleton or zombie is animated, it remains active for 60 hours under the horn-bearer's control. If two are animated, they are active for 30 hours, three are active for 20 hours, and four or more are active for only 10 hours before they collapse again.

The undead created by the *trumpet of doom* may be commanded to "go down" (at which they disintegrate into dust) if the user of the horn wishes it; otherwise the undead serve until destroyed, dispelled, or their time runs out. Use of a *trumpet of doom* is not considered to be a good act, though sounding it to test its properties is not evil. The *trumpet of doom* may only be sounded once per month. Using it more often produces no results.





Potion

Mist of Rapture

Experience Point Value: 200
Gold Piece Sale Value: 9,000

The art of making this rose-colored gas is lost in antiquity. Usually found in fragile glass globes or small metal vials, the mist wafts out when released to form a spherical cloud. The diameter of this cloud varies from 15 feet to 45 feet depending on the amount of gas. The vapors are heavy, and remain in this volume for 1-4 days in dead air; they drift very slowly with any air currents (typically ½" a round). The vapors are damp and cling to clothing and skin.

Any human breathing the mist writhes in pleasure for 1d6 rounds (1-3 rounds if saving throw versus breath weapon is made), oblivious to all his surroundings. Affected persons blissfully ignore danger, and even physical attack does not arouse them. The mist closes minds to all other stimuli, and thus confers a temporary immunity to magical attacks involving will force (such as *charm*, *magic jar*, *suggestion*, etc.). Unless restrained, those affected drop everything they carry and sink to the floor, twisting and shuddering. Anyone in telepathic contact (or even psionic combat) with a person breathing the mist is also affected, for the same duration. However, non-humans are immune to the vapors. During the round after rapture has ended, movement is slow (half speed) and clumsy (no dexterity bonuses apply); such characters never win initiative over more alert creatures, and are easily (1-5 on 1d6) surprised.

Rings

Jhessail's Silver Ring

Experience Point Value: 3,000
Gold Piece Sale Value: 11,000

This ring confers upon the wearer protection from mental attack. No *control* magic works upon the wearer, and all successful *charm* spells work on the caster, not the wearer.

For example: a magic-user attempts to *charm* the ring wearer, and wearer fails his saving throw. The *charm* is turned upon the magic-user—who gets no initial saving throw—placing him under the control of the ring wearer. Any being thus *charmed* gets a saving throw to break the *charm* every 7 turns, and is instantly freed if the ring is taken off or destroyed. If the ring wearer makes his saving throw vs. the initial attack, the spell merely fails, and the ring has no effect. This property extends to *gaze charm* attacks, and is a magical property rather than a physical “reflection.”

The ring wearer also gains a +4 saving throw bonus against stunning, *confusion*, and *feeblemind*. In addition, the wearer gains +4 on rolls to disbelieve illusions. The ring acts as a *tower of iron will* (defense strength of 77 points, no attack points) against psionic attacks.

Ring of Lore

Experience Point Value: 3,500
Gold Piece Sale Value: 23,500

This appears identical to other rings, but when worn it can be commanded to exercise various powers if the correct command words are known.

This ring can also act as a *legend lore* through mental visions to its wearer. This power can be called for only once per week, and the visions require the wearer's total concentration for a period of 4 turns after the ring is commanded. If concentration is not maintained, all visions are lost. The ring must be touched to an item, or a name of a person or place must be spoken over it as the command is given; otherwise, the visions are random, having no common focus or theme.

The ring also acts as a *stone tell* once per week, upon being touched to stone while the command “Speak!” is uttered.

Upon the command “Shine forth!”, the ring causes any *symbols*, hidden runes, or powerful dweomers within 1" to glow visibly. This power only works once per day.

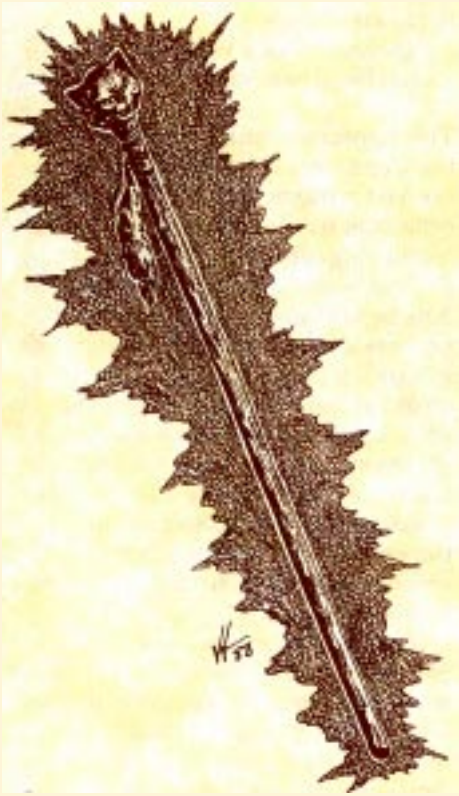
The ring can also endow the wearer with a power identical in effect to *psionic sensitivity to psychic impressions* once per week. This power is not infallible; there is only a 40% chance it is effective. Even if the attempt fails, the ring cannot operate this way again for a week. The psychic power is activated silently, by will, and it requires the wearer's complete concentration to work.

All of the ring's powers have durations identical to the spells or effects they resemble. Any and all of them may be used in quick succession (but not simultaneously); the use of one has no effect on the others.

Every time the ring is used, there is a 5% chance it will vanish forever from the wearer's finger without operating as desired.



Rods, Staves, and Wands



Catstaff

Experience Point Value: 6,000
Gold Piece Sale Value: 13,000

Functions: This item is a black, 7-foot-long staff of stout wood topped with a sculpted knob resembling a cat's head. When carried on or strapped to one's person, it imparts abilities related to silent movement and concealment. The holder/bearer of a *catstaff* is able to *climb walls* (if both hands are free) and *move silently* as a 9th-level thief, *hide in shadows* with a 94% chance of success, see with *ultravision* to a 60' range, and *cast shadow* six times a day. This *shadow* is a 1" radius glove of semi-darkness centered on the staff; this gloom does not block infravision or ultravision, and is negated by a light source within its confines. It can be dispelled by magical (but not normal) *light* which touches its periphery, and unless dispelled or cancelled by the desire of the staff-holder, it remains in effect for 2-4 turns. The *shadow* does not allow normal vision into or through its area of

effect, and as such serves as a defense against visual attacks (gaze weapons, hypnotic and dazzling effects, and the like).

The *catstaff* is a magical weapon and can be used in combat as a normal quarterstaff; however, it has no bonuses to hit or damage. It can be employed as a weapon while any or all of its magical properties are being utilized. The staff never makes any noise itself while tapping, scraping, striking, or otherwise contacting any solid object. Many such staves contain secret compartments for the carrying of small items such as thieves' tools, spell components, magical *tokens*, and the like. If it is broken in two, all of its magical properties are lost.

Nidus' Wand of Endless Repetition

Experience Point Value: 3,500
Gold Piece Sale Value: 25,000

Named for the legendary mage who by its use gave us the oath "Nidus' Curse!", examples of this device typically have only 4d12 charges when found. The art of its fabrication is lost and has not yet been rediscovered. Upon command, this wand emits a grey cone of light, range 4", diameter at maximum range: 1½". This cone may be continually maintained at a cost of 1 charge per round. Creatures caught in its light are allowed a saving throw (success means the character is unaffected). Any victim no have special magic resistance who is physically *touched* by the wand has no saving throw.

Anyone affected by the wand is forced to endlessly repeat actions taken during the preceding 2 rounds (or at least mimic them, as in the case of a spellcaster, who would continuously try to cast a particular spell even after his components and magic are exhausted). This automaton-style cycle of 2 rounds of action, 2 rounds of the same actions in reverse to the starting position once again, and so on continues until *dispel magic*, *remove curse* or a

limited (or full) *wish* is cast upon the victim. Even if the victim should die from lack of food and water, or of damage inflicted by passing creatures, the corpse endlessly repeats the cycle of action until it falls apart.

Staff of Skulls

Experience Point Value: 900
Gold Piece Sale Value: 15,000 or (both functions) 25,000

Functions: This staff, usable by all classes, can animate skeletal remains. Each such operation, triggered by the word "Arise!", drains 1 charge. Animated skeletons are under the command of the wielder of the staff (cf. *animate dead* spell). If the staff should change hands, control of the skeletons goes with it. Skeletons need not be complete, but the skull must be present, and skeletons lacking parts of course have their actions and/or mobility impaired. Such animation is permanent, lasting until the magic is dispelled or the skeletons destroyed.

Twenty-five percent of these staves have a secondary function: mending broken bones of both living and dead creatures. This takes 1 charge, and in a round will reattach a severed limb or digit, although it does not restore hp lost due to the wounds. Limbs or bones not belonging to the recipient may be used; thus a heap of bones can serve as "spare parts" for a guard of skeletons. Typically, these staves are of ebony topped with an ivory skull, or constructed of a smooth-polished skull and a thighbone of giant size.

Staff of Ethereal Action

Experience Point Value: 7,000
Gold Piece Sale Value: 15,000

Also known as a *blink staff*, this item appears to be a normal wooden staff, but when a command word is spoken, it allows the holder to *blink*, as in the spell, for a cumulative period of up to 2 turns per day. In battle, the blinking stops (and begins again) in one segment



Rods, Staves, and Wands

upon the holder's command.

The staff is a +1 weapon, and is able to strike creatures on the ethereal plane (such as a couatl, ghosts, phase spiders, and characters using *armor* or *oil of ethereality*), as well as those on the Prime Material.

This staff neither has nor requires charges.

Wand of Armory

Experience Point Value: 600
Gold Piece Sale Value: 5,000

Lore: The long-ago wizard Hosta worked on this device for many years, and he had many apprentices; not a few of them carried knowledge of the making of the complete and final item away at his death. The sorceress Myschanta of Arabel is known to possess one; others are in the royal treasuries of Cormyr and Aglarond. Many other specimens of this wand are believed to survive—most (since Hosta lived in the North) probably now lie in tombs or dragon-hoards. One used in a tavern brawl in Waterdeep many years ago had the command word “Plessendar”; the tome *High Magic of Mirabar* lists among the treasures of that city a *wand of armory* (since gone missing) with the command word “Skulpin.” Elminster suspects that the parchment found behind paneling in the throne room at Suzail, which bears only the word or name “Ailun”, preserved the command word of Azoun II's vanished *wand of armory*.

Function: When touched to a target creature (or activated upon the wielder's person), this wand envelops the recipient from head to foot, and on all sides, with an invisible, magical field of force which slows and deflects physical attacks, affording the equivalent of armor class 0 protection.

This field of force can be destroyed by *dispel magic*, *limited wish*, *disintegrate* (which does not affect the protected person, however), or similar, stronger spells, but otherwise lasts for 6 rounds. During this time it absorbs

magic missiles and all electrical attacks (including magical ones) so that they do no harm to the wearer—or anything else coming into contact with the field—but otherwise does not affect spells cast into, or out of, its confines.

The “force armor” may be cast over and in addition to real, physical armor worn by a target, and completely covers any size M or S creature (who need not be conscious, alive, or even willing to be so protected; no saving throw allowed). Size L creatures have only their heads and torsos protected by the field of force. All classes may use this wand, which cannot be recharged. Each use of the wand drains one charge.

Wand of Banishment

Experience Point Value: 5,000
Gold Piece Sale Value: 30,000

Lore: Savengriff was a young magic-worker of Waterdeep who fell in with a band of reckless adventurers and was slain in battle with a beholder. His corpse was found by the Archmage Khelben “Blackstaff” Arunsun, who arranged for his resurrection. Savengriff became a loyal apprentice, but has devoted much of his time since then to devising means of avoiding fearsome beings—and another death like his first.

The *wand of banishment* was one result. Savengriff made over a dozen of these before he vanished into other planes than this; most passed into the hands of good mages across the North, one Savengriff took with him, one he gave to Khelben, and he is thought to have hidden away at least one. Elminster gives the command word of one he examined, but has not revealed in whose possession that wand was, or is now. The word is “Baerlaguth.”

Function: This wand is usable only by magic-users; it cannot be recharged, and each use (effective or not) drains one charge. Upon command, a needle-thin ray of flickering green light shoots from the wand's tip up to 4" distant, striking a single target creature (the tar-

get is allowed a save vs. spell at -1; a successful save means the ray missed). Creatures struck by the ray are affected as follows:

- A *summoned* creature (from another plane) is instantly *banished* back to its own plane; it must save vs. wand at -4 to remain. If it does remain, it is *held* for one round.

- A creature summoned from elsewhere on the Prime Material Plane (i.e. by *monster summoning*, *call woodland beings*, or the like) is driven away; it leaves instantly at normal movement rate, stopping only to defend itself if attacked, and does not return.

- A hostile creature of 2+2 hit dice or less (including enemy familiars or homunculi) is affected as if by a *repulsion* spell, for 4 rounds. The target is allowed a save vs. wand; if successful, the *repulsion* lasts for 2 rounds.

- A hostile creature of more than 2+2 hit dice must save vs. wands at -4; if unsuccessful, it is *slowed* for 2-5 (at random) rounds. If save is successful, there is no effect.

- By draining 6 charges at once the wielder may attempt to *repel* any other wands within 4". The power does not work if fewer than six are left, but the charges are drained anyway. All wands are allowed a save vs. “Lightning” on the Saving Throw Matrix for Magical and Non-Magical Items at -3. If successful, they are unaffected. Any affected wands are instantly and violently *telekinised* away from the *wand of banishment* at a distance of 10"-60", and held that distance for 1-4 rounds. Wands carried in the hand or belt will tear free; wands in backpacks and chests drag the owner or item with them—unless very heavy or bulky, in which case the wand smashes about within the item, perhaps being destroyed. Wands in extra-dimensional spaces such as a *bag of holding* or that produced by a *rope trick* are immune to this effect.

Only one creature can be attacked with a *wand of banishment* per round; the ray only affects one creature at a time, although it may affect any num-



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ber of wands. Any given creature can be affected by any particular *wand of banishment* only once every 12 hours; a creature cannot be repeatedly attacked, or attacked a second time or with a different function of the wand, if an initial attack fails. Subsequent attempts merely waste charges; a creature that has saved once against the wand (or endured one successful attack) cannot be affected by the wand again until the dweomer built up around the creature by the wand dissipates in 12 hours.

Wand of Darkness

Experience Point Value: 4,000

Gold Piece Sale Value: 25,000

Lore: Human and drow mages acting at the behest of the powerful forces of evil that inhabit the Lower Planes are believed to have made these fell magical devices. They enable the weakest servants of evil to hold their own, and can be found throughout the Realms. They are made of black ebony-wood or carved and polished bone, and a few have small, ornamental claws at one or both ends. Elminster warns that they are dangerous to those of good alignment. Demons, devils, illithids, and other creatures of evil seem attracted to the use of such wands. From sources he does not disclose, Elminster reports six known command words for such wands: "Orgul," "Meth," "Kulmur," "Druu," "Ulgukh," and "Ssleer." After the command word is spoken, choice of the wand function is by mental concentration of the bearer.

Functions: A *wand of darkness* has four separate functions. It can be wielded by any intelligent, speaking creature of neutral or evil alignment. Creatures of good alignment cannot make the wand function and suffer 1-2 points of damage per contact with the wand—or, if they, grasp it continuously, 1-2 points of damage per round. It can be recharged.

The powers of the wand are these:

- It can cause *darkness* 15' radius lasting 4 rounds and centered on the tip

of the wand, at a cost of 1 charge. The bearer of the wand (and anyone else, while touching the wand) can see perfectly in any *darkness* produced by the wand.

- The wand can be commanded to *summon* a nightmare (see *Monster Manual* at a cost of 3 charges. This summoning has a 4 in 6 chance of success; the charges are lost even if it fails. The nightmare is brought from an evil Outer Plane, and appears in an explosion of black smoke and a brimstone stench within 3 rounds, whereupon it immediately knows and serves its summoner. It can be commanded to fight on the summoner's behalf, or take the summoner into the Astral or Ethereal Plane. It so serves for 9 turns at a time, and then vanishes. If the summoner is then astride it, he or she is taken along for the ride, or flung off, usually to be hurt when landing.

- By touch, and at a cost of 2 charges, a *wand of darkness* can break a *protection from evil* circle, or deal any creatures of good alignment 2-5 points of fiery damage. Creatures immune to fire, or creatures of neutral or evil alignments, are unharmed, but the charges are lost.

- By touch, and at a cost of 4 charges, a *wand of darkness* can animate a single corpse of a size S or M creature. A zombie, skeleton, or animal zombie is thus produced and can be commanded by the wand-wielder as though an *animate dead* spell had been cast. The undead creature serves until destroyed or until 6 turns have elapsed, then it collapses. If it is still intact, a corpse or skeleton can then be animated anew by the expenditure of 4 additional charges. Attempts to animate incomplete skeletons fail, but still drain 4 charges. The wand cannot be used to control existing undead, but only undead creatures created by the wand.

In addition, 10% of these wands can *summon* a shadow when so ordered. This function has a 1 in 3 chance of success (2 in 3 if in deep caverns or ancient ruins) and expends 4 charges if successful or not. The shadow arrives in 3

rounds, and does not attack any creature holding or touching the wand.

Wand of Displacement

Experience Point Value: 3,500

Gold Piece Sale Value: 25,000

Lore: This wand is exceedingly rare; probably only a dozen or so exist, and most are in the possession of thieves' guilds in large cities. The inventor is thought to be the long-ago mage Schol-lus, who made a few which he sold for vast sums of money before disappearing forever into other planes. He alone knew the secret of their making.

These wands are among the most closely guarded (and eagerly sought) treasures of dweomercraft. The Guild in Baldur's Gate is known to hold one, and it is thought that another lies in the hands of thieves in Hillsfar. Several are rumored to be in the rich cities of the South (due to the number of inexplicable thefts there), but the precise whereabouts of none can be heard or read. Elminster can only give a partial set of command words for but a single wand (which one is not known), from all his books of lore; three of the six words for that wand are: "Tamyrr," "Urembom," and "Lairu."

Function: A *wand of displacement* can *teleport without error* single pieces (or several pieces fastened together in some way) of non-living material (which may be organic or formerly alive) up to 16" away from their initial position. The wielder must touch the material to be *teleported* with the wand while speaking a command word, and later touch the intended new location of the material while speaking the same command word. The material will then be *teleported* from one location to the other within one segment. Once the *teleport* has been accomplished, the command word can be used for another object.

Magical items (or any items bearing a dweomer) may be transported without affecting their magic in any way, but the following limitations apply; if the



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material is of over 30 cubic feet in volume (weight does not matter), or is contained within a magical prison (such as a protective circle, *protection from evil*, a *forcecage*, *imprisonment*, etc.), or the intended new location is over 16" distant from its location at the time the wand-wielder speaks the command word a second time, the *teleport* does not work and the magic is lost. The command word is again free for use.

Material that is destroyed, consumed, or made living (e.g. a corpse resurrected) also cannot *teleport*.

The wand may touch the intended location(s) any number of times without activating if the command word is not spoken. A magical prison (such as a petrified creature, *magic jar* or the like) could itself be *teleported*, and the teleportation circumvents any physical or magical barriers around the new location—or between the two objects. The wand cannot move objects from plane to plane.

Each wand has six set and unchangeable command words; up to six items can be simultaneously carried, or held ready to *teleport*.

Teleports can be made in any order; the first word need not be spoken a second time before the second, third, or fourth is spoken. The *teleport* will not work, however, if a location is touched before the item. A *dispel magic* cast upon the item does not negate or foil a

not-yet-completed *teleportation*; only magical imprisonment (see above) of the item can prevent the *teleportation*. Once *teleports* are wasted by failing to work or used successfully, the command words corresponding to them are freed again for re-use. Knowledge of only one or two command words permits simultaneously carrying only one or two items.

This wand may not be recharged, and each *teleport*, successful or not, drains one charge. This wand may be used by all classes.

Wand of Eyes

Experience Point Value: 3,000

Gold Piece Sale Value: 20,000

Function: This wand emits a *wizard eye* (cf. the fourth level magic-user spell) upon command; each such use drains 1 charge. The range and duration of the *eye* is as if cast by a 6th level magic-user, regardless of the level of the wand wielder. Any user who has never employed a *wizard eye* spell before typically requires 1-2 rounds to master movement about, focussing, and comprehension of what is seen by an eye. The wand can also *cure blindness* by touch and command (at a cost of 4 charges per use). If touched to the eyes of any one creature (including the wielder) and properly commanded, the

wand can confer the ability to *see invisible creatures and objects* within the affected creature's normal range of vision for the following round only, at a cost of 3 charges. Note that this ability is not *X-ray vision*; items and beings concealed behind solid barriers cannot be discerned. This wand functions only once in a round regardless of how it is wielded, and *not* once for each of its functions. No known method of recharging such wands has yet been perfected.

Wand of Hammerblows

Experience Point Value: 1,000

Gold Piece Sale Value: 8,000

Lore: The mage Phultan recently developed this device, and has used it to shatter potion vials, delicate jewelry, brittle parchment maps and scrolls, lanterns, mirrors, ladder rungs, and even the material components of rival spellcasters. It can't directly affect living creatures, and is thus little sought after by rival mages, but Phultan has sold several to thieves and assassins in Westgate, Amn, the Vilhon Reach, and the Kingdoms of the South, who have seen its potential. Elminster has examined one that was found on a thief slain in Waterdeep, and sets down its powers below. Its command word, he reports, is: "Dessout."





Rods, Staves, and Wands

Function: This wand, when activated by a whispered command, causes objects to be affected as if by a “crushing blow” (forcing a saving throw to be made at par on the Saving Throw Matrix for Magical and Non-Magical Items, *DMG* p. 80). Targets must be non-living items, of any size, but at least some portion of them must be within 6" of the tip of the wand—and they must be visible to the wand-wielder when the wand is activated.

No known physical or magical barriers can stop the wand's effect, which is silent and does not affect or alert surroundings—such as a creature holding the item—at all. No actual physical blow is dealt, but rather, there is a magical assault on the internal structure of the item.

The wand can be used by any class, and is rechargeable. One charge is expended per “hammerblow”, regardless of the blow's effectiveness. It is not possible to hit an alternate item by accident—the intended target is chosen mentally by the wand-wielder, and if it is missed, nothing at all occurs.

Wand of Knock

Experience Point Value: 2,500
Gold Piece Sale Value: 15,000

Functions: This rare and unusual type of wand has a variety of powers. It can perform only one such function in a round, and so operates only once in that round. Its most common function is to open all normal locks at a touch, noiselessly and within 1 round per lock. This drains one charge per lock, but does not alert the wielder to, or deactivate, any traps or alarms associated with such locks. Magically *held* or *wizard locked* portals, doors, and hatches can be passed through freely at a touch of this wand. The *hold* on *held* things is negated, at a cost of 1 charge per level of the caster who put it there; a *wizard lock* is opened for 6 rounds, not destroyed, for the same cost in charges. This process takes 1 round for magical *holds*, and 1-3 (determine randomly) for

locks; once begun, the wand wielder need not keep the wand in contact with the door and can turn his or her attention elsewhere. Again, the wand neither detects nor affects traps or alarms connected to such magics.

The wand can alert creatures up to 6" distant, when grasped and soundlessly directed. This function does not expend charges, and takes the form of either an audible, faint but distinct “knocking” sound, or a soundless tap on one creature—a force insufficient to deal damage, or affect balance or spellcasting—as the wielder chooses.

At a cost of 1 charge, this wand can also operate as a *shatter* spell (cf. 1st level magic-user spell; 6" range, non-magical glass only). This wand can be recharged.

Wand of Magical Mirrors

Experience Point Value: 3,000
Gold Piece Sale Value: 20,000

Lore: These wands were made by the arch-mage Glendar who, though good and noble in life, became a lich, and was later destroyed. The knowledge of their making is now lost. Perhaps twenty were made, and most survive about the Realms in the possession of powerful mages, or in treasure caches. Elminster has found four known command words in his researches: “Phasral,” “Talusta,” “Ormduth,” and “Resshemma.” To which wands these apply—and indeed, where specifically any of these wands are—is not known.

Function: Activation of this wand creates an opaque, silvery, and reflective circular shield of force. This shield appears wherever the wand is pointing, 1" distant from the wielder of the wand, facing outward. Its surface reflects images (including the gaze of the catoblepas and basilisk) like a mirror; the wand wielder can look through the mirror as though it was a window without suffering any harm from such attacks—and when viewed through the shield, things appear as they truly are: illusions are invisible; creatures or

items disguised by magic, mutable form, or invisibility (e.g. dopplegangers, *shapechanged* individuals, leprechauns, demodands, and devils) are revealed in true aspect; and so forth.

The mirror-shield lasts for 3-8 rounds (at random, not at the wielder's command) and moves as the wielder moves the point of the wand. Each wand can only have one shield created from it in existence at a time (the first shield instantly disappears if the second is activated). The caster need not concentrate on the shield to maintain its existence, and can even put the wand down or pass the wand to another (who thereby assumes control of the shield's location) to engage in spell casting or other activities.

The shield has no tangible physical existence; it can neither ward off attacks or be used as a weapon. Creatures pass through it as though it does not exist. It does, however, reflect *color spray* spells striking it from any direction directly back at the caster, and harmlessly dispel *darkness* and *prismatic spheres, walls* and *sprays* upon contact. A *dispel magic, limited wish, wish*, or *alter reality* destroys such a shield; it cannot otherwise be affected. Each creation of such a shield drains one charge from the wand, and such wands are not rechargeable. Magic-users, illusionists, clerics, and druids may use this wand.

Wand of Obliteration

Experience Point Value: 2,500
Gold Piece Sale Value: 12,500

Lore: The origin, and means of making, these rare and powerful wands is now lost. Six were discovered in a chest on the island realm of Ruathym over a hundred years ago. One is now thought to be in the treasury of that nation—the finders sold the others at enormous prices and their descendants are now wealthy merchant families of that nation.

If any others have been found since, no one knows about it. The where-



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abouts of all are unknown.

Elminster believes that only about ten have ever existed in the Realms; he can find no hint of even a single command word for any of them. The wands are said to be dangerous; sometimes they turn back upon the user.

Function: This wand can harmlessly erase and dispel symbols, glyphs of warding, and other written messages and runes (such as wizard mark). It can obliterate scrolls, and even pages from spell books, but all such items (regardless of how written and on what) gain a saving throw vs. “magical fire” on the Saving Throw Matrix For Magical and Non-Magical Items, as if they were “parchment or paper,” with bonuses and penalties as follows:

- Normal, non-magical writing: -3
- Wizard mark, identifying rune or sigil for magical person or thing, command word, message concealed by unreadable magic: +1
- Symbol, glyph of warding, protective circle or other magical rune: +2
- Single written spell (e.g. scroll), secret page magic: +3
- Spell book page (or scroll if in close proximity to other scrolls or spell books); includes all multi-spell scrolls, but not secret page spell book pages: +4

Messages and marks deeply cut into stone cannot be destroyed by this wand. Only one message (regardless of extent), spell, or magical rune can be affected with the wand per round, and the fading (if successful) takes a full round. If an erasing attempt is unsuccessful, there is a 5% chance the wand will explode, doing 10-54 (4d12+6) points of damage to all within 1". The wand cannot be recharged, and each use, successful or not, drains one charge. Only magic-users, illusionists, and incantatrixes (see DRAGON® Magazine, issue #90) can use this wand.

Wand of Ochalor's Eye

Experience Point Value: 3,500
Gold Piece Sale Value: 15,000

This wand is topped with a fiery orange gem, known as *Ochalor's eye*, or *the eye of fear*. It pulses with light, and when glowing acts as an extra-strong fear spell; all creatures within its 6" range (cone-shaped area of effect as in fear spell) drop anything in their hands and quake in fear, rooted to the spot. They stare at the eye gem in a trance, oblivious to all else. Creatures of under 6 hit dice get no saving throw; creatures of 6 hit dice and over get a saving throw as follows: 6 hit dice save at -3, 7 hit dice save at -2, 8 hit dice save at -1, 9 hit dice and up save normally. Creatures which are afraid are frozen to the spot unless the gem is hidden from their view if they are physically struck, whereupon they break free of their trance and flee blindly, screaming in terror, for five rounds (or longer if they are not out of sight of the wand by that time).

It is said that those who look into the lighted gem see the manner of their death, endlessly replayed. Others speak of some cold and malignant intelligence which seems to know all their faults and fears—and to laugh contemptuously at them. Few afterwards remember what of this is true, but their fear and hatred of *Ochalor's eye* remain. Any creature who has suffered the effects of the wand is 50% likely to attempt to destroy any wand of this type subsequently encountered, regardless of whether it is held by friend or foe.

Each wink of the gem expends 1 charge. Upon draining all charges, the gem shatters. It cannot be recharged.

Wand of Teeth

Experience Point Value: 3,500
Gold Piece Sale Value: 15,000

Lore: Lantan of Pelmarin, that sinister and rotund mage notorious for his ruthless domination of the mages of the South through poison, subterfuge, and awesome magics, is said to have looked like a pomegranate in death. “Full of holes,” said the merchant Zustel of

Amn, who viewed the body, “holes right through!” Lantan came out the loser in a battle with the bard Tamshan, a grim but gentle man who possessed a spell Lantan wanted. Tamshan still holds the cause of Lantan's demise—a *wand of teeth*, one of the only seven known to exist.

The origin and method of manufacturing these devices is lost in antiquity, and the few remaining wands are all thought to still possess only a few charges each. Anczibul of Neverwinter spent much of his apprenticeship to the Archmage Khelben “Blackstaff” Arunsun studying Khelben's specimen of the wand, and from his diaries Elminster has decoded the hidden command word of Khelben's wand: “Neverretha.” The “Book of Bulgoz,” written by the Southern merchant of that name, attests that Elzir of Calimshan possessed a *wand of teeth* and that its word of command was “Orlethar.”

Function: This wand is not rechargeable; it calls forth a certain number of “teeth” (one per charge), firing at targets up to 7" distant. The missiles it fires are daggerlike wedges or blades of force that coalesce out of nothingness within one second of activation. (Actually, Elminster believes they are drawn from material and kinetic energy from the Positive Material Plane.) In the next segment they flash arrow-straight from the tip of the wand to the extent of the wand's range, passing through everything in their paths except *spheres of annihilation*, *prismatic spheres*, *shield spells*, and *walls or cubes of force*, all of which swallow or absorb them. A *forcecage* spell, or an existing *armor* (as in the 1st level magic-user spell or that caused by the *wand of armory*, see above) deflects a tooth.

A strike by a tooth does 4-14 (2+2d6) points of damage (save vs. spell reduces the damage by half), and strikes (as though a hand weapon directly wielded by the wand-wielder) at +2 to hit. Solid rock deflects a tooth; any other material is struck and damaged by it, although magical items cause any plus they pos-



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sess to be subtracted from the tooth's hit roll. *Wind wall* and *gust of wind* spells, and similar air disturbances (such as those caused by windwalkers or air elementals) have no effect on the flight of a tooth. All classes may employ this wand.

Wand of Warding

Experience Point Value: 4,000
Gold Piece Sale Value: 20,000

Function: This device is not rechargeable. It can perform a variety of spell-like functions, one at a time and only once per round. All such spells are cast as if by a 12th level magic-user, rather than operating at the 6th level of expertise. All such effects emanate from the wand (i.e. the *push* and *shield*), and protect (i.e. *protection from evil*) the wand wielder only. *Protection from evil* (2 charges), *push* (1 charge), *shield* (1 charge), *wall of force* (4 charges), *guards and wards* (6 charges), *repulsion* (5 charges).

Ten percent of such wands cast *protection from good* rather than *protection from evil*, but are not themselves aligned, and otherwise operate identically.

Wand of Whips

Experience Point Value: 2,500
Gold Piece Sale Value: 12,000

Lore: First heard of in use by the fell Wizards of Thay, whose wands create red, barbed whips (and have never been known to pass out of the wizards' possession), the secrets of making such wands were passed west through unknown means (probably a renegade apprentice, such as the Adept of Mulmaster or one of the Cowled Wizards of Amn). Mages such as Nelver and Tusprun of the Ten Smokes are known to use such devices. One is thought to have been lost in the Vast Deeps when the sorcerer Alamanth was slain in battle aboard a ship off of Port Llast.

Alamanth set down precise details of the powers and means of using his



wand—save for the command word, which is thought to have died with him—and it is from his records that Elminster passes on all details of this type of wand.

Function: This wand shoots forth a whip-shaped field of white, shimmering magical force to a maximum (horizontal and vertical) range of 7". The wielder of the wand names, looks at, or concentrates upon a specific target creature or automaton (i.e., golem, undead, homunculus, or the like), and the whip attacks this creature and this creature only. The whip remains in existence for 4 rounds; if the target is beyond 7" from the wand when it is cast, the whip flashes instantly (in one segment) to the limit of its range, and hangs motionless, waiting, at the point closest to its target. Otherwise the whip strikes once per round, as a *Qual's feather token* (see DMG) does: at +1 to hit and on damage, doing 2-7 hit points of damage per strike, and binding fast an opponent for 2-7 rounds if a save vs. spell is not made after each successful strike.

Once a whip has bound an opponent, the wand wielder cannot release it to strike again. The whip cannot change targets. A whip may follow an opponent that it has struck at least once beyond 7" moving with the target, even if the target *teleports*, *blinks*, *plane shifts*, enters a rock or plant, etc. The whip can hit invisible and ethereal, but not astral, creatures without penalty. The *wand of whips* may be recharged. Only magic-users, illusionists, and incantatrixes may wield it.

Whisper's Rod of Transportation

Experience Point Value: 5,000
Gold Piece Sale Value: 15,000

This rod, devised by the wizard Whisper, allows the bearer to change his location in but 2 segments. He or she may *blink* (drains 1 charge), *dimension door* (drains 2 charges), or *teleport* (drains 3 charges). Each of these functions may be used twice a day.

Five percent of these rods can also *plane shift* (drains 5 charges), but the destination is not known to, or under the control of, the rod's employer.

The rod's powers may affect not only the bearer but other creatures and objects in direct physical contact with the bearer, up to a limit of 6660 gp weight. The rod may be deliberately "boosted" to affect 7770 gp weight by the bearer, but this drains 1 additional charge, *and* drains a magical item (at random) within 2". (If no such item is present, the boost will not work, and someone or something—determine at random—is left behind.)

The rod will not transport objects that are firmly anchored (e.g. walls, most altars, et cetera), and if the rod ever lacks enough charges to fulfil the desired function, a lesser function for which charges remain will operate.

Large groups of people *blinking* will scatter, *blinking* randomly apart, unless they maintain firm physical contact.



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Albruin

Experience Point Value: 5,000

Gold Piece Sale Value: 25,000

Description: Albruin is a broadsword of a steel/electrum/silver alloy, demonstrably as effective as silver against undead and other creatures who suffer particular effects from contact with that metal. It is +1 to hit and +3 on damage. It sheds an eerie blue radiance (up to 1" radius) when drawn from its scabbard. It is of chaotic neutral alignment (Intelligence 17, Ego 13), communicates by speech (alignment tongue, common, elvish, drow, thieves' cant), and can read languages and magical writing.

Albruin's bearer can, at will, activate—and maintain by concentration—the sword's power to *detect invisible* objects in a 1" radius. Albruin can also *neutralize poison* once every three days, and *heal* its bearer once every 12 days. These powers are evoked at the will of the bearer, or by the sword if the bearer is unconscious and Albruin deems it advantageous to itself to activate either power. Physical contact between Albruin and flesh of the bearer is necessary for the powers to work, but the sword need not be drawn to let it *neutralize* or *heal*.

Lore: Albruin is believed to be the creation of the long-dead smith Surdee, who was famous in his day for the craftsmanship of his work that came out of the forges of ice-bound Glistar, where he worked ore fresh from the mines above the city on the edge of the glacier. The blade itself evades questions as to its origins: there are no markings or definite touches of workmanship that identify Albruin as the work of anyone in particular.

Albruin was held for decades in the royal house of Cormyr, kept as a family treasure but seldom (due to its alignment) borne by the kings of that land. It was stolen from the palace at Suzail some ninety winters ago by the thief Nypan ("Nipe"), a halfling who was soon arrested at Wheloon by soldiers of Cormyr and slain when he attempted



escape. Nipe did not have the blade when seized, and did not reveal its whereabouts. It was rumored among the thieves of that place that he had sold it to a "grey trader" (fence) by the name of Blusken Shult, who had a merchant barge on the Wyvernwater, and that Blusken had sailed from Wheloon up to a part on the northern shore of the Wyvernwater and delivered the sword to a waiting buyer.

The blade's whereabouts were uncertain for some twenty-four winters, until a lady of high birth in Selgaunt, one Shamur, found the blade left behind in her bedchamber by a visitor fleeing the city guard. He never returned, and Shamur sold it when she married. It was bought by an adventurer visiting the city of Selgaunt on matters of trade (gold for mercenaries) and wielded thereafter in several minor skirmishes about the Eastingreach before its owner died in an ambush. His slayer, the adventurer-prince Thaum of Telflamm, used Albruin to help take the lands of Impiltur forcibly from his father's rule

and found his own kingdom. Thaum eventually died by magic (hired by his father Kuskur, who was unable to regain control of the lost lands militarily), and Albruin was acquired by one of Thaum's warriors, who fled the dead king's keep and took the blade back westward into the Dalelands.

This warrior, one Adjuz by name, perished at the hands of brigands on a northern road, and Albruin disappeared from view—but not before Adjuz had sought out a sage (Elminster, of course) in Shadowdale to learn the blade's true nature and powers.

After the death of Adjuz, the trail of the sword is hidden for some eight winters, but it is known to have been in the hands of the mercenary general Malakar on his visit to Zhentil Keep in the spring of the ninth year thereafter, and was identified again by the sage Murail of Sarbreen when a mercenary warrior sought him out to learn the blade's properties in that city some six winters beyond that time. From then to now, the whereabouts of Albruin are unknown, but Elminster is careful to remind us that its plain appearance and its ability to control many of its bearers contribute to this anonymity.

Adjatha, The Drinker

Experience Point Value: 7,000

Gold Piece Sale Value: 35,000

Lore: The Drinker is first known to have existed more than four hundred years ago, in the reign of Kurskos Ironhand; it was the sword of that monarch's herald and chief counselor, Amrok of the Dwarves. Kurskos slew Amrok in a night of revelry after one Shieldmeet, and took Adjatha the Drinker—plus the enmity of the dwarves—as his own. Amrok was of almost human stature, and it has often been said Adjatha is of human and not dwarven manufacture, for it is of full size and heft for a strong, long-armed swordsman.

The stories of its making are many and colorful—and most are doubtless as



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fanciful as the tale told by Thyri of Amn, who looted Adjatha from the palace vaults in the sack of Aumreayum upon the death of Kurskos. Thyri held that Adjatha was given to his grandfather by the gods, and made any of the family who wielded it invulnerable in battle.

Thyri was easily—almost contemptuously—slain by the first man who challenged him, a merchant from Calimshan. That merchant, whose name is lost, was slain while on caravan soon after by a mischievous kenku. In like manner, The Drinker has often changed hands over the years, usually remaining only a short time with any one owner.

Elminster saw Adjatha forty winters ago at the court of Nesker of Mulmaster, when the sorcerer-king was studying it to increase his own arts. It disappeared before Nesker's death and came to light briefly in reports of fighting in the Shaar, apparently being wielded by one of the nomad chieftains. The sword was stolen from him, and despite sending agents far afield, he was unable to recover it. The present whereabouts of the blade are unknown.

Description: Adjatha is a +2 long sword of fine blue steel, hilted with steel in single cross-quillon and a plain, spherical, polished knob pommel. Set in the heart of the tang, where the quillons meet just above the fine chain-wrapping of the hilt, is a large (one-inch diameter) cabochon-cut black sapphire (worth 6,000 gp). There are no known markings or runes on the blade, and it does not shed any radiance.

However, upon touching any magical item (not including scrolls, but including potions if these are poured over the blade or it is immersed in them) Adjatha siphons off magical energy, causing the item in question to glow, shedding a pale green-white radiance, until the item is drained of dweomer or the sword and the item are separated.

The Drinker can never permanently drain an artifact or an item with perma-



nent magical abilities, such as another magic sword; but it can steal the magic of lesser items. In all cases, the touch of Adjatha causes one power or effect per round of contact of the item to be nullified for 1-4 turns after contact. If the item has limited charges, or operates but once, sufficient contact with Adjatha can drain it entirely of magic at a rate of one charge or use per round. The blade absorbs the dweomer into itself in a peculiar way, retaining magical energy to protect itself and its bearer.

Per charge drained or round of contact, Adjatha gains 2 "hit points." It has 9 "hit points" worth of personal strength, and may add any magically drained points to its own, without known limit. Any attacks on Adjatha or its bearer must exhaust these phantom "hit points" before they can harm the physical entities of blade or bearer. When reduced to its original 9 hit points, Adjatha cannot absorb further harm to its bearer, and is itself vulnerable. Anyone grasping the grip of Adjatha can receive

its hit point protection; there is room for a maximum of two bare human hands to grasp the grip at one time.

Adjatha cannot repeatedly drain the vitality of the same item; after two contacts with any single item, the Drinker cannot drain anything more from it—but a contact, if uninterrupted, can continue for up to 1 turn before any bearer must withdraw or risk the onset of a *feble-mindedness* due to magical backlash (non-cumulative 10% chance each round beyond one turn of continuous contact). Drained "hit points" gained by Adjatha in no way *cure* existing damage to its bearer, but merely absorb all further attacks until exhausted.

Adjatha cannot drain or negate spells cast at it or its bearer; it confers immunity to psionic *domination*, *charm* spells, and similar direct mind-control spells. This immunity does not extend to *sleep*, *suggestion*, *ESP*, and the like.

Arbane's Sword of Agility

Experience Point Value: 4,000

Gold Piece Sale Value: 15,000

Lore: The first of these swords was created by the elf wizard-lord Arbane of Myth Drannor many centuries ago. His first was stolen from him, so he made a second with the aid of an apprentice, who sold the secret to two other magic-user/swordsmiths. The form of manufacture is thought to be forgotten now—Elminster has heard of no one making one in the last five hundred years—but there are over a dozen in existence. Some have even been created with sentience and further powers.

Description: This is a +2 weapon which boasts several powers. These are under the mental control of whoever holds its hilt. The wielder can *jump*, as in the spell (a single leap) twice a day. Two rounds of *hasted* action per 24 hours are also possible—and such activity does not age the character (though it may age the sword).

The sword grants the wielder immunity to *hold* and *slow* spells and glows



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brightly. This glow fluctuates as the sword moves and strikes, in a strobe-like manner; this property of the sword negates magical darkness, and destroys the effects of *hypnotic pattern* or *fire charm* within a 20' radius of the drawn blade. The wielder of the sword gets a saving throw vs. *color spray* (and saves at +1 if 6th level or higher).

Demonbane

Experience Point Value: 4,000

Gold Piece Sale Value: 20,000

Legend speaks of a great, many-hued blade of which the origin has been forgotten, but which was wielded by the great paladin Nord in his single-handed destruction of the Citadel of Conjurers. It is written that he overthrew succubi and glaberzu "beyond number" with his sword *Demonbane*, and caused the summoned demon-lord Ndulu to flee from this plane. *Demonbane* earned its name in this battle, but its whereabouts now are unknown. Nord disappeared shortly after the fall of the citadel, and "not a stone of his keep remained when the sun rose that morning," or so write the sages.

With *Demonbane* in hand, a warrior is rendered immune to all enchantment/charm spells cast by demons, and gains a +3 bonus on saving throws vs. other magical attacks by demons. The user also becomes unusually alert, and can only be surprised with a roll of 1 on a d12.

Demonbane glows with a cold, blue light (equal to a *light* spell in effect) when brought within 60' of a demon, and emits no light at any other time. It can cause a demon's amulet to shatter at a touch (amulet must save vs. *disintegration*).

The weapon is a bastard sword with a +3 bonus to hit and damage normally, improving to +5 when used against demonkind. Only fighters and cavaliers and good-aligned members of their subclasses may use this weapon; it falls immediately from the grasp of anyone else who tries to seize it. Naturally, this

sword has earned the utter hatred of all demons and can be identified at a glance by any of them. Anyone using this sword gains the instant and permanent wrath of all demons who see him, and they communicate the sword's location and ownership to all their fellows.

Ilbratha, "Mistress of Battles"

Experience Point Value: 1,500

Gold Piece Sale Value: 7,500

Description: Ilbratha is a bronze short sword with a row of six matched bloodstones set into the helve of the blade on its left face. Each bloodstone is worth 70 gold pieces; as an undamaged set of stones, they might bring 500 to 600 gold pieces if sold shrewdly. Ilbratha does not glow and bears no inscription. It is +1 to hit and +1 on damage, and when grasped by a fighter of any alignment, its powers are communicated telepathically to the holder. This is a feature of its magical manufacture; it is not sentient.



Ilbratha gains its nickname from its powers, which are very useful in combat. When grasped (flesh to handgrip) and mentally ordered, Ilbratha can with its bearer *jump* (as in the spell, 1 leap only) three times per day, *blink* itself and its bearer once per day, and create a *mirror image* of itself and its bearer once per day.

It also rings like a struck chime or tubular bell when it is touching magic; this includes spell effects from devices and physical contact from enchanted items, but not physical effects (such as a *stinking cloud* or a *gust of wind*) caused by an already-cast spell. This power is a warning only, and is no way a protection against magic.

Lore: Ilbratha was created by unknown hands at the behest of Azoun I, long-dead king of Cormyr. He bore it once into battle, at Ithmong in his war with Tethyr, and then lost it in a storm that wrecked his ship on the rocks of the Neck.

The sword was found by fishermen of Teziir and sold to a rich merchant, Sevan of Anmwater. He took it west on caravan along the Trader's Road and the river Chionthar to Scornubel, where he sold it to Phelas Urm, a merchant of Thentia. Phelas brought it overland through Cormyr, where it was recognized in Arabel. Agents of King Azoun attempted to recover it, and slew Phelas, but in the confusion the blade was lost (or stolen by one of the agents for himself).

All trace of it was lost until, two hundred winters later, the sage Thallastam of Procampur was offered the blade for 1,500 gold pieces by a peddler from a nearby town who seemed ignorant of its true nature. Thallastam brought the blade to Elminster in Shadowdale, the only fellow Loremaster interested in swords whom Thallastam trusted.

Elminster identified the blade from the writings of Azoun I (the old king's great-grandson had then just come to the throne), and Thallastam bore it back toward Procampur by way of Tilver's Gap and Essemra. But he was

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never seen again, and did not reach Procampur. His ruined diary, staff, and a skeleton were found some years later when the Pool of Yeven in Battledale was dragged, but the sword was not found. Elminster believes it is in the hands of brigands, or perhaps mercenaries, who have not drawn the blade in battle near the Dales.

Namarra, "The Sword That Never Sleeps"

Experience Point Value: 2,000
Gold Piece Sale Value: 10,000

Description: Namarra is a long sword (+2 to hit, +4 to damage) of fine steel forging. It glows with a pale mauve radiance when drawn, and it spits white sparks when striking other metal. On one side of the blade is etched in common: *Namarra*, and on the other face: *Never Sleeps*. The bearer may, at will, evoke the sword's power to emanate *silence 15' radius*.

Namarra is as heavy as a normal weapon, but floats on top of any liquid—fresh water, brine, oil, wine—it has so far been dropped into. The sword has no alignment or sentience.

Lore: Namarra appears in many legends and tall tales, but the term "The Sword That Never Sleeps" appears to be derived from the inscription on the blade, not from any specific property of the sword. Its origin is unknown; Namarra appears to have existed for as long as tales have survived, wielded by such mythic heroes as Eth and Brensyl the Tall. Even the most critical of sages (Kumur the Skeptic, First Speaker of Evernoster) cannot determine Namarra's probable time or place of origin, or find any references in the tales of a world to a time "before Namarra was forged."

Within the last five hundred years, Namarra has been the blade of Serrus the Great, founder of Amn, and a blade borne there by his descendants for three generations; the fourth, Ereskas, bore Namarra north to found the city of Mirabar.



Ereskas died without issue, and Namarra was carefully preserved atop his tomb in the city. There it remained for sixty years, until Mirabar was overrun and plundered in the Goblin Wars. The goblin chieftain Nethaug seized the sword and bore it back to a ravine that the goblins, who were subsequently almost eradicated from the North, still hold today.

The blade remained in goblin hands for almost two hundred seasons, until a goblin named Ghaur was slain by a band of adventurers—the Company of the Gryphon. The leader, a warrior called Flar, gave the blade to Thulmar One-Eye of Port Llast in exchange for training some eighty winters ago.

Thulmar bore the blade until his death in the Cold Winter, whereupon it passed to the Mistress of Port Llast, Stormraven the Proud Queen. Stormraven, who rode and fought at the head of her men with her jet-black hair flowing wildly about her, briefly made Port Llast great. She is fondly remembered by old warriors, and will

live long in fireside tales. At length she married a former foe, Parldulph of Neverwinter, and gave Namarra to her son Rivenhelm.

Rivenhelm became one of the greatest knights, and eventually passed the sword on to Tamper Tencoin, an adventurer. Tencoin stood over the wounded knight in battle with the mercenary Company of the Flaming Fist for most of a day in a vain attempt to save Rivenhelm's life. The tiny band held on til nightfall, when the mercenaries fell back and drove in their tracking dogs to ravage the wounded enemy. Rivenhelm handed Namarra to Tencoin in the darkness and said, "This is yours, now." Leaving a trail of blood behind him, Rivenhelm crawled forward to choke the life out of one dog and died under the jaws of half a dozen more.

Tencoin lost the blade when he was poisoned in the Whistling Wizard Inn four winters ago. The poison made him mad for days, and when he returned to sanity, the blade was gone. Elminster, who saw the blade when Tencoin visited Shadowdale some years before this event, believes it was stolen by local thieves and will soon turn up again. And when it does, Tamper Tencoin will come looking for it.

Shazzellim

Experience Point Value: 1,000
Gold Piece Sale Value: 5,000

Description: A scimitar of rather poor steel but keen edge, with a guard of iron curved into rearing serpents. Its grip is of leather, dyed red, but this may now have been replaced or be brown with age. Shazzellim is neutral evil, has an intelligence of 16 and an ego of 14, and communicates by speech (alignment tongue, common, thieves' cant, orcish). It is +1 to hit, can *detect magic* in a 1" radius if the bearer so wills while wielding it unsheathed, and in like manner can *locate object* in a 12" radius. It can also detect secret doors in a ½" radius at the bearer's will, and read any non-magical languages or



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into the hands of Lhemako's superior, Meer. The scimitar does not seem to have passed on to Meer's superiors in Zhentil Keep (unless one of the lords of that city is hiding it from his fellow lords for some reason), and may have been stolen, hidden, or passed to another by Meer before his disappearance.

The "Singing Sword"

Experience Point Value: 1,600
Gold Piece Sale Value: 10,000

Lore: It is rumored that these relatively recent additions to the armories of the world were created for use by the Harpers. Certainly the primary attribute of the sword has to be created with some connivance of one or more bards. With their usual taciturnity, the Harpers are not taking any credit for them, and no bard has actually been seen using one—though this may be more a factor of a dislike of competition than holding the sword in disfavor as a sword.

Description: This is a silver bastard sword that sings constantly, and loudly, while drawn. It is +3, but this may be temporarily negated by magical *silence*. While the song is heard, the bearer of this sword is infused with a sense of confidence and excitement, and never checks morale. The song confers upon the bearer immunity to *charm, command, confusion, fear, friends, repulsion, scare, and suggestion*. *Emotion* cast on the bearer only evokes a *rage* result (focussed on the spell caster). The sword's song can still shriekers and negate the song effect of harpies, but a bard can easily negate its powers by singing a counter-harmony. The sword's song can entrance intelligent creatures of up to 2 hit dice (not including undead or creatures from other planes). If such creatures fail to save versus spells, they are subject to a *suggestion* from the sword's bearer.

Anyone capable of using a sword can use these swords, though it is rumored that some have been created with sentience and alignment, usually good.

Susk, "The Silent Sword"

Experience Point Value: 2,500
Gold Piece Sale Value: 12,500

Lore: Susk is a blade mentioned repeatedly in tales and legends of the north. Its origin is unknown—and curiously, never mentioned in any folklore—but it seems to have always been around in the hands of someone or other. Its present whereabouts are a mystery; the sage Elminster can speak of its location with certainty only over a short span of time beginning some twenty winters ago, when he recognized it in the hands of Abadda, a prince of the Fallen Kingdom, who was then a proud wanderer and bandit leader.

Abadda was challenged by Distyl of Nesme at the court of Alustriel, High Lady of Silverymoon, in Elminster's presence. During the fight that followed, Elminster and at least one other—the adventurer Urnen of Yartar—recognized the blade for what it was.

Abadda was slain in combat, and Distyl rightfully took the sword. Shortly thereafter, he was found dead by his campfire on the Trollmoors, and Urnen was seen in Longsaddle not much afterward, brandishing a blade that demonstrably was Susk—to Urnen's eternal dismay: when he let it go involuntarily in a tavern brawl, it hung in midair, beyond his grasp, as he was dragged to the floor and stabbed to death.

A local bully, Usk Harpell, claimed the blade, but was found dead in a nearby alley within the night, the blade gone. It disappeared from view at that time, but recent reports from Shadowdale (some six winters back) and Mulmaster (some two winters back) suggest that the strange blade is still "changing hands the hard way" among the adventurers and caravan merchants of the Realms.

Description: Susk is a slim long sword of fine make and good (oil-) slaked steel, devoid of adornment or inscription. It does not glow of itself or even reflect light, so that it does not appear to be metal from afar. Its nickname comes

maps. It will *heal* its bearer once per day, at the bearer's will, and has a special purpose: to slay bards. Any bard struck by Shazzellim is *disintegrated* unless the victim saves vs. spell.

Lore: Shazzellim was created by (or at least under the orders and with the assistance of) Lauzoril of the Red Wizards of Thay, in order to destroy his enemies, the Harpers. The cause of Lauzoril's enmity toward the Harpers is unknown.

Elminster saw Shazzellim when Ahlzul, a captain of the armies of Thay, brought it to Archendale to slay the ranger Dove. Mistakenly, Ahlzul attacked the wrong woman—the knight Jasilmer—and was himself slain. Ahlzul's men recovered Shazzellim and their captain's body, but were later killed by men of Archendale over a code-of-conduct dispute.

Shazzellim disappeared from view briefly, was later identified by the sage Helavaster of Hillsfar when brought to that city by the caravan master Lhemako Tarsakh, and subsequently passed



SWORDS

from its magical silence: the sword never rings, clatters, scrapes, or emits any sound. A blade struck against it may ring, but Susk itself remains silent. This silence in no way affects creatures, spells, objects, or any area around the blade, including its bearer.

Susk is +3 to hit, but does normal long sword damage. It has no apparent intelligence or sentience, and only one other magical property—it levitates involuntarily. That is, it can never rise, fall, or move in any way by itself, but always remains stationary when released, even if in midair. It can be moved while so floating by being struck with other objects, or by magical means (such as *telekinesis*), but stops quickly when such force is removed.

Susk cannot therefore be effectively hurled at an opponent, or tossed away to prevent its capture—it stops mere inches from the point of release and hangs in midair. There is no known limit to, or way to nullify, this power. If grasped by the hilt, Susk stops levitating, even if the grasper wants it to continue. On the other hand, objects no more than twice its 3-pound weight can be hung on its blade and it remains in midair. Any further weight causes it to descend to the nearest flat surface at varying rates of speed, depending on how much weight has been put on it. Anything over 60 pounds causes it to fall at normal speeds.

Any creature may grasp (and if not a spell caster to whom cold steel is forbidden, wield) Susk without harm. It confers no magic resistance or spell immunities upon the bearer.

Syrar's Silver Sword

Experience Point Value: 1,000

Gold Piece Sale Value: 4,000

This +1 silver weapon employs a combination of spells devised by the archmage Syrar. These magics allow the blade to breach the barriers between planes in much the same manner as a cockatrice and similar animals do. Thus, it can strike targets on the astral

and ethereal planes which are susceptible to magical weapon attacks. But when so wielded (user on the prime material, target on another plane) it is treated as a normal weapon to hit. The +1 to damage applies in all cases.

Anyone holding the sword can see into either the astral or ethereal plane (one at a time) at will, viewing a spherical area with a 3" radius centered on the tip of the drawn blade. The user need not employ the sword offensively in order to be able to use the viewing power; thus, clerics and magic-users can make use of this ability of the sword. However, such viewing can only be maintained for a number of rounds equal to the holder's intelligence, plus 1-4 additional rounds, and the viewing ability only functions once per day, regardless of the length of time each viewing is sustained.

Only the sword itself, and never any part of the wielder, any other physical object or form of attack or spell, can reach into the other planes. To creatures residing on the other planes, the weapon is clearly visible whenever drawn, and its bearer appears as a shadowy, indistinct figure which they may reach through the planes to attack, but at -2 to hit.

The viewing ability also works for users on the astral and ethereal planes with respect to their ability to see into the Prime Material and the plane they are not in at the moment.

Taragarth, "The Bloodbrand"

Experience Point Value: 1,000

Gold Piece Sale Value: 5,000

Description: Taragarth is a bastard sword, of steel fire-blackened along the length of the blade so that only the sharpened edges gleam. On the base of the blade, just ahead of the simple crossbar guard, is a rune etched into the metal. The rune is non-magical and evidently the mark of the blade's maker, but who the maker is has been lost over time.

Taragarth requires strength and stature to wield. While it is held unsheathed, the bearer is protected from fire (effects equal a *ring of fire resistance*) and is protected by a *feather fall* if descending 10' or more precipitously.

Taragarth strikes normally but does +3 damage. It does not glow and is not sentient. While gripping Taragarth (even sheathed), the bearer is protected from *ESP* and *detection* spells (including *know alignment*). Such spells simply have no effect. This protection does not affect *charm*, *sleep*, other control-related spells, or psionic attacks.

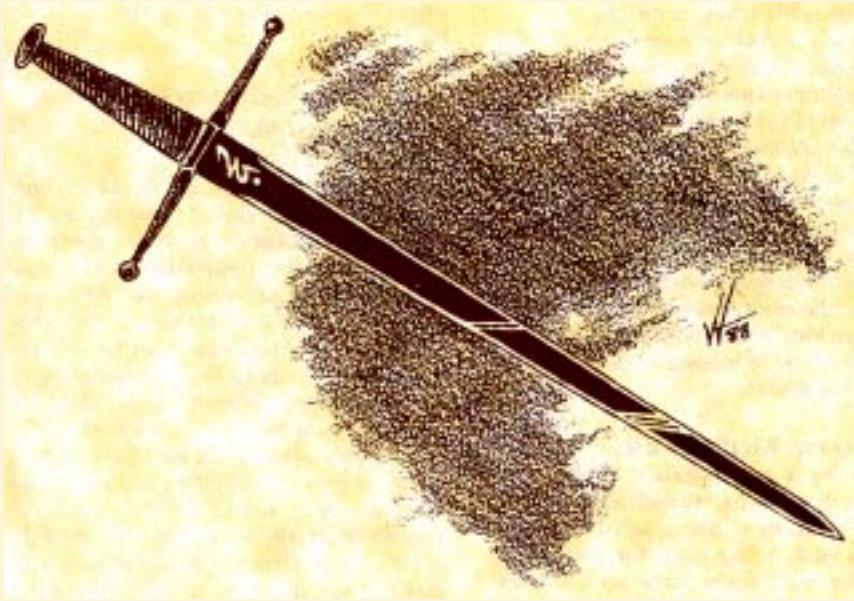
Lore: Taragarth was forged by Elfgar of Silvermoon in the early days of the North, and was given to the champion Aeroth when he led the armies of the kingdoms of the North against the trolls of the Evermoors. The might of the trolls was broken at the Long Battle (of nine days duration) across the moors, and Taragarth was brandished aloft bloodily so often by the valiant Aeroth that it was dubbed "The Bloodbrand."

Much later, when Aeroth was grey-bearded, Rayuth of Silvermoon died, and the throne passed to his son. Aeroth, grieving for his lord (and none-too-fond of the sadistic, proud, Tulven Rayuthson), took ship west from Waterdeep, sailing first to the isle of Toaridge-at-the-Sun's-Setting and later to the Moonshae Isles. There, with his wife and six sons, Aeroth founded the city of Vlan. His descendants, the nucleus of a group swelled by other disenchanting or dispossessed mainlanders, were to become the feuding merchant houses of the Moonshae Isles.

But Aeroth's sword was not seen on his voyage, and most legends hold that he left it in Silvermoon, where it has been lost in some concealed hoard or in one of the many warren-like caverns beneath the city. A few sages know that, in truth, Aeroth hid the blade in a ruined well on the island of Toaridge so that his argumentative sons would not fight over it.



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There it lay while ages passed, until an exploration party of illithids found it and carried it to their underground city on the mainland near what is now Beregost. There it was studied for only a short time before a band of adventurers plundered much of the city and gained it.

The names of the adventurers are now lost; one was a fighter who later took service in the merchant-guards of Amn and died battling bandits on the banks of the Sulduskoon river. It seems likely that he bore Taragarth, but no word of it can be found after it (presumably) fell into the hands of the bandits, until a wandering peddler offered it for sale in a market at Berdusk. It brought 400 pieces of gold from an adventurer who recognized it, but he mistakenly told a companion what he thought the sword was, and was dead by the next morning. So was the com-

panion, murdered in turn by the assassin Turl.

Turl carried the blade north to the city of Scornubel, using it to pay off a debt to his guildmaster Iritan. Little is known of Iritan, who evidently ruled the guild with an iron hand for more than twenty winters. One spring he appeared in Waterdeep, dying of poisoned wounds, and gave the blade, plus more wealth, to the wizard Marune. Much of Marune's wealth was lost in subsequent upheavals, and the Bloodbrand fell into the hands of an unknown someone in Waterdeep. Where it traveled then is not known, but four winters ago it was brought to Elminster for examination when he was visiting Westgate by a swarthy, much-scarred fighting man of Calimshan who gave his name as Vulph. The present whereabouts of Vulph and of the blade Taragarth are unknown.

Weapons

Darts of Branding

Experience Points Value: 200

Gold Piece Sale Value: 1,500

When thrown, *darts of branding* burst into blinding flame unquenchable by water or cold, and this conflagration leaves a branded mark where such a *dart* strikes. These marks may be shaped by careful construction of the *dart* into runes or devices (and usually are). The *dartfire* consumes the weapon and does 5-9 points more damage than normal *darts*. Non-fire-resistant creatures get no save vs. this fiery damage, but the *dartfire* is relatively feeble and will do no damage if the target is protected by a *resist fire*, *dispel magic*, or more powerful protective spell. *Darts of branding* can pass undamaged through a *wall of fire*, however, and will derive additional heat from the wall, doing 1 point of additional damage for every 1" (and remaining fractions) of flames they pass through. *Flame strike* and *flame arrow* spells have no effect on *darts of branding*.



Creating Magical Items

As described in the DMG, a magic-user must first use the *enchant an item* spell to prepare the materials for the item, then put the spell in the item, then apply a *permanency* spell to make it a permanent magical item. Unfortunately for the enthusiastic young wizard ready to start up production with his *enchant an item* and *permanency* spells, there are two ingredients in the above procedure that call for both long hours of research and bravery on the part of the magic-user or his hirelings. The first ingredient is the materials, the second is the spell.

Materials for Items

The DMG states that the magic-user must obtain new, "pure" items of great expense to put spells into to create a magical item. Not mentioned there, but implied in the description of how to make a potion, the item-maker must obtain parts of magical creatures that either perform the same functions as the item is to perform, or are in some way connected with the function of the item.

A partial list of necessary ingredients is found in the DMG in the discussion of making magic potions. Just as a potion of *giant control* needs part of the brain of the appropriate giant, a *ring of human influence* must have human brain material in its manufacture. Since such material is perishable, the magic-user must either *petrify* it to use in the setting of the ring, or supervise the making of the ring and use the material in the alloy of the ring itself.

And, since the aforesaid *ring of human influence* also adds to the charisma of a character, as well as lets him control humans, the brain matter used must be that of a great leader of some humanoid race. A wizard cannot be sure that a purveyor of magical ingredients will truly have the right sort of brain matter, so he must effectively gather it himself, either by killing or participating in the killing of an enemy leader of great reputation, or robbing the tomb of some great leader (adding to the danger of this activity is the fact that the tomb must usually be recent—otherwise there is no surety that the ingredients are still present). Both activities are fraught with potential disaster for the magic-user and involve activities that are repugnant to a lawful-good adventurer. This is one reason such rings are usually found on the fingers of chaotic evil magic-users and their minions.

Other items do not use such cannibalistic ingredients, but acquiring them is still a major

adventure in itself. For instance, a *ring of X-ray vision* needs the eye of an umber hulk or xorn (both creatures use X-ray vision to find their way while burrowing through the earth), which again must be petrified before being used as the setting in the ring.

A *ring of fire resistance* needs salamander scales; a *figurine of wondrous power* needs the original animal (most of which are no longer available in the Realms, and must be created with a *polymorph others* spell); a *periapt of proof against poison* needs unicorn horn; all of these are relatively easy to find, if difficult to acquire. The components for other items are much more difficult to determine and, as is mentioned in several descriptions in this book, the exact materials necessary have often been lost. Usually they call for a part of an animal or tree or mineral whose properties are not well known.

Purity of Materials

Another limit on materials already discussed is their purity. All authorities on the making of magical items agree that this purity is vital. A ring made for enchanting cannot be made from metal used for any other purpose. It must be taken from the ore and made into the ring directly.

In actual fact, using secondhand materials does not necessarily preclude the enchanting of an item. However, it does have an influence on the item. Any artifact (not meaning the major magical item, just anything made by hand for use) picks up the aura of the person who handled it before and the pattern of use of its previous incarnation. Thus, it is difficult to "convince" silver that has been tableware that it must be a magical *ring of invisibility*. It is part of the function of tableware, after all, to be seen. In normal crafting, this is not a real problem, but the intrusion of magic into the making awakens these auras and patterns and seems to give materials a mind of their own.

For this reason, the next best thing to pure materials is the remnants of a magical item which fulfilled a similar purpose to that needed. Thus, the remnants of a magic sword can be used to make a new magic sword, the remnants of a *ring of invisibility* are good for making a new *ring of invisibility*, and so forth. However, unless the intent is to make an exact duplicate of the previous object, there must be pure materials alloyed with the reused ones, or the dweomer may come out somewhat different from that intended. Also note that just because an

object had a particular enchantment in a previous form does not mean that the new enchanting does not have to re-enchant the object for that ability. Once a magical item is broken, the enchantment is lost, and simply reforming it does not bring the dweomer back.

Correspondence Between Monetary Value and Magical Worth

If the DM wants to make a direct relationship between the value of the materials and the effectiveness of the enchanting, assume that the value of the materials must be equal in thousands of g.p. to the level of the spell contained by the item. If there is more than one spell, then the value must be equal to the levels of all the spells. If the item is Intelligent, the materials must also be worth the Intelligence rating -10 in thousands of g.p.

This value of materials may have nothing whatsoever to do with the g.p. value of the magical items found in the DMG and UNEARTHED ARCANA. This is because the value given in those books is that which the player characters can get by selling the item. Buying the materials to make the item is bound to be more expensive.

This value may be just the value of the material, or the value of the workmanship done to bring the material up to standard. Of course, a magic user can avoid this cost entirely by going out and mining or gathering or hunting his own materials and then working it himself, but the first is tedious and dangerous, and the second means that he has to have the secondary skill (DMG, pg. 12) to finish the product. If he has that skill, and can make a roll of the average of his Intelligence and Dexterity or less, then he can do the finishing work himself. If he does not have the skill, then he must get a craftsman to do it for him, at the usual rates. Note the effect of having someone else handle the material on the final saving throw or the Magical Item Creation Saving Throw Table (inside back cover).

If he has the skill but does not make the necessary roll, then the material is ruined and he must try again.

The Actual Effects of Materials

Making magical items is a tricky thing in any case. As stated in the description of the *enchant an item* spell in the PLAYERS HANDBOOK, the completed item must make a sav-



ing throw versus magic equal to the spell caster's or the whole enchanting process is a failure. There are a number of things that can influence that saving throw versus magic, as shown in the Magical Item Creation Saving Throw Table (inside back cover).

Unique Spells for Items

And of course, all the previous discussion has ignored the other major ingredient for magical items, the spell(s) that go into the item to make it magical. Simply having the correct materials, such as a petrified (and probably *reduced*) umber hulk eye for a *ring of X-ray vision* means nothing if the magic-user does not have the spell of *X-ray vision* to put into the ring.

Perusing the *PLAYERS HANDBOOK* and *UNEARTHED ARCANA* will not produce such a spell. It is also not among those given

in the unique spellbooks of the *Forgotten Realms* found here and in the *FORGOTTEN REALMS™ DM'S Sourcebook*. It is a unique spell and the magic user must either find it by following the spell research guidelines given in the AD&D® game rules or find a spell book that does have the spell.

If the DM wants the creation of such common (in the magical item tables) magical items more accessible to players, he can assign his own parameters to the spell and add it to the normal spell list for his campaign. He can make the spell common, rare, or unique, as described in *The Spells of the Forgotten Realms* section of this book.

If he does not want any casual magic-user wandering about with the spell, he might assign very cumbersome components (such as a 4' x 4' x 2" slab of lead—or radium, if you want to introduce mutation to the campaign—for *X-ray vision*) that no adventuring magic-user could possibly carry around with him.

Time for Creating Magical Items

The time needed to enchant a magic item is given in the *PLAYERS HANDBOOK* and repeated here to have all the necessary references in one place.

Casting time for the *enchant an item* spell is between 24 and 80 hours, split up into 8-hour days. Each spell placed in the item takes 8-16 hours per spell level after the initial *enchant an item* spell has been cast. Each spell must be started within 24 hours after the previous one has been cast, or it cannot be added at all. Of course a *permanency* spell is necessary to finish the job.

The Risk of Creating Magical Items

When the enchanter puts the *permanency* spell on the item, he (not the item) must make a saving throw versus spells. If unsuccessful, the *permanency* does not work and



Creating Magical Items

there is a magical backlash which affects the Constitution of the magic-user, decreasing it permanently by 1 point. The magic-user's saving throw result is increased by 1 for every spell in the item. Thus a wizard with a saving throw of 4 who is trying to enchant a sword with 7 spells in it has a saving throw of 11 or more. Even an item with one spell increases the saving throw by 1.

The Reward of Creating Magical Items

Besides possession of the magical item (which he may have been making for someone else), the wizard who makes such an item gains Experience Points equal to twice the given XP value of the item. Thus, a wizard who creates *bracers of defense AC 4* gains 6,000 XP.

Limitations of Magical Items

Limits on Wands and Staves

Wand damage effects are limited to those of a 6th level magic-user. Their *fireballs*, *lightning bolts*, and the like are all much weaker than the same effects performed by the creating wizard.

The reason for this is simple toughness of material. Even a spell waiting to be released, as with a wand's *fireball*, has a certain potential energy. Nothing the size of a wand, no matter what its materials, can contain that energy if it is too large. It is actually possible to make wands with larger individual payloads, such as 7, 8 or even 10 dice per shot, but the capacity of the wand is reduced by half with each increase in dice. Thus, a wand holding 7d6 *fireballs* has a maximum capacity of 50, one holding 8d6 *fireballs* has a maximum capacity of 25, one holding 9d6 effects has a maximum capacity of 12, and so forth.

Moreover, there is a certain inherent instability even with the reduced number of charges. A wand with 7d6 charges has a 5% chance of blowing up (with the same effects as a *retributive strike* with a *staff of power*) with any sharp blow, an 8d6 wand has a 10% chance, a 9d6 has a 20% chance, and so forth. Thus, the maximum effect possible in

a wand is 12d6, which has only one charge and a 95% chance of blowing up if struck with a sharp blow (normally, this would be a 160% chance, but there is always a 5% chance the blowup will not happen).

Rods and staves are sturdier than wands, but even they have their limits. Rods rarely contain damage-causing spells, so they often have high-powered effects, but staves are generally restricted to 8d6 effects, as if being done by an 8th level magic user. They have the same limits as a wand as to number of charges before disaster occurs, but being sturdier, they do not start becoming unstable unless 9th or higher power spells are placed within them. Thus, like a wand, the most powerful staff has one spell causing 12d6 of damage, but unlike a wand, it has only a 40% chance of blowing up if struck by a sharp blow.

Time Limits on Items

Wizards have also found it impossible to make items that perform major activities more than a few times a day. The *permanency* spell can allow a sword to let its bearer use a sensory power any time he wants to, but any power/spell taking real energy, such as a *strength* spell, is limited to one use a day, just as if the sword had to memorize the spell. It is possible to put more than one use of the spell into the object, but each use is a separate spell, and the magic-user must have them ready at the time of the enchantment.

Intelligent Items

Any sword with Intelligence is imbued with the spirit of a sentient being. This being is not necessarily human or nonhuman, it simply has to have enough intelligence to react to its sensory input and give its user some idea of what is happening.

These spirits do not normally remember any past life they may have had. If the magical item maker wants to let the spirit remember its previous existence, he may do so, but there are stories of weapons with Intelligence who knew they had been free, and the revenge they exacted on their makers.

There are two ways of creating these spirits. One involves using a *speak to dead* spell to summon a spirit, then use the *enchant an*

item spell to put that spirit in the magical item. Some mages make killing the person first part of the ritual, but these are chaotic-evil wizards.

The main problem with this necromantic system is that the spirit gets a saving throw versus death equal to that which it would have had in life. If the saving throw is successful, the spirit is not put into the item, and is freed to wander the world as a ghost. He automatically becomes a vengeful ghost, and cannot be laid to rest again until the person who summoned him is slain, permanently.

The other way is somewhat riskier for the magic-user. What he does is essentially put his Intelligence into the item. This involves a special use of the *magic jar* and *enchant an item* spells. The magic user must make a saving throw versus death or his entire spirit goes into the item and his body dies. If the enchanting is successful, the item has an Intelligence equal to that of the magic-user.

It is not necessary for the wizard to risk his life for this enchantment; he can use a consenting partner (including an animal such as a dog) to provide the Intelligence for the item, with the volunteer taking the risks. The saving throw versus death for the volunteer, and the saving throw versus spells for the enchanted item, is that of the volunteer, not the magic-user, which usually means a reduced chance of success.

Rings of protection, *protection from evil* spells, and any other magical method of increasing the saving throw do not work in these circumstances. The throw must be that of the user, without any magical aid.

Dogs are favorite beasts for creating intelligence 12 and 13 swords, since they are oriented toward sensing things of interest to their masters.

Swords with more intelligence need higher-intelligence spirits. Moreover, each plus beyond one for the sword means that the source of the Intelligence must have 4 fighter levels for each plus on the sword. If the source of the spirit is a cleric, druid or monk each six levels equals one plus; a thief or assassin needs eight levels per plus, and a magic-user or illusionist must have ten levels for every plus on the weapon.

MAGICAL ITEM CREATION SAVING THROW TABLE

Influences	Modifier
Magic-User's Bonuses	+1 - +3
Item handled by others during fabrication	-1/handler
Materials previously used for similar item	- 2
Materials previously used for same item	- 1
Materials previously used for dissimilar item	-10
Perishable materials old before fabrication begins	-1/day
Each 1,000 gp. below the needed value for material	- 1
Each 10,000 g.p. above the needed value for material	+1
Other influences as determined by DM*	+3 - -10

* The DM may assign other influences such as right or wrong time of the year, magical influences from surrounding environment, attempts at sabotage from rivals, and so forth.

Effects of Missed Saving Throw

A missed saving throw versus magic in making an object does not necessarily mean that the object is not enchanted. It only means that the object is not exactly what the magic-user wanted. As stated in the *enchant an item* spell description, a saving throw roll of a 1 on d20 means total failure, but a missed roll that does not result in a 1 can mean almost anything.

Cursed items can arise from such failed rolls. So can items that work almost as wished, but have a few flaws, such as a *ring of invisibility* that only makes the wearer invisible, not his clothes and gear, or a sword that arbitrarily shifts alignment from day to day, or shifts its pluses to hit.

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Printed in the U.S.A.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA

TSR UK Ltd.
The Mill, Bathmore Road
Cambridge CB1 4AD
United Kingdom

ISBN 0-88038-564-2



0 46363 09229 0