



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> |
| 76 | <i>Briel's Book of Shadows (FR—76)</i> |
| 77 | <i>The Book of Num</i> <i>"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 Shadowtome</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.



The Magister

A Sourcebook For The Forgotten Realms

By Ed Greenwood with Steve Perrin

TABLE OF CONTENTS

Foreword and Introduction 2

How to Use This Book 3

Magical Books of the Realms

The Book of Bats 4

Book of Thorns 6

Caddelyn's Workbook 7

Detho's Libram 8

Jaluster's Orizon 10

The Libram of Lathintel 12

Selvar's Ineffable Conjurations,

Magicks, and Phantasms 14

The Shadowtome 17

Shandaril's Workbook 19

The Tome of Rathdaen 22

Unique Mageries 24

Vaerendroon's Ineffable

Enchantments 26

Spells of the Forgotten Realms 28

Magical Items of the Realms

Armor

Dzance's Guardian 30

Grimjaw 30

Hawkstone's Bulwark 30

Laeral's Storm Armor 31

Laeral's Spell Shield 31

Reptar's Wall 31

Shoon's Buckler 32

Thurbrand's Protector 33

Clothing

Cloak of Battle 34

Cloak of Comfort 34

Cloak of Delight 34

Cloak of Echoes 34

Cloak of Fangs 35

Cloak of Guarding 35

Cloak of Many Colors 35

Cloak of Reflection 35

Cloak of Stars 36

Cloak of Survival 37

Cloak of Symbiotic Protection 37

Cloak of the Shield 37

Girdle of Lions 37

Rhun's Horned Cloak 37

Tabard of the Mystics 38

The Wonderful Hand 38

Miscellaneous Magical Items

Bowl of Blood 40

Censer of Thaumaturgy 40

Fire Gyregam 40

Flagon of Dragons 40

Glowing Globe 41

Goblet of Glory 41

Greenstone Amulet 41

Harp of Myth Drannor 42

Helm of Darkness 44

Kybal's Cords 44

Mierest's Starlit Sphere 45

Orb of Holiness 45

Trumpet of Doom 46

Potions

Mist of Rapture 47

Rings

Jhessail's Silver Ring 47

Ring of Lore 47

Rods, Staves, and Wands

Catstaff 48

Nidus' Wand of Endless Repetition 48

Staff of Ethereal Action 48

Staff of Skulls 48

Wand of Armory 49

Wand of Banishment 49

Wand of Darkness 50

Wand of Displacement 50

Wand of Eyes 51

Wand of Hammerblows 51

Wand of Knock 52

Wand of Magical Mirrors 52

Wand of Obliteration 52

Wand of Ochalor's Eye 53

Wand of Teeth 53

Wand of Warding 54

Wand of Whips 54

Whisper's Rod of Transportation 54

Swords

Albruin 55

Adjatha, The Drinker 55

Arbane's Sword of Agility 56

Demonbane 57

Ilbratha, "Mistress of Battles" 57

Namarra, "The Sword

That Never Sleeps" 58

Shazzellim 58

The "Singing Sword" 59

Susk, "The Silent Sword" 59

Syrar's Silver Sword 60

Taragarth, "The Bloodbrand" 60

Weapons

Darts of Branding 61

Creating Magical Items 62

Magical Item

Tables inside front cover

Saving Throw

Table inside back cover

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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 magely 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

(Conjunction/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 reinforcement* (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, they 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 *mage-mask* 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 Peregar "the Invisible" to aid him in his expedition into the North. Peregar himself vanished in a ball of blue flame north of Yartar (either a spell of his own that went wrong, or an attack upon him by an unseen enemy), and his band of adventurers scattered. The Libram was in Peregar's saddlebags, not on his person, when he was destroyed, and is widely thought to have survived and fallen into other hands, presently unknown.

The book's pages contain 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 bear's 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%.



Selvar's Ineffable Conjurations, Magicks, and Phantasms

- *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



The ShadowTome



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.