

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>Thessal'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>
14-17	<i>Cloak of Many Colors</i>
18-21	<i>Cloak of Stars</i>
22-29	<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>Nithanalor's Harp</i>
55	<i>Rhingalade's Harp</i>
56	<i>Valarde's Harp</i>
57	<i>Zunzalor'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>Hawkstone'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>Vaerendron'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

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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 god's champion, and master of magery. This one, called the Magister, does not rule, but rather wanders the Realm doing as desired, for good or ill, and in time is cast down by other magery, 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 you'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 *Haragarth* looks like *Demonbane* and *Demonbane* looks like *Shazzelin*. Change the appearance of *Shandaril*. 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 Beltyn 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 Malharduu had arranged to purchase it.

The mage Khondall Sszundar catalogued the volume's contents when it was (briefly) in his hands—he purchased it from the merchant Chulu Thall of Ithmong, and lost it when his tower was destroyed by demons sent by an unknown foe. The tome reappeared in Innarlith soon after, but was stolen again. Khondall's catalogue tells us that the Book contains the following spells: the rarely-seen clerical prayer *censure* (described below), and the magic-user spells *feign death*, *protection from good 10' radius*, *slow*, *Beltyn'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 *censure*" 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 faith and other deities 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.

Beltyn'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 *spiritual*, *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).