

Advanced Dungeons & Dragons
3rd Edition

FORGOTTEN REALMS

Boxed Set

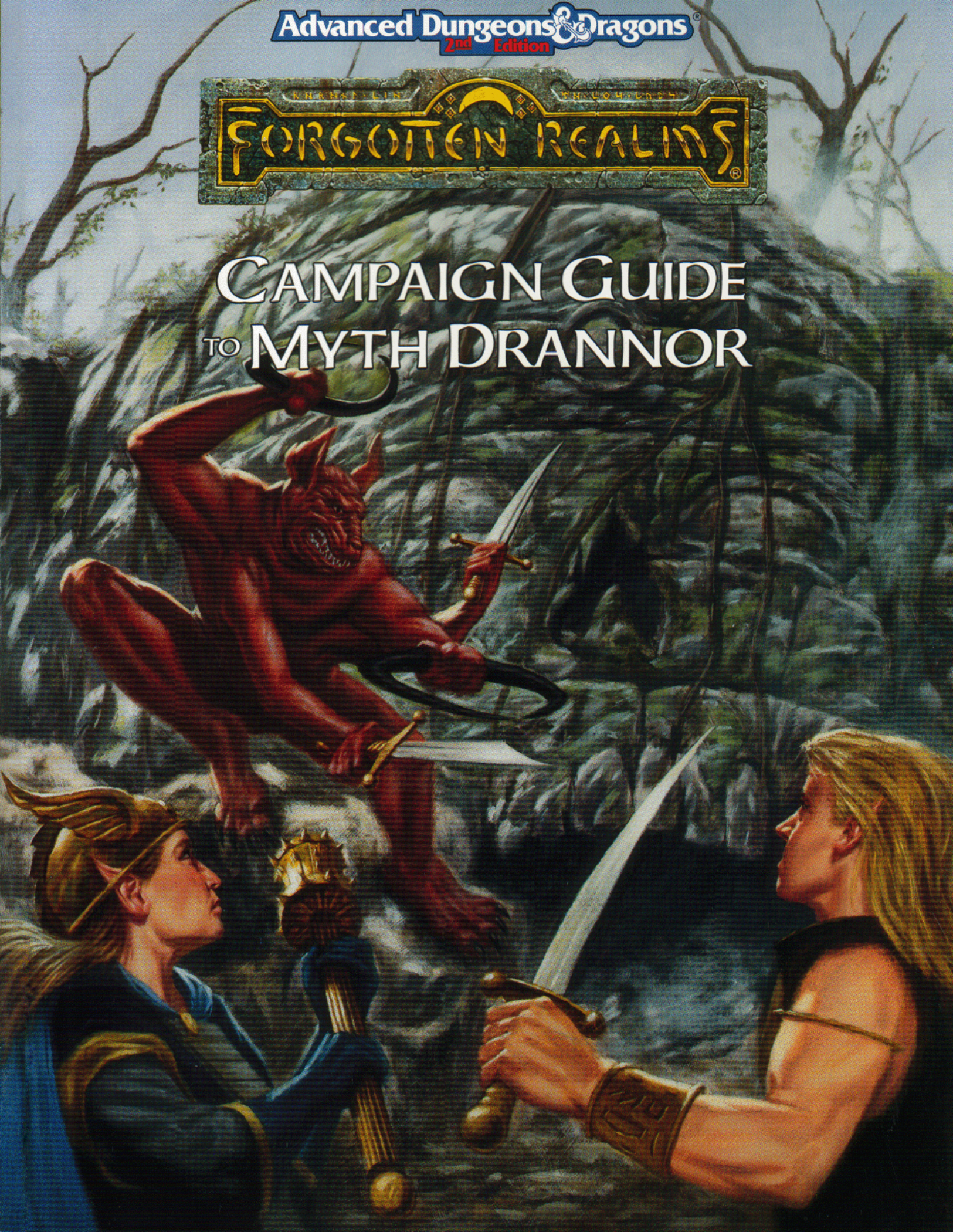
THE RUINS OF
MYTH DRANNOR



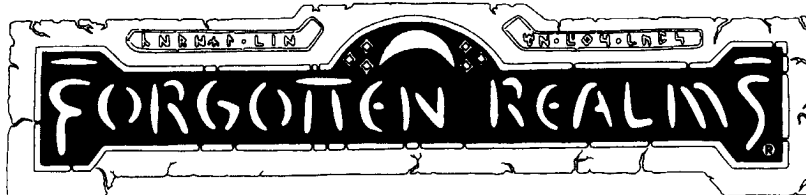
Advanced Dungeons & Dragons[®]
2nd Edition

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CAMPAIGN GUIDE
TO MYTH DRANNOR



Advanced Dungeons & Dragons®
2nd Edition



Myth Drannor Campaign Guide

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Introduction

Welcome to the greatest treasure-house in all the Realms. Oh, and welcome to your deaths.

The great green wyrm Athauglas,
to The Company of the Gauntlet
Year of the Trembling Tree

The dragon who spoke those boastful words to a handful of trembling adventurers is dead now, its hoard gone to enrich the families and kin of The Company of the Gauntlet. They prevailed where few dared go, and retired rich.

Athauglas was also wrong about the wealth of its treasure: *this* is the greatest treasure-house in all the Realms. Welcome to Myth Drannor, fabled in story and song, the fallen, ruined City of Beauty, where elves, dwarves, and men once dwelt together in happiness and power, amid beauty.

Although even a boxed set such as this hasn't space enough to detail every building in a city, nor list every gem and coin waiting to be found there, be assured (by Elminster the Sage, among many others) that this is indeed "The Great Treasure of Faerun."

Especially if you're a wizard. Myth Drannor is legendary (even on other planes, and in other crystal spheres in far-flung wild-space) as a source of mighty magic. Although much of its riches have undoubtedly been lost down the long years since its ruin, much remains to be discovered—and enough of it has come to light in the pages of this book to enliven a campaign for years! Dungeon Masters are advised to use the new spells and magical items appearing herein with due caution: many can turn campaign play in new directions.

This set can only be an introduction to Myth Drannor, but it contains this book (essentially a DM's Guide to the city), a book of adventures, maps, cardsheets that detail some landmark locales in the city, and *Monstrous Compendium*-format sheets contain-

ing new monsters to challenge even the bravest adventurers.

DMs can use this set "as is" if Myth Drannor is going to be a brief adventuring-place or merely a backdrop for launching Player Characters into new adventures (perhaps to their surprise!) through one of its many *gates*. The city can also serve as a long-term campaign setting, but in that case, the DM must use what is given here as a beginning, adding ruined buildings and subterranean areas beneath them to give PCs room enough to explore, battle foes, and taste the riches of adventure.

This is the big one; an adventurer who can convince drinkers in a tavern on the far-off Sword Coast or in The Shining South that he's walked the streets of Myth Drannor and lived is assured of the reputation of a hero. Young nobles of Waterdeep nearly fell over each other in the rush to swagger through Myth Drannor's ruins, to tell the ladies of it later—until they were torn apart or devoured within instants of their arrival, and the fad suddenly passed.

An adventurer who walks down the right streets of Myth Drannor can gain riches or magic enough to make his fortune, perhaps even to retire and found a dynasty of adventurers.

Hurry: the rush for gold has begun, and every adventurer in Faerun dreams of Myth Drannor's riches. Welcome to the city where, as the dragon said, death and the greatest treasure known in the Realms both wait for you!

The High History of Myth Drannor

Here is an overview of what I could glean of the long history of Myth Drannor from Elminster. Most elven elders know it (whether their pride will let them admit all of its details or not), and many bards know most of the tale.

Beginnings

Myth Drannor is old—so old that no living being knows its beginnings. Originally it was an elven camp; a community of large, inhabited trees around clearwater drinking springs and pools. Later, it was an elven city—a place of needle-sharp spires of growing, hollowed-out wood, linked by slim, dangerous suspension spans that were either railed wooden arches or the even more precarious “running ropes.”

This city grew in size and might with the elven communities of the western Dragonreach, over some two thousand years, until humans first came to the north shores of The Sea of Fallen Stars.

At that time, the city was the seat of a kingdom of moon elves and wood elves ruled by a moon elven royal family called the Irithyl. The city was known as Cormanthor, and when men reached it, they called it The Towers of Song for the music made there.

Coronal (king) among the folk of Cormanthor in those days was one Eltargrim, a once-mighty warrior who had grown wise and gentle in his old age. He fostered knowledge, craft, and mastery of magic in his city, and foresaw that men were a foe too numerous and relentlessly ambitious and adaptable for his people to defeat or keep out of their lands—so he sought out the greatest wizards and wood-lords (whom some called rangers and druids) among them, and invited them to dwell together with him in his kingdom. So that all strength might be gathered, that none be excluded and made ene-

mies, and that the kingdom never become a prize to be fought over between elves and humans, Eltargrim invited the gnomes, the halflings, and even the dwarves to come to Cormanthor.

The Starym and other proud and powerful elven families were so angered at this that they rebelled and left the Elven Court, going west to the Thunder Peaks and beyond, but most Cormanthan elves welcomed their new neighbors. The city grew swiftly in size and might.

All of the peoples who came to it were accustomed to facing a common foe: the goblinkin, who bred like rabbits, and swept out of the Moonsea North every decade or so in vast hordes that swept south in a tide of brutal destruction, slaughtering or enslaving all in their path until they were driven aside or scattered by all the magic that could be mustered against them. Cormanthor offered for the first time a stronghold to shelter the weakest folk, where they could stand together—dwarf, elf, gnome, halfling, and man—shoulder to shoulder against the orc raiders.

It also gave the orcs a hated goal, something that must be smashed. They came down on the city in their thousands, and almost destroyed it: only the bravery of the human and dwarven stalwarts, fighting in the very streets of the invaded city, saved all from slaughter.

A sickened, horrified Eltargrim resolved that the blood of war would never come to the very streets of his city again. He sensed that the bold eagerness of human wizards could be mated to the sophisticated skill of elven mages, and produce something that might defend the city—a great work of magic that would surround and protect the city at all times.

For almost a dozen years the wizards experimented and then labored together, weaving spell upon spell, guided by hints

The High History of Myth Drannor

and legends out the shadowy past of the elves of long ago, creating something splendid with a magical life of its own: a mythal.

Myth Drannor

When the mythal was laid, in the Year of Soaring Stars (261 DR), Cormanthor was renamed Myth Drannor, and its age of greatness truly began. Note that Elminster's claims to be variously "a little over" five hundred or six hundred years old ring a little hollow if he truly helped in the weaving of the mythal—but some quiet words from Laeral and Khelben Blackstaff lead me to believe that Elminster has from time to time fallen afoul of hostile magic and slept, or been imprisoned, while ages passed and he knew them not—so perhaps he counts only those years he's known, or perhaps he's something greater than an old, fussy wizard.

Men from the overcrowded lands of the Vilhon Reach came in numbers, seeking the riches of the Moonsea North (drawn by the obvious wealth and works in metals and gems of the dwarves who then held the Vast, or eastern shore of the Dragonreach).

Seeking to slow their destruction of the forest, Eltargrim invited them to Myth Drannor to trade and settle, and join in the growing greatness of The City of Might.

Over the decades and centuries that followed, Myth Drannor grew in beauty, happiness, and luxury to the greatest height known in all Faerun. The City of Bards, some called it, or the City of Song, or the City of Beauty.

Inventors and craftsmen were welcome in Myth Drannor as in all cities—but more than simply the makers of coins were revered. Bards, tellers-of-tales, artists, historians, alchemists, mages, and seekers after knowledge of all sorts were welcomed and encouraged.

Songs of lasting fame began to come out of Myth Drannor, and its wizards grew in might to rival the great human kingdom of magic, Netheril. This rivalry several times spilled over into open war—magical skirmishes known as the Crown against Scepter wars. (One of Myth Drannor's names was the City of Crowns, because many magical items crafted in the city took the form of crowns and diadems, whereas the sorcerers of Netheril tended to use scepters.)

Cloaked by the might of this magic, Myth Drannor easily destroyed horde after horde of orcs, and grew in fame and power. Its jewelers were matchless, and its musical instruments (made by elven artificers, notably the families Lharithlyn, Shraiee, and Tlanbourn) stood unsurpassed in all Faerun. Spectacles of dance and song, theatrical masques led by skilled bards, became frequent—and folk began to travel to Myth Drannor just to see these marvels.

Myth Drannor earned the name "the Towers of Beauty" among bards, and as the years passed and happiness reigned over all, the elves gave it the name "the City of Love," out of joy that the races of Faerun could live together in peace and contentment.

Yet the gods grow restless, and all things change under their hands. Greatness is always hurled down in the end. So it was with Myth Drannor, as with all great cities.

The Dusk

Myth Drannor reached its height in the Year of the Bloody Tusk (661 DR). At the end of that year the ancient Lord Eltargrim died, and there was great mourning. The Dusk had begun—all at once, evil human wizards who had come to the city (from what is now Thay) used magic to slay and work intrigues, and the goblinkin rose again to attack the wooded verges of Myth Drannor. The embattled city found it necessary to

The High History of Myth Drannor

elect a Captain, or warleader, to direct its defenses against the constant forays of orcs and the emboldened trolls, bugbears, gnolls, and flind.

Not even the exact year of Myth Drannor's fall is remembered: too many perished to keep the Roll of Years straight in the fledgling Dales. Elminster was off adventuring on other planes, as were many of his young and hungry-for-glory fellow mages.

It is clear that over six hundred years ago, sometime after the Year of the Lost Lance (712), a power in the far north (possibly an evil human archmage, more probably a great flind or orc shaman) summoned yugoloths in numbers to aid them in an assault on the rich human lands of the Dragonreach.

Whatever befell, the greatest of the yugoloths, the nycaloths Aulmpiter, Gaulguth, and Malimshaer, broke free of the mastery of their summoner and by brutal means emptied the flind and orc holds of every last individual, whipping them into a great Army of Darkness that swept south like a destroying wind. In their thousands they perished, in headlong attack upon every monster of the Moonsea North—and still, driven by the merciless nycaloths, they swept on.

Captain of Myth Drannor in that time was one Fflar. He was a man of mighty valor and skill in battle, yet quiet-spoken, and seldom seen. When word came to him that a horde more terrible than any known before was slaughtering its way through the beast-men (ogres) of Thar, the Captain roused the city to arms, and set a watchpost north of the city, at a place in the woods called Helmgrove (the exact location of that spot is now lost).

There the greatest warriors of the city gathered to await the coming of doom, in a company called the Shield of Myth Drannor. They did not wait long.

The Fall

The Army of Darkness came down upon them, and red war raged through the trees. In endless numbers the orcs, hobgoblins, and worse came, overwhelming even the most valiant warriors—until the Shield was no more, every warrior slain but a few who fled to bring warning.

South of Helmgrove there was a burned area of woods, the scar of a forest fire, where Myth Drannor mages were wont to hurl destructive spells in practice. At this Burnt Ridge many wizards of the city made their stand, and as the Army of Darkness advanced, fell magic struck them down in their hundreds.

Yet for every hundred who fell, another thousand still came on—and in the end the wizards, exhausted, fled the field, and the Army swept on.

Fflar had begun a hasty evacuation of the city, emptying it of those too weak to fight, or too brilliant to be risked. There was time only for each to snatch up what they could carry and run, ere the orcs and yugoloths were howling up against the last defenders of the city, the oldest warriors.

Fflar fought among them, wielding a great blade that burned with a blue fire in battle. Sages argue about the true name and powers of this magical sword, but strong and persistent legend holds that it lies in the city still, in Fflar's bony grasp, where he fell at last atop a mound of slain yugoloths; none of the dark army dared approach it.

The Army of Darkness lost thousands upon thousands that day—but they were still numerous enough to obliterate those few who held the city against them, and rampaged through its streets, burning, pillaging, looting, and slaying those too slow or stubborn to have fled.

Some of those loath to leave were archmages still bent upon their research—and

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when their towers were invaded, the magical explosions with which they defended themselves were fearsome, and their dying curses worse.

Yugoloths fled whimpering, some of their limbs turned to rubbery, slithering, uncontrollable things. Others shrieked ceaselessly, wracked by phantom pains that would not subside. Still others devoured what they could reach of their own bodies, howling in madness. Guardian golems and other fearsome sentinels tore orcs and yugoloths alike limb from limb—and more than one tower blew apart, raining down those who had invaded it in showers of gore. Much of the areas of widespread destruction seen in the ruins today were created in those terrible days when the last wizard-holds in the city were taken.

Yet in the end, Myth Drannor fell, and was ruined. What was left of the Army of Darkness broke up into small raiding bands, and hungrily pursued the fleeing folk of the city to the very coast of Sembia, hunting down and slaying many, ere the armymen of the coastal cities scattered or drove back the raiders.

The few survivors from The City of Beauty brought tales of terror with them—and Myth Drannor was left empty, to grow its own haunted reputation with the passing years.

Only the elves who dwelt in the woods nearby dared venture near the shattered city. They rose up in arms to rid their forest home of the many wandering bands of orcs, flind, gnolls, and bugbears who had been part of the Army of Darkness—and for two summers hunted them relentlessly, until all the woods were cleansed. This work took all the magic they had, and most of their best warrior blood.

The Guardianship of the Elves

Having paid such a high blood price for reclaiming their land, the elves were not eager to welcome intruders who might bring danger anew—and as human and halfling brigands grew more numerous, the elves closed the woods to those not of their kin, and swallowed up Myth Drannor behind a cloak of elven magic—and the seeking points of elven arrows. Myth Drannor became lost to men, and its legends grew.

The Elven Court slowly grew strong again, and held its own as men pushed past, settling the Dales and then the Moonsea shores. Their numbers and ready-armed hold on the territory between the lawless northern wastes and the Elven Court woods (plus the emptying of orc holds that had created the Army of Darkness) ensured that so great a horde would never come south again—and never bring war to Myth Drannor.

So it was, and for many years none but elves were welcome in what had become known as the Woods of Cormanthyr. The elves kept Myth Drannor out of the hands of all but dragons seeking lairs (whom they deemed fitting guardians). The elves themselves stayed out of the ruins, holding them sacred to the memory of the time when the races dwelt together in peace—and beasts left behind by the Army, or who had been freed from the cages of collectors and experimenting wizards, or who had come to the ruins through no-longer-guarded *gates* from elsewhere, all made entry to the city deadly to the few bold adventurers who used magic to elude the elven guard and reach the city.

Their fates added to the fell reputation of the ruined city, and kept the treasure hunts few. It seemed that Myth Drannor would

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sleep forever cloaked in the forest, until less than twenty winters ago, when the elves of the Elven Court decided that the human hold on the region, with the gathering evils in Zhentil Keep, Mulmaster, Vaasa, and Scardale, and the soaring population and hunger for wood (as a fuel and building material) of rich Sembia, made their own survival ultimately impossible—and The Flight of the Elves began.

The Retreat

In the Year of Moonfall (1344 DR), the High Council of wise and elder elves, who ruled the Elven Court, reached the fateful decision to abandon their woodland realm after over five hundred summers of deliberation—and began to empty their realm, sending their people to fabled Evermeet, the island realm and refuge of the elves.

The communities of the Tangletrees and Semberhome were emptied first, and the elves went quietly, using the ancient *gates* they knew to be in Myth Drannor to reach Ardeepforest (whose own moon elven folk had already taken ship west to Evermeet) and Undermountain beneath Waterdeep, where Mirt the Moneylender is now known to have quietly made his ships available by night, to let the elves slip quietly out of Faerun to Mintarn and other harbors off the Sword Coast, where the ships of Evermeet met them, and took them on to a new life, free of the aggressiveness of humankind.

Some few elves remained behind, both to hide many of the disappearances and to continue to guard the realm as the fleeing elves traveled. These included the wise and urbane elven ambassador to the Dragonreach courts, Luvon Greencloak, and war bands (such as the one led by Alok Silverspear) skilled in archery and forest fighting.

Some elves who loved Faerun too much to

leave it still dwell in the Elvenwood (the forest from the Thunder Peaks eastward to the Dragonreach, once ruled by the Elven Court), or have taken *gates* (some of which are spoken of in the novel *Elfshadow*) to join the elven realm of Evereska, which is in need of warriors against the evils around it, and to help it hold its new colony in the Greycloak Hills.

Yet the cloak of elven might that so long kept the world away from fabled Myth Drannor is gone—and the world has begun to realize it. The Time of the Seizing is upon us, when the riches of Myth Drannor—gems and coins enough to buy several kingdoms, to be sure, but above all magic to rule all Faerun, were it all to fall into one hand skilled enough to wield it—will be taken from the slumbering ruins, and the face of Faerun will be changed forever.

The Seizing

The most daring (or desperate) adventurers have always hungered for the riches of Myth Drannor, and over the years, there has been no shortage of wealthy sponsors in Sembia, and evil mages in Zhentil Keep, Mulmaster, Calaunt, Westgate, and Thay—as well as lone wizards in keeps and towers all across Faerun—to goad or spur them on. Myth Drannor has been invaded again and again . . . and has dealt swift, cruel deaths to most visitors.

When the agents of the High Imperceptor succeeded in opening a *gate* in Myth Drannor (see the chapter on “The Baatezu” in this sourcebook), powerful folk all over the Dragonreach soon knew of it—and the race to seize the gold of Myth Drannor was on. Folk have come to call it “The Seizing,” as they wait to see what power—and new terror—will come out of Myth Drannor.

These days, every hedge-wizard of the Inner Sea Realms, and every landless sword-slinger seeking to carve out fortune and fame, seems to have a stab at Myth Drannor.

Almost every tenday, despite the avowed guardianship of the Knights of Myth Drannor, an adventuring band plunges into the ruins—most never to be seen again, although a lucky few have escaped with their lives, or even treasure: the Myth Drannan magic whispered of in all those legends does exist!

A partial list of those who have gone to Myth Drannor follows. Beginning in the Year of the Worm, we know that the Company of the Black Buckler (a mercenary band usually found guarding caravans or the persons of rich merchants in Sembia) went in, at the behest of a mysterious ring of investors based in Selgaunt. They’ve not been seen since.

A bare tenday after the Bucklers rode into the woods, a nameless band of thieves and hireswords from Westgate landed at Yhaunn, and set out across country into the

woods, followed shortly by a wizard-led band from Hillsfar. There is a strong possibility that these two groups encountered each other and fought (or one ambushed the other, with the same bloody results).

Then the floodgates opened, and Myth Drannor swallowed up these in quick succession: the Men of the Scarlet Scimitar (an able and sinister group of magic-laden adventurers from Calimshan); the Women of the Wind (an all-female adventuring group out of Impiltur); the Blue Fist (a boisterous, fun-loving group of aging warriors, formerly of the Sword Coast and late of Westgate); the Company of the Purple Cloak (a large and well-appointed group of male warriors and female wizards who are widely—and, Elminster says, correctly—rumored in Saerloon, where they first appeared together, to be agents of the Cult of the Dragon); the Glass Goblet (a group of bored but well-heeled younger sons of the Waterdhavian nobility); the Vengeful Blade (an evil, ruthless band of Thavian ex-slavers and renegades from Aglarond known for their successful tomb-thefts and brigand raids in lawless Tethyr—some of this group escaped Myth Drannor’s perils, and told the world of the baatezu and other waiting dangers); and the Company of Cathlander (a band of seasoned adventurers named for its sponsor, a wizard of the Vilhon Reach).

More adventurers converge on Myth Drannor every today, and many have doubtless escaped this list.

The Encircling Wood

The forest around Myth Drannor is a dim, eerie place of huge trees, tangled vines, and deep shade, studded with thickets of undergrowth wherever a forest giant has fallen, to admit sunlight to the forest floor.

The ground is damp. Many small springs rise in the area, running across the rocky, root-strewn forest floor in little rills, to join the plentiful streams. In all cases, the water is cold, clear, and safe to drink. The forest life is abundant, and the trees around Myth Drannor are mainly oak, maple, blueleaf, duskwood, shadowtop, silverbark, and weirwood (see the end of this chapter for more on these trees). The land rises and falls in small hillocks and moss-cloaked rocky outcrops, and this, plus the deep gloom, limits vision to 90' or less in most places.

This vast woodland has always been dangerous to those not friendly to, and wise in the way of, forests—but since the elven Retreat, many monsters have come into it (or out of Myth Drannor!), or bred unchecked, to make it more deadly.

The worst perils of the Elvenwood are the brigands, adventuring bands, and raiding bands of orcs, bugbears, and the like who have been drawn to Myth Drannor. Unwary folk eager to reach Myth Drannor, and sorely wounded survivors fleeing out have alike run afoul of brigand traps and ambushes. (Parties too weak to go on may receive unlooked-for-aid in the form of NPC reinforcements: frightened survivors of adventuring bands who have tried their luck in Myth Drannor, and found it bad.)

Elvenwood Encounters

When an encounter is called for in the Elvenwood, roll another die. An even result means a “mammal, small” appears (chipmunks, ferrets, foxes, squirrels, and the

like: food for foraging PCs).

An odd numbered result is a monster encounter. There is a 5 in 8 chance that it is with an adventuring band, a group of outlaws or brigands, or a raiding force of orcs or their kin.

Otherwise, use the tables that follow, which can cover the entire Elvenwood. The “Known Woods Table” should be used in the woodlands between Shadowdale and Mistle-dale, along the roads that cut through the Elvenwood (not including Halfaxe Trail), and around the Pool of Yeven. Use the “Wild Woods Table” everywhere else. Monsters marked with an asterisk can fly.

The “Aquatic Monsters Table” covers the River Ashaba (no monsters are found in the Pool of Yeven). For monster statistics, DMs are referred to the *Monstrous Compendium* volumes; if a particular monster is not available to the DM, substitute another. Monsters not in a *Compendium* as of this writing appear with the abbreviations of products they have appeared in, in parentheses. Creature treasure (if any) is left to the DM.

Known Woods

d20

roll Encounter

- | | |
|----|---------------------------------------|
| 01 | 1d20 treants or 1d6 dryads |
| 02 | 2d4 trolls or 5d4 pixies |
| 03 | 1d4 giant (poisonous) snakes |
| 04 | 1d6 lycanthropes (wereboars) |
| 05 | 2d10 large spiders or 1d6 skunks |
| 06 | 2d12 giant centipedes or stag beetles |
| 07 | 4d4 wild dogs or 1d4 + 1 giant owls |
| 08 | 2d10 large spiders or wolves |
| 09 | 4d4 stirges* or 1d4 + 1 owlbears |
| 10 | 1d6 wild boars or 1d12 firestars* |
| 11 | 2d4 trolls or 1d8 living webs |
| 12 | 4d4 stirges* or 1d8 dopplegangers |
| 13 | 1d4 + 1 owlbears or giant ants |
| 14 | bears (1d3 black or 1d6 brown) |

The Encircling Wood



- | | | | |
|----|-------------------------------------|----|---|
| 15 | 2d10 large spiders or hobgoblins | 08 | 2d4 satyrs or 1d4 + 1 alaghi |
| 16 | 4d4 stirges* or 1d8 giant weasels | 09 | 1 choke creeper ("Plant, Carn.") or hendar* or lhiannan shee |
| 17 | 4d4 gnolls or 2d4 shadows | 10 | 1d2 ettercaps or bulettes or green dragons ("young" or less)* |
| 18 | 1d12 giant toads or 1d8 living webs | | |
| 19 | 1d2 wild weasels or 1d6 ankheg | | |
| 20 | Special (see below) | | |

Special: DM's choice, or roll 1d10:

- | | |
|----|--|
| 01 | 1 groaning spirit or bhaergala or cantobele or elven cat or (night only) silver dog or (dusk only) talking owl |
| 02 | 2d10 al-mir'raj or 2d6 obliviax |
| 03 | 1 greenhag or 1 hamadryad |
| 04 | 1d4 basilisks or gloomwings (flying serpents)* or umplebys |
| 05 | 1 hangman tree ("Plant, Carnivorous") or faux faerie |
| 06 | 3d4 dire wolves or bombardier beetles or (wood) rohches |
| 07 | 1d6 ankhegs or wyverns or (dusk only) manni* |

Wild Woods

d20

roll Encounter

- | | |
|----|------------------------------------|
| 01 | 4d10 kobolds or 1d6 brown bears |
| 02 | 1d8 sylvan centaurs or satyrs |
| 03 | 1d20 giant wasps* or wolves |
| 04 | 4d4 zombies or 1d4 + 1 shadows |
| 05 | 2d4 giant toads or ogres |
| 06 | 2d10 large spiders or 1d2 behir |
| 07 | 1 choke creeper or hangman tree |
| 08 | 1d12 huge spiders or doppelgangers |
| 09 | 5d6 stirges* or 1d6 brown bears |
| 10 | 1 giant hornet* or 1d6 unicorns |
| 11 | 4d6 goblins or 1d3 black bears |

The Encircling Wood

- | | |
|---|--|
| <p>12 2d10 large spiders or wolves
 13 6d6 sprites* or 2d8 owlbears
 14 5d6 stirges* or 2d8 owlbears
 15 1d4 phase spiders
 16 1d8 giant weasels
 17 4d4 moon elves (archers)
 18 1 hunting spider* (FOR2)
 19 1 azmyth* (FOR2)
 20 Special (see below)</p> | <p>08 1 skuz or 1d3 water weirds
 09 1d6 freshwater scraggs (trolls)
 10 5d8 giant frogs
 11 1d10 giant water spiders
 12 1d4 water nagas or carp dragons or
 1d2 river dragons or 2d12 merrow</p> |
|---|--|

Special: DM's choice, or roll 1d10:

- | | |
|----|---|
| 01 | 1d4 wyverns* or tressym* (FRQ1) |
| 02 | 3d4 bombardier beetles |
| 03 | 1 greenhag or deepspawn (FR11) |
| 04 | 1 will-o-wisp or nyth* (FA1) |
| 05 | 1d20 treants or 1d4 + 1 giant badgers |
| 06 | 1 mimic (common or killer) |
| 07 | 1d2 porcupines (any of the 3 types) |
| 08 | 1 zygraat* or yellow musk creeper (plus zombies: 2d6 flowers, half that number of zombies) or 1d10 pegasi or 10d10 sprites or (dusk only) talking owl |
| 09 | 1 druid (for level, roll 2d4 and add 8: note that hierophants are possible; if result equals grand or great druid, re-roll; note also that underlings may be present) or beholder* or sylph* or swanmay |
| 10 | 2 warring bands (e.g. kobolds vs. bandits, moon elves vs. orcs) meet, with the PCs caught in the middle |

Aquatic Encounter Table

d12

roll Encounter

- | | |
|----|---------------------------|
| 01 | 1d6 throat leeches |
| 02 | 1d4 giant crayfish |
| 03 | 1 giant catfish |
| 04 | 1d6 giant gar |
| 05 | 5d8 giant frogs or 1 skuz |
| 06 | 1d4 giant lampreys |
| 07 | 1d8 giant pikes |

Brigand Encounters

These outlaw bands are 3d12 in number, and are typically led by an F6 (possible names: Thanshar Blackbridle; Ranthryn Ironstone; and Ardragon "the Bold") who is THACO 15 and has 40 hp.

These rogues are AC 7 (leather armor and Dex bonus); MV 12; T2s; hp 12 (each); THACO 20; #AT 1; Dmg by weapon type (broad sword: 2d4, 2 daggers each: 1d4, 3 spears each: 1d6); ML 13; AL NE; MC1 (under "Men").

They hurl spears and axes from thickets and overhanging branches, and then charge to the attack. Thin cords are strung across the trail in front of their attack to trip fleeing horses (automatic spill of rider with 1d4 points of falling damage, 3d4 to the mount).

Brigand and orc-band forest holds may center around springs of safe drinking water, caves, rock clefts and overhangs, or dense thickets. Treasure amounts are left to the DM, but are never large. Brigand possessions almost always include food and clothing (used for disguises) seized from victims.

If such holds are well established, they typically have defenses such as:

Deadfall: A large tree-limb, rock balanced between two high branches, or entire tree is pulled rapidly down on the victim by means of thin wires or cords linked to a trigger (usually a tangle or circle of wire walked on by the victim). The wires are concealed by vines.

Falling objects strike at THACO 5. Any attack roll that misses by only 1 point is a

The Encircling Wood

glancing blow, and does $1d4 + 1$ damage. A direct hit does $3d6$ to $5d6$ damage (depending on the size and nature of the object), and *stuns* the victim (no voluntary activities possible) for the following round.

Pitfall: These are pits, 20 feet square and 15 feet deep. Their bottoms are lined with wooden spikes, and they are concealed by branch-and-vine latticework "tops." Each top is covered with dirt, grass clumps, moss, dead leaves, and the like until it looks natural.

Any weight of more than 30 pounds will break the "top," spilling anyone doing so into the pit, for $1d8$ falling damage. Roll a second $d8$ to determine how many spikes each being falls onto. Each spike landed on does $1d6$ points of damage. If desired, roll another $d6$ to see if anything lives in the pit. A roll of 1 or 2 means that a giant spider, centipede, stirge, carrion crawler, or other monster of the DM's choice lurks at the bottom.

No statistics for such creatures are given here. If a DM does use such extra menaces, beings falling into the pit get involuntary attack rolls. If they "hit" the beast in the pit (or a companion already there), the struck creature suffers the same $1d8$ points of damage as the being falling in, and the new arrival's $d6$ roll for spikes is modified by -2 .

Spring-Noose: These thin, vine-concealed wires are set to snap tight when anything jostles them off their holding hooks, yanking anything they catch up into the air (as a rock on the other end of the line descends from the tree the noose is hung in).

The target being must make a strength check, dexterity check, and intelligence check. If any of these fails, the noose catches the character around head, throat, or limb, and pulls. Caught characters drop whatever they are carrying (unless a second strength check is successful), are pulled into the air, and suffer $1d4 + 2$ points of damage.

Every round thereafter, they suffer $1d4$

points of constriction damage (add $+3$ hp/round strangulation damage if the noose is around the character's throat). The wires are AC5; 7 hp of damage must be done to any one spot before a wire is cut.

All three of these trap-types can be fitted with noisemakers to raise an alarm; in this case, the falling weights of the spring-nooses are festooned with tied-on scraps of metal, which clang wildly as the weight falls.

Trees of the Elvenwood

From end to end of its vast territory, the Elvenwood holds almost all deciduous and coniferous varieties of trees known in the northern Realms. Of the sorts plentiful around Myth Drannor, a few species deserve note. If a band of adventurers can get certain types of cut timber to a town on a caravan-road, they can typically sell them for 4 to 9 gp/log (depending on type, size, condition, and current demand). That price can go up by 6 gp or more if the PCs get them to a large city and sell them directly to a woodcarver or fine carpenter.

Blueleaf trees grow together in thick stands. They may reach 40' in height, but their trunks are rarely more than eight inches in diameter. These delicate needle-like trees are supple, bending rather than breaking in high winds and under heavy ice. When used as firewood, they yield beautiful blue flames. Their sap and crushed leaves (which are of a vivid gleaming hue we might call "electric blue") yield a dye of the same color that is much used in making cloaks in the North.

Duskwood trees grow straight and tall, reaching 60' in height. Their trunks are dark, smooth, and bare; all of their tiny branches are in a crown at the top of each tree. Their name comes from the dark, eerie

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appearance of stands of duskwoods.

Under their black bark is smoky grey wood that is as hard as iron, and resistant to fire (smoldering rather than blazing, so that they survive many forest fires and the axes of woodcutters seeking firewood). Most mast spars and building beams in the Dragonreach lands are duskwood.

Shadowtop trees are the soaring giants of Faerunian forests. In warm, damp climes, they can grow two feet a year, reaching 90' or more with massive pleat-ridged trunks flaring up to 20' in diameter at the base. The tree's name comes from the dense clusters of feathery, irregular leaves at its top; it typically has few or no lower branches. Shadowtop leaves are copper-colored underneath, and dark green on top (fading to copper in fall).

The wood is tough, but tends to split down its length under stress, into a splayed mass of fibers. This makes it useless for carving or structural work, but valuable in rope-making (the fibers are very strong). Shadowwood burns slowly (it usually won't ignite unless added to an already-blazing fire of other woods) but cleanly, with little smoke and a very hot fire. This makes it ideal for cooking. Five wagons are typically required to carry off a felled, sectioned shadowtop; if a woodcutter has fewer, a large remnant is left behind for later trips. By tradition, travelers can usually cut enough for one night's fire from this without earning anyone's anger.

Silverbark trees flourish in wet ground such as the deeper ravines in the woods near Myth Drannor. They have thin trunks three to four inches in diameter, are straight, and seldom grow more than a dozen feet tall—serving the poor as poles, staves, and (with whittled points hardened in a slow fire) spears or battle-stakes.

Silverbark is plentiful and grows in thickets. Its silvery bark crumbles and pulls loose

easily; an exposed tree dries out thoroughly, becoming brittle and weak, unsuitable for lance shafts, fence rails, or building work, within a year. Its large, oval, pointed-tipped leaves are deep red (purple at the roots), waxy, and durable; they are sometimes used to wrap small game, or to carry twigs.

Weirwood is rare and highly prized—and are actively protected by dryads, hamadryads, treants, druids, and rangers. They closely resemble oaks in appearance, and if undisturbed grow into huge, many-branched forest giants.

Weirwood is resilient and durable, giving a warm, clear sound to lutes, harps, and other musical instruments made of it. Only magical fire can ignite or burn weirwood; it can be tossed into blazing buildings and emerge unharmed. Any magical radiance that comes into contact with weirwood evokes a faint *faerie fire*-like glow, that emanates from the wood for 1d4 + 1 rounds.

Myth Drannor Today

Since the withdrawal of the elves from the woods surrounding Myth Drannor, the ruined city has lain open for exploration—for those who can fight off erinyes and worse, that is! Winged baatezu have made even flying over the city perilous—and brought almost certain death to those who come armed only with swords and a few spells, hoping to find the riches of the city unguarded.

Elminster is not one of those. Since the destruction of the main *gate* linking Myth Drannor to Avernus in the Nine Hells, the baatezu have grown far fewer. This heroic feat was accomplished by the Knights of Myth Drannor (see the *Cyclopedia of the Realms*, in the original FORGOTTEN REALMS® Campaign Set; the *gate* was created by priests of Bane). No sooner were they done, then another evil power, Tyranthraxus, established itself in the ruins (see module FRC2, *Curse of the Azure Bonds*). Since its overthrow, the Old Mage has made several flying visits to ruined Myth Drannor.

He reports that the ruins are hardly any less dangerous than when they were overrun by baatezu. “Ye can scarce stroll forty paces without happening on another brigand ambush—oh, excuse me; I believe ye’d call them ‘adventurers.’ Whate’er ye call them, the very air stinks of their greed.”

Yet, as a guide to those interested in visiting the ruins, Elminster has agreed to provide a brief overview of what visitors will find of the city today. (Important buildings described here are shown in more detail on the cardsheets of this boxed set.)

In winter, the ruins are warmer than the rest of the Dalelands (thanks to the mythal, which keeps things above freezing). As a result, trees and brush grow much faster than in the forest around, death by exposure is unknown, and the temperature differences keep the edges of the ruin shrouded in concealing mists. Snowfall in the ruins melts as

it lands, and runs into a thousand flower-bowls, fountains, and depressions—where inhabitants can readily drink it.

In summer, the trees and gardens that have flourished in Myth Drannor since its founding run riot, bursting roofs and walls with their growth. Season after season, this growth has gone on, reducing much of the city to rubble. Young shadowtop trees are everywhere, rising up from a tangle of gooseberry bushes, rockclinger vines, and shrubs.

Elminster warns explorers that Myth Drannor is linked to other locations in Faerun by almost a thousand permanent *gates*. Some of the best-known of these are described elsewhere in this book, but even when Myth Drannor’s pride was at its height, no being knew where all of these portals were or where they led to. The ruin of the city has left some of them “in the open,” invisible snares waiting to whisk the unsuspecting traveler elsewhere.

The Cityscape

Myth Drannor, seen from the air, is roughly the shape of an axe-head, with the flaring blade to the west, and the narrow back running to the southeast. At the western edge of the city is a large, lush rolling meadow (magic keeps trees from growing over this area) known as “the Westfields.” It was once a visitors’ camping area and paddock, and a livestock pasture for city-owned beasts. To the north of it is a small glade, the Burial Glen, a cemetery.

Through the center of the city, where the axe-handle would be, runs a stream. Two small streams join just north of the city, and (thanks to Tilver’s Dam, built by the famous human engineer for whom Tilverton and Tilver’s Gap are named) widen into an ornamental lake south of the city, known as Glyrrryl’s Pool (for the half-elven mage whose

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magic sculpted it). To the east of the pool, along the southern edge of the city, lies another open field, "the Meadow," once used for strolling, picnics, and games. Today, Elminster warns, much of this open space is a magic-dead area.

North of the pool is a great area of destruction, where not a building still stands, and the land is covered with hills: heaps of stone rubble. Here, much of the central city was destroyed when Myth Drannor was overrun by the nycaloth-led armies of evil. The heroes of the city made their last stand in this area, and the slaughter was great. Much magic was hurled, and it laid waste to this area. Mimics like to take stony shapes and lurk here, to prey on passing creatures.

Rising above this tumbled desolation of sliding stone rubble to the northwest are the dark, unbreached walls of Castle Cormanthor, the citadel around which the city was built. This many-spired castle still looks like the beautiful elven stronghold it once was, but for many years it has housed a clan of gargoyles. In recent times, when baatezu were let into the city through *gates*, cornugons slew the leaders of this winged tribe, and assumed control. Their brutal rule enabled some of the gargoyles to survive the whims of the baatezu (who liked to tear apart or devour alive gargoyles they caught), and over forty of the fell creatures still lair here, flying over the ruins to hunt.

To the south, across a still clear flagstone-paved street from the Castle rises a much smaller, domed building. It is the Speculum, a hall where wizards once demonstrated new spells, took on apprentices, came seeking apprenticeship, and purchased (or advertised their need for) exotic spell components. Now choked with rubble from its collapsed ceiling, this dust-choked ruin is notable as the site of a "safehold," or hidden extra-dimensional apartment, believed to have been established by the archmage

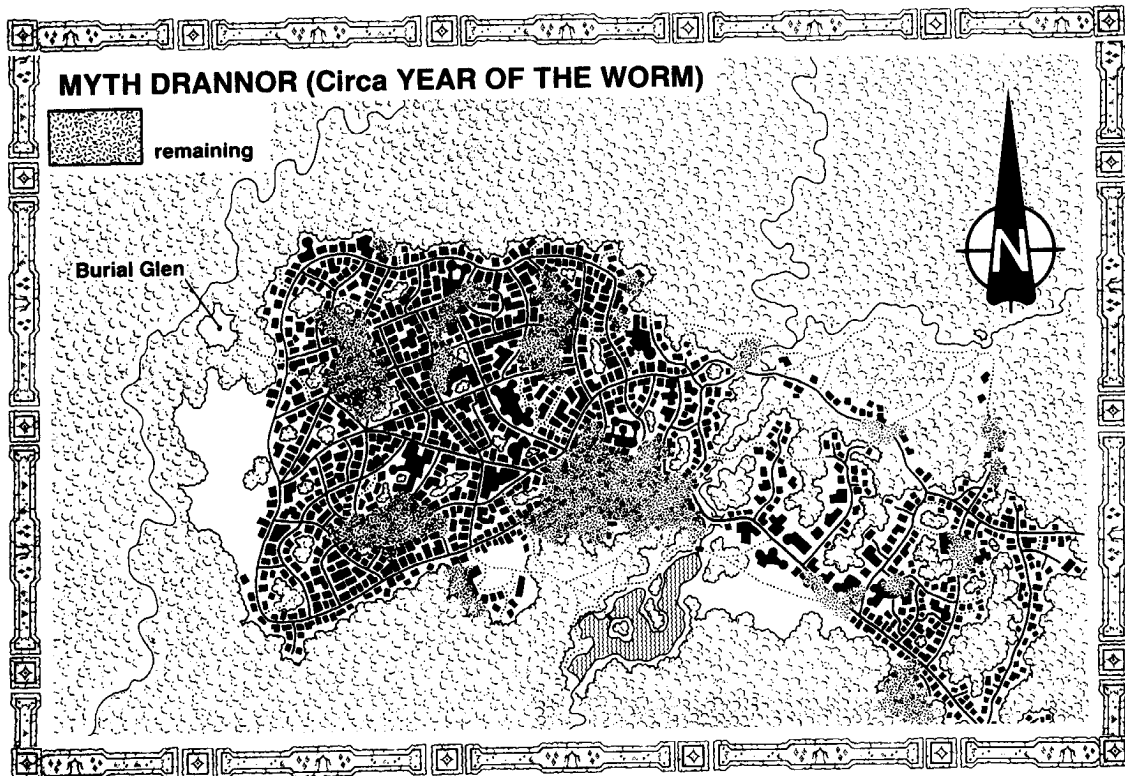
Alaghlar of the Horns. There is a hole in the flagstone floor of the Speculum's vast central hall; if one inserts the correct magical key, the portal entrance to this hidey-hole appears in midair nearby.

South of the Speculum, across another street, stands a building almost as large as the Castle. From the air, it is roughly triangular in shape, and is massively built (by long-ago dwarven master craftsmen) of stone with arched windows and gargoyle-like rainspout figures. This is Tyrintar's Hall, a large banquet hall and meeting-house named for the first captain of the city, a paladin whose fame as a noble battle-hero was once known across Faerun. Its huge central hall is said to retain traces of its former greatness—but the jewelled guests who sit at the long tables are now undead! Multi-layered spells were laid in the hall to provide background and dance music (for use when musicians were scarce), and to link this with lighting that continuously altered to suit the tempo and mood of the music. From time to time, something triggers this old magic, and the eerie lights and sounds of long-ago merriment spill out of the hall once again. It is said that casting a *legend lore* spell here can be an overwhelming experience for all but the most powerful archmages.

To the west of the hall, beyond a largely-intact block of tall, many-balconied apartments and private homes (most rise four floors above the street, and retain fragments of their once-spectacular painted glass windows and lifelike exterior relief carvings), is another sprawling building, consisting of four wings linking turrets to a central core. This is the Irithlium, once a famed school of wizardry.

Apprentices by the dozens perished here, in the titanic battle in which Myth Drannor fell. The roof erupted into fragments in several places; fires raged in some corridors,

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and some chambers collapsed entirely, but the outer walls stand largely intact, and many mages dream of unearthing mighty elder magics here. They'll find it largely stripped bare, but even the Phaerimm haven't finished exploring the many underground rooms of the Irithlium. They are hampered by monster attacks, for in the final battle for Myth Drannor a fell magic of awesome power was worked by the attackers, creating a large magic-dead area that still envelops the entire school today.

North and east of the Castle, on the edge of the city, stands a fortress with a large tower at its south end, a huge central block, and a long wing extending due north. This was a temple to Oghma, the House of Song, and it appears largely intact. It is said to include libraries of written music and the lyrics of ballads, as well as hidden rooms crammed with long-lost magical instruments. From time to time, at night, haunt-

ingly mournful music is heard coming from this fortress, but its cause is unknown.

South of the House of Song and east of the Castle, on the northern edge of the large field of broken rubble, stands a small, square keep, of stout, olden design: one of the few buildings in the city to have crenellations, arrow-slits, and a portcullis. This was originally a fortress built by the dwarves as a storehouse, in the days when orcs roamed the area in numbers, and the city was not yet strong.

Later, it was named the Onaglym, or House of Gems, and was used by the gemcutters of the city, who brought their wares to this spell-guarded place. Here the gems were graded and safe-stored for later sale to visitors. The whispers of Dale Realslore have no doubt increased the riches to be found within these walls over the years, but it is certain that several caravan-loads of gems still lie in its storage cellars, guarded

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by the ghosts of the dead.

The dwarves built many pumps so that their fortress could draw deep water from sources that surface besiegers could not poison or cut off. In the final hours before the army of evil swept through the city, a gemwarden who did not live to see the next dawn opened the pumps, so that the cellars flooded, and the gems he was sworn to defend could not easily pass into the hands of pillagers.

The street that curves along the southwestern side of Castle Cormanthor, between it and the Speculum, was known as the Street of the Evening Star. Today, its path is clear: from the great heaps of rubble that swallow one end of it, in the destroyed area at the center of the city, to a much smaller band of destruction at its northern end. A still-splendid building rises on the other side of that rubble, its empty windows still staring down the length of the street.

This is Shaundakul's Throne, the chief remaining temple of a demipower once worshipped by men in the Moonsea North. Shaundakul, Rider of the Winds, is detailed elsewhere in this sourcebook. His temple consists of two towers linked by walls forming an enclosed courtyard, to a large central building containing an undercroft where the clergy lived, and a huge dais (the throne itself), open to the sky, where the demigod was worshipped. Here some very dangerous beings known as "windghosts," servants of the god, still guard their Master's place of veneration—and seem able, Elminster warns, to move a magic-dead area about to encompass intruders, and render them easy prey.

Along the northern edge of the Throne runs a long, winding street, that continues on around the northern and western edge of the city. This is Eldansyr's Ride, and at the northwestern end of the city, two large buildings stand on its northern side. The

easternmost of these is Ildrannath's Tower, once home to an elite band of warrior-maidens, who led many expeditions into the unexplored Moonsea North, and rode guard for many caravans. Ildrannath was the portly, fatherly, bear-like man who founded the band and trained its members: his fate is unknown, but as "the Bear," he lives on around fires in many minstrel ballads. The Tower's reputation as an armory led to its being broken into and pillaged long ago, but it remains a stout, largely habitable structure today—and no doubt, Elminster warns in a dry tone, has some inhabitants.

To the west of Ildrannath's Tower, five buildings down at the extreme northwesternmost extent of the city, is a temple to Labelas Enoreth (detailed in DMGR4, *Monster Mythology*). In recent days, it was taken over by Tyranthraxus, the Possessing Spirit, who established the Pool of Radiance there after fleeing Phlan. (If the DM desires, Tyranthraxus or some of his servant creatures may yet lurk in the temple; he and the building are both detailed in module FRC2, *Curse of the Azure Bonds*.) A tunnel links the temple with a shrinelike tomb in the center of the Burial Glen, the Warrior's Gate.

The Warrior's Gate is cross-shaped, with four square wings radiating west, south, east, and north. It has two entry doors, to the east and west; each has the words "Only the Brave" and the images of two crossed swords above its arch.

The tomb rises in sweeping curves to a central pinnacle 100' up in the air. Witch-fire (intermittent, harmless *faerie fire*) dances about its peak, making an eerie landmark at night.

Around the gate (which, despite its name, contains no magical *gate* at all) stand a dozen tombs large enough to house a band or family, as well as many smaller crypts, monuments, and markers. Magic keeps the overgrowth at bay here, but has not

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stopped undead from lurking. Elminster warns that magical traps still guard many of the tombs—and created some of the undead, from tomb robbers who were alive when they arrived in the Glen!

Crypts in the Burial Glen represent all sorts of architecture, from domed, pillared mausoleums to barrow-like mounds of carved (now cracked) stone. Smaller tombs take the form of caskets surmounted by statues depicting the fallen. Most of these stone forms have been vandalized by the baatezu, who still delight in crushing humans they meet in the ruins by flying over them and dropping a stone statue from aloft.

The older, western part of the city and its later, eastern neighborhoods are linked by several arched, carved bridges over the stream that divides the two areas. The southernmost of these, which stands just east of the central area of rubble, is rumored to cast spells at those who cross over it.

The eastern end of Myth Drannor was always more forested and parklike than the older, built-up western part of the city. Known as Dlarbraddath (named for the gardener who laid it out, a being said to have an elven mother and a dwarven father!), this neighborhood has been largely reclaimed by the forest. Many of the buildings here are roofless shells, with trees growing up through them. The monsters known as ropers (perhaps escaped from captivity in the stronghold of the Guild of Naturalists, described hereafter) are numerous in this area.

The largest structure in Dlarbraddath was known as the Six Tyryl Towers. They were largely destroyed in the downfall of Myth Drannor, when the young apprentice wizards who dwelt there fought against the army of evil, and met brutal ends.

The Towers stood north of the Street of

Song (the main street of Myth Drannor, that ran from "Sixstar," a six-way intersection just east of the Westfields, right across the city in a winding southeasterly course, to ultimately become the road south to Sembia), at the eastern end of the Meadow. The two westernmost Towers still rise above the rubble at the eastern end of the Meadow, but they are separated from the easternmost pair of surviving towers by devastation: the center of the building was blown apart in the city's final battle. The Six Tyryl Towers was then a newly-established school of wizardry, and some of the magic used against its wizards, Elminster warns, created a magic-dead area nearby.

In the ruined Towers themselves, some quirk of magic (possibly a powerful magical curse) has created many of the monsters known as "wizshades" (detailed in Volume 7 of the *Monstrous Compendium*), both from the unfortunate students of the school, and from adventurer-archmages who have come to the Towers since.

They are often encountered in the building, sometimes accompanied by harmless but frightening phantom images of other wizards of the school, and by at least two deranged former teachers at the school, who live on as the rare undead known as lebentod (detailed in module RA2, *Ship of Horror*), and defend the Towers against all intruders with their spells. A recent explorer's tale making the rounds of Dale taverns tells of a beholder seen spinning through the air as it was hurled out of the school by a spell that lashed it with crawling, encircling lightnings—and when out in the open air above the Meadow, it was struck by a *meteor swarm*, and destroyed!

Northeast of the rubble of the ruined center of the Towers is another area of devastation, where a street is blocked by heaped rubble from many collapsed buildings. The large building on the western edge of this

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area, its entire eastern face torn off so that it stands open to the elements, was the Hall of the Guild of Naturalists.

Now a stirge-haunted, pillaged ruin, its high-beamed central hall contains a lone, massive stone seat that once hid a shaft leading down to the stronghold of the Naturalists, below. The throne has been shoved aside to reveal the way down. The subterranean complex beneath, known as "The Halls of the Beast-Tamers," is detailed in the *DM's Sourcebook of the Realms*, from the original boxed Campaign Set. It is known to have permanent *gates* linking it with the vast dungeon known as Undermountain, far away across Faerun, beneath the fabled Sword Coast port city of Waterdeep. Powerful beings come to, or escape from, ruined Myth Drannor through this portal; according to Elminster, there is mounting evidence that organized drow and orc bands are presently using this route to plunder the ruins.

North of the city proper (but inside the mythal) is a small, beautiful woodland glade, whose floor consists of a cracked circular bowl of steps rising up in concentric rings from a central pool. It lies on the north side of the eastern stream, just across its flow from where three winding paths through the woods from the city meet.

Known as Lovers' Glade, this was an open-air temple to Sune, Goddess of Love. By her will, no predators (carnivorous or hunting creatures with an intelligence of less than 14) will enter the glade in darkness, making it a relatively safe place to sleep. The Glade is eerily lit by several *dancing lights* and *faerie fire* spells, because of the mythal's power to augment magics that illuminate but do not deal damage, such as *dancing lights* and *faerie fire*. When cast, these last until dispelled by *dispel magic* or the will of the caster, or until one year has passed per complete year of the caster's age.

The water of the pool is said to be safe to drink, but also harbors some sort of aquatic guardian creature: a spectator, according to some accounts. It guards the treasure at the bottom of the pool, thrown in over the years as offerings to Sune Firehair: gems and magical items, that, so the tales go, lie in a layer several feet deep at the bottom of the pool's 20' diameter, 90' deep shaft.

What The Visitor Hears and Sees

Even in ruin, Myth Drannor is beautiful. Cracked spires still soar smoothly into the air, and empty windows frame many a tree growing inside a building. Shrubs grow in clumps among broken pillars and tumbled rubble; bold merchants have been known to seize any carved stonework small enough to carry, to sell as "spell-touched statuary from lost Myth Drannor" for high prices; folk in the Dales believe that possessing such a relic brings luck—and in Calimshan and Tashluta, such items are (falsely) believed to hold part of the magical power of the mythal, that a wizard skilled enough can unleash to his own ends.

Although birds can be heard calling in the forest all around the ruins, an eerie, watching, waiting silence hangs over the city itself. The mythal repels small, unintelligent insects. Birds and forest creatures alike have learned not to signal their whereabouts too loudly, for many powerful predators lurk in Myth Drannor, and death can come swiftly. Shattered towers and high balconies provide good lookout areas for hunting creatures—and somewhere in Myth Drannor is a source of a constant stream of new monsters (most of whom wind up as food for the established powers in Myth Drannor).

Some new arrivals come through *gates*, all

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over the ruins, but a hidden, extra-dimensional safehold (like the one known to be located in the Speculum, thought to be one of many) exists somewhere in the older, western part of the city, where a deepspawn is housed. These fell monsters (described in the sourcebook FR11, *Dwarves Deep*) spontaneously generate and give birth to many different monsters that they've encountered in the past, from trolls and orcs to behir and hydras.

The haunting beauty of the ruins is even greater at night, when moonlight causes magically-treated spires and roofs to glow with a soft, blue-white radiance, and witch-fire plays around the turrets, peaks, and pinnacles of the grandest homes.

As Elminster has admitted, "When I look upon Myth Drannor, my heart sobs." Many a bard who never knew the living City of Song has been moved to mourn for it, in laments heard all over Faerun, and folk say you can always tell the singers who really have seen lost Myth Drannor by the sadness and eerie longing that creeps into their voices.

There is an old Dale saying: "We shall watch guard, until Myth Drannor stands proud again!" Although many folk from other parts of Faerun have picked up part of the phrase, saying "Until Myth Drannor stands proud," and meaning "never" to folk in the Dales it is a fierce, deep promise that Myth Drannor *will* rise again. Harpers, the Knights of Myth Drannor, and Elminster (among others) are working hard to make sure that it won't soon rise again as a bastion of evil!

The Mythal

The most distinctive, powerful, and dangerous feature of Myth Drannor is the webwork of living magic that envelops it, both above and below: its mythal. This titanic feat of elder magic is a rare and precious thing today, but of old, mythals were laid in other communities besides Myth Drannor.

One was Myth Nantar, now drowned deep under the waves of The Sea of Fallen Stars, somewhere near the Pirate Isles, and said to be infested by sahuagin and worse. Another was Myth Lharast, in the heart of Amn. Founded as a city of Seluneworshippers, its mythal is linked to the moon. It appears only on certain moonlit nights, a ghostly, floating splendor of walls and towers, only to disappear again. Various groups, from undead armies ruled by demi-liches to gargoyle clans, have seized control of the city over the years, and used it to raid the surrounding area, earning it a fell reputation.

Myth Glaurach stood in the Sword Coast Northlands, in the upper reaches of Delimbiyr Vale, near present-day Hellgate Keep. Entirely destroyed by orc hordes long ago, it is today only creeper-covered rubble and a few underground chambers and sewer tunnels, now home to monsters. The mythal remains in force over these ruins, however, and are used by certain daring adventurers and by the evil inhabitants of Hellgate Keep to work powerful magics and to replenish magic they carry.

There were other mythal sites, at least six cities in all as well as several strongholds. The only mythal-guarded stronghold known today is The Herald's Holdfast, whose mythal is similar to that of Myth Drannor (detailed herein), but also includes some defensive barriers that exclude orcs and prohibit certain spells and actions from entering, which

aid in its defense (and have given it the reputation, over the years, of being an invincible fortress, allowing it to withstand sieges by orc hordes, bands of marauding beholders, tarrasques, and powerful archmages alike).

Laying A Mythal

The details of this mighty Art are now lost, but from Elminster and others we know the process: at least nine wizards were required, of 41st or greater level (the minimum required to cast 10th-level spells, in the days before the gods took such heights of spellhurling away from mortals).

A tenth-level spell, *create mythal*, was cast simultaneously by the nine. This spell is known to have permanently drained 1d6 hit points from each caster. (Other tenth-level spells known to have existed were *hurricane*, *slaying wind*, *tidal wave*, *shape mountain*, and *wildmagic tempest*.)

A mythal would then begin to form, and the nine creators (plus other magicworkers allowed to participate by the nine) would "weave" the mythal as it slowly formed, adding specific powers to it, and determining its boundaries. Each creator could secretly fashion two properties for the mythal, and the others could openly add as many powers as desired.

Possible mythal properties are the ability to make all magical or alignment auras continuously visible, for example, or to exclude certain races of creatures, or to block psionics, or the ability to make all items of less than a certain mass have an equal density to air, so that they float and cannot fall or be thrown with any force.

Sages still hotly debate the true nature of mythals, but it is generally agreed that a mythal is a living thing, a huge magical webwork of force-beams given life by its

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creators (from whom it takes life-force), and sustained by the natural processes of its surroundings (taking energy from sunlight, water seepage, temperature changes, and the like). This is why *dispel magic* spells, *limited wishes*, and similar magics can weaken or temporarily negate certain mythal properties (*wish* spells can even permanently exclude small areas from mythal control, or twist mythal properties into new results) but such magics can never destroy a mythal.

This view of mythal nature is supported by the words of the goddess Mystra (her

successor, Midnight, has been silent on such matters and is thought to be learning such arcane lore from Azuth) over the years, as well as several comments of the Magister and the demigod Azuth, who is said to have had a hand in the creation of the very first mythal.

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Myth Drannor's Mythal: Its Powers and Properties

The mighty mythal that overlies ruined Myth Drannor has many properties crucial to survival in the present-day area, and to understanding how the city has come to be what it is. Additional properties (not given here) may well be discovered as exploration of the ruins continues. The exact boundaries of the mythal are not known, but in general, the network encompasses all of the visible ruins except the Burial Glen, extending 700' up into the air above ground level, and the same distance down into the earth (and subterranean open spaces, such as caverns, passages, and dungeon cells) below.

The known properties of Myth Drannor's mythal are as given hereafter. These governing mythal properties are the reasons why so many monsters can live in such close proximity in the ruins, and survive for long.

A partial list of those who wove the mythal (whether they laid it or not) includes: Elminster of Shadowdale; the archmage Mentor Wintercloak; the mysterious mage known only as The Masked; and Harblest Stormmaster, who styled himself "The Mage of Wands." Of those nine who had a hand in the laying of the mythal, only Elminster is still known to live. The Seven Wizards (Mentor and The Masked were both members of this fellowship) perished much later when Myth Drannor was attacked, overrun, and ruined, and the other mages either died of old age or misadventure, or vanished into other planes or shapes. It is quite possible that some may yet dwell in the Realms, perhaps even in the ruins themselves. If such

have turned to evil or lost their sanity, their mastery over the mythal would make them deadly foes!

Myth Drannor mythal properties that Elminster deigns to speak of include the following.

Magical Prohibitions: Within its confines and at its boundaries, the mythal absorbs and negates all scrying, detection, location, divination, and mind-reading or influencing magics, from a simple *locate object* or *wizard eye* to the more powerful *hold monster* or *mass charm*. None of these can be cast into or out from the mythal.

In other words, no wizard spells wholly or partly of the "enchantment/charm" or "greater divination" schools, and no priest spells of the "charm" or "divination" spheres, or any magical item discharges that emulate such spells, work in Myth Drannor.

In addition, no *teleportation* or similar translocation magics (such as *dimension door*) work properly within Myth Drannor, or into or out of its confines. A wizard (or other being using an item) trying to *teleport* into Myth Drannor uses and exhausts the magic in the usual manner, but the destination is "bent" by the mythal, so that the wizard arrives at another random destination, anywhere in Faerun.

An attempt to use such magics while within Myth Drannor, even powerful ones such as a priest's *word of recall* or *transport via plants*, results in a trip to a random location elsewhere within the mythal (that is, to another point somewhere in ruined Myth Drannor, perhaps into great danger). Such trips are not governed by the usual limitations on travel (a *dimension door*, for example, could send its caster on a much longer journey than the spell can normally manage), but are never fatal

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or damaging due to “teleport errors:” possible contact with solid objects simply carries the traveling being to another, safe destination).

Psionic Prohibitions: The mythal nullifies all psionic powers that achieve the same effects as prohibited spells (as above). In other words, while within Myth Drannor, no clairsentient or telepathic powers function, and the results of psychoportive powers are warped as given for magic, above.

Wild Magic and Psionics: Whenever magic or psionics that the mythal does not negate is used within the mythal, or into or out of its confines, there is a cumulative 10% chance per level that a “wild” effect occurs, rather than the effect desired. (In other words, a 1st-level spell has only a 10% chance of going wrong, but a 7th-level spell is 70% likely to go awry.) The only exceptions to this deadly property are afforded by dead magic areas and in the cases of magic augmented by the mythal (see below).

For what wild effects occur, DMs should use a random combination of whatever sources they have on hand: either just the “Wild Mythal Magic” table given herein or that table and “Table 2: Wild Surge Results” on page 7 of the *Tome of Magic* sourcebook, as well as the “Effects of Wild Magic” table on page 10 of the *FORGOTTEN REALMS® Adventures* sourcebook (which is identical to the “Magical Chaos Table” on the inside covers of module FRE2, *Tantras*).

Power Surges: Whenever a being uses magic that produces effects not prohibited (see above) or specifically aided (see below) by the mythal, and successfully passes a wild magic check (the percentage

chance of the magic being twisted into a totally different magical effect, as above), there remains the possibility that the mythal unpredictably augments or dampens the magic.

The caster/magical item wielder (not any items involved) must make a saving throw versus death magic. If it succeeds, the magic is under the caster’s control, and has its normal effect or range of effects.

If the saving throw fails, roll another die. An even result means that the mythal augments the magic to its full possible duration, damage, number of targets, or effects (automatic hits are scored, if applicable), and an odd result means that the mythal holds the magic to its minimum possible effects, damage, or duration. (The DM should feel free to vary the end results of these surges slightly, to allow color and interest to temper repeated maximum and minimum PC experiences.)

Certain areas within the mythal are “magic-strong,” and may glow with faint sparklings of blue-white light at night, or when a magical item is brought into their confines. These areas move about, change shape, and are otherwise invisible, so no map of them exists—but one is known to encompass the Shield Ring, and another is located in the Circle of Stars (now overgrown with trees and brambles, this one-time open area lies due south of Moonbright Tower).

Magic wielded in “magic-strong” areas is always boosted to maximum effects, but may (4 in 6 chance) be accompanied by “wild magic” side effects (determined randomly, using the sources given above).

Dead Magic: Certain invisible, shape-shifting and slowly drifting areas within the mythal are “magic dead;” no magic (including magic-like monster powers and all

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psionic powers that affect things outside the body of the psionics-using being) works within or through them.

The slow, random movement of these areas prevents any accurate mapping of them, but a large area has been centered on the Irithlium for about as long as Myth Drannor has been in ruins, and others are known to lie near the Six Tyryl Towers and Glyryrryl's Pool.

The huge stone dais that holds Shaundakul's Throne is the site of a very mobile magic-dead area that the windghosts who lurk there seem to be able to move about deliberately, to defend themselves against intruders.

Every magic-dead area, from the smallest known (about the size of two normal men standing back-to-back) to the largest (about the size of a small paddock or square till-field) has boundaries, marked by a wild magic zone.

In other words, as one enters a magic-dead area, one passes through an amorphous area about six feet thick. To one entering or leaving it, the zone can be detected by a faint shimmering of the air (but this can't be seen by beings in other locations, even if very near). Magic cast within, into, or through a dead magic zone boundary area is always twisted "wild." Use the Wild Mythal Magic Table and/or the other sources given under "Wild Magic and Psionics," above, to determine what wild effects occur. Psionics are not negated in these zones unless normally prohibited by the mythal (as described above).

Magic and Psionics Augmented by the Mythal

The mythal's presence, and the use of much magic in and around Myth Drannor over the years, has weakened the planar fabric of Faerun in the vicinity, making the occurrence of portals to other worlds (such as Krynn) and planes (including demiplanes, such as Ravenloft) fairly frequent. Beings native to these other places who have wandered through such connections are often met with, near Myth Drannor—and all magic and psionics that deals with astral or ethereal states and planar connections, and monster abilities connected to other planes (such as undead life draining) is augmented by the mythal.

Gate spells do not age the caster, and always reach the exact intended being—but those eager to cast such spells will learn a secret power of the mythal the hard way (see Secret Powers of the Mythal).

Plane shift spells require no material component for casting, and unwilling creatures (who still must be touched) aren't allowed a saving throw. The caster can send two beings to another plane, not just one (the caster may be one of them), but both entities are taken to the same destination. The destination is always the precise plane and/or location that the caster intends to reach, never resulting in a wrong or diverted journey.

Astral spells require only 1 turn to cast, and the caster can reach down to the first, second, or third levels of the desired outer plane, at will.

Ensnarement spells always bring the desired creature (no saving throw allowed) instantly to the caster, but the creature is never successfully trapped by its warding

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circle, and arrives enraged at the caster, ready to attack!

Banishment spells require no material components (though this lack grants no modifiers to the target being's magic resistance and saving throw), and the caster need not know or utter the name, title, or type of the creature to be affected if the creature is clearly visible to the caster at commencement of spellcasting.

Drawmij's instant summons spells, *Leomund's secret chest* spells, and other magics that provide linkages across distances or planes work after a fashion. They always produce *something*—but it is a random item of the DM's choice, anything from a faded flower to a stool or a rock, never the intended item! (Magical items and spells that connect with their own extra-dimensional space, such as *bags of holding* and *portable holes*, are not affected.)

Undead who drain life energy by their attacks (not including the "chill touch" of a lich) can add the number of hit points lost by a drained creature instantly and permanently to their own hit point total.

Creatures who deal damage by the discharge of energies drawn from the Positive Material Plane double their damage dice from all such attacks.

Initial and maintenance PSP costs for psychoportive psionic powers involving otherplanar contact are cut in half (round fractions up), but summoned entities are always free of control, and hostile (see below). Psychoportive psionics involving movement within the same plane (such as teleport) are "bent" by the mythal, as previously noted.

The mythal was intended to make the lives of city inhabitants easier, and some of its surviving powers reflect this.

Falling living beings are affected as if by the *weather fall* spell. Extremes of heat and

cold are moderated by the mythal, so that forest fires are dampened and winter freezing prevented (the reason for the lush forest growth in the ruins). This prevents death by exposure for all creatures, even in the worst weather. Natural lightning strikes (as opposed to magically caused ones) are also unknown in Myth Drannor; the mythal absorbs such storm discharges to power itself.

Here and there throughout the ruins, explorers notice lush, soft-looking beds of thick moss. By night, these can hardly be ignored; they glow with a vivid blue *faerie fire*-like radiance (bright enough to read by, when within 10') visible from afar. Many of the moss clumps are large enough for humans to use as beds, though the largest mosses are usually jealously guarded by monsters who know their precious powers. Many intruders think the moss itself is some sort of monster, and avoid it (and there are some harmful varieties, and even the sort of monster known as a mimic masquerading as moss, among the beneficial blueglow moss).

Blueglow moss is powered by the mythal, and confers beneficial abilities to creatures who undergo prolonged exposure to it. An injured being who falls onto blueglow moss, or an intruder who sleeps on a bed of it, is healed of 1d4 points of damage per uninterrupted hour of exposure. Continuous exposure of 6 hours or more grants the following additional benefits and side effects:

- *Regeneration* of lost limbs, damaged organs, and tissue begins (a slow process that banishes disease, parasitic infestations, and the like, but which with repeated blueglow moss exposure can result in a complete restoration to a whole, healthy state).
- The exposed being must save vs. spell at -6, or acquire 70' range infra-

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vision (at 10' per 6-hour-period of exposure). Creatures possessing natural infravision gain a single bonus of 10' additional range. Beyond the stated limits, neither of these benefits is cumulative (vision range can't be extended farther by repeated exposure) or permanent: when the being leaves the mythal, the power is instantly lost.

- The being feels light and bouncy, and has acquired the power to rise or descend in the air (the being must make a successful save vs. spells at -4, even if he wants this ability, or it will not manifest): to *levitate* at MV 10.

At first exposure, beings can only lift themselves, naked (though they can slow their descent, even when fully encum-

bered). An additional 25 pounds of weight can be *levitated* per 6-hour-period of exposure, until affected beings can *levitate* themselves in full plate armor, along with a horse, a fallen comrade, and assorted baggage (about 1000 pounds in all). Whenever the being leaves the mythal, this power is instantly lost.

- The exposed being gains an increased alertness of his own body: attacks, diseases, infestations, and poisonings become instantly detectable (even attacks normally concealed by anaesthetic means, such as rot grub burrowings, but not magical attacks that affect the senses of the victim). No additional benefits against such dangers are conferred.

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- The exposed being gains increased resistance to petrification (+1 on all saving throws) and polymorph (+2 on all saving throws) attacks.

The mythal also extends and augments light magic and the psionic devotion *control light*, making the maintenance cost always 1 PSP/round, and making mistakes ("20" results) impossible. Magics that illuminate but do not deal damage, such as *dancing lights*, *faerie fire*, and *light*, are increased greatly in duration; when cast, they last until dispelled by *dispel magic* or by the will of the caster, or until one year has passed per complete year already past in the life of the caster.

Secret Powers of the Mythal

Myth Drannor's mythal has up to 18 "secret powers" (two for each of the nine wizards who laid it), as well as any number of additional powers, added by the other mages who helped in the weaving, whose natures have been forgotten with the passage of time.

Most of these are left to the DM. They must be relatively minor in scope to have escaped detection thus far, but can be almost anything in the way of specific magical and/or psionic prohibitions or augmentations.

Elminster has graciously agreed to reveal what he recalls of these secret powers. He warns adventurers that the Phaerimm know as much about them as he does. He's particularly proud of the mythal ghost power, which he devised himself, long ago.

- *Summoned* creatures of any sort (such as those called by a *monster summoning*, *invisible stalker* or *conjure elemental* spell, or even by an item that

normally controls such beings, or those *gated in*) always arrive angry at, uncontrolled by, and ready to attack the summoner.

- The mythal was designed to sustain and aid those who live within it, and contact with it confers a 20% chance (not cumulative, check at the end of each continuous 24-hour period only) per day of curing any diseases, insanity, or *feeble-mindedness* on the part of any being.

- Beings who dwell within the mythal for more than nine days develop a "mythal ghost" of themselves. This is a shadowy, tenuous likeness of themselves that is freed only when they are at or near death (less than 10% of their hit points remaining), or are rendered immobile (tied up, pinned under fallen rubble, or buried). A mythal ghost has the same abilities and statistics as the being it mirrors, and can move or wield items, but cannot speak or cast spells. It is not affected by fire, cold, or any undead attacks, and has hit points equal to its owner's full hp total.

Ghosts can fly upwards or downwards 20'/round, or walk on air. If struck or borne downwards, they are always affected as if by a *feather fall*. If desired, they can move with utter silence. If, and only if, the being remains motionless, ceasing to move or take deliberate actions, the ghost can be freed. The owner of a mythal ghost feels a floating, moving sensation when the conditions for freeing the ghost are met.

A mythal ghost can attempt to free its owner from restraints, can fight off (or fight on against) foes of its owner, can by silent gestures warn or direct others, can get items its owner cannot reach or transfer items held by its owner to another, and so on. Mythal ghosts can fight other mythal ghosts. A mythal ghost is affected by magic normally, but cannot be contacted

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or affected psionically. It is destroyed when brought to 0 hp, or when its owner dies.

A mythal ghost needs no air or sustenance, and cannot drown. It can carry food to its owner, but can't eat things to nourish its owner. It cannot remain vigilant while its owner sleeps, though owners slipping into unconsciousness can will their alert selves to pass entirely into their ghosts. In this case, the owners cannot awaken until the ghost returns to merge with them, whereas normally owners can see and be aware from both their original bodies and the ghosts at the same time, and can move or speak with their original bodies at will (instantly destroying the ghosts).

The ability to generate a mythal ghost lasts for one year for every 24 hours spent in the mythal. An adventurer who survived a 12-day-long exploration of Myth Drannor could generate a mythal ghost up to 12 years later, when imprisoned in a dungeon cell somewhere in Calimshan, or laid low with a broken leg in the wilds north of Silverymoon. There are no limitations on the distance between a ghost and its owner (though a ghost cannot pass on to another plane). King Azoun of Cormyr was once shocked in his throne room by the appearance of such a ghost, sent by the war wizard Sharatheen, whom he'd sent to investigate the ruins. She brought with her ashes from his kitchens, and in a scattering of them wrote a message warning him not to send others to their death in the perilous ruins—before her own death caused the ghost to waver and vanish, in front of the astonished, assembled court.

- Wizards who know the fourth-level spell *weave mythal* (detailed in the *Spell-Tome of Daern*, in this sourcebook) can use it to render magic wielded by them-

selves, or another chosen being, or all magic cast in a specific 30'-radius sphere (within the spell duration: 1 turn after casting) to be free of mythal influence: i.e. free of mythal prohibitions, wild magic, power fluctuations, and augmentations. Elminster warns that the Phaerimm all know this spell.

- By will, a being who knows how to do so can direct the mythal to recharge a magical item. This process cannot be blocked or reversed by anyone, although it can be stopped by slaying or rendering unconscious the being causing it. The item must be one that uses charges and is rechargeable, such as most wands.

The process requires one round of "startup," when the being wrestles to channel mythal energies. This round doesn't benefit the item, but does drain the guiding being. The mythal gives the item (which must be within the mythal, and not more than 90' from the guiding being) 1 charge per round, but at the same time drains 2 hit points per round from the being directing it. Hit points lost in this way can be regained by normal rest and by magical healing means.

Guiding the mythal requires total concentration; spellcasting, reading, combat, and even looking around are impossible. If *the guide's concentration is broken by an attack or other means*, the process ceases, and at least one round must pass before another startup can be attempted. The charge that the item would have gained during the broken round is lost, but charges gained earlier do not leak out, and can't be removed by *dispel magic* or other known means.

- By will, beings who know how to do so can direct the mythal to *teleport* themselves and any other beings or items they are touching (of a total volume up to 14 times each being's own body volume) to

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another specific location within the mythal. No spell is required, and there is no possibility of "teleport error," but this power is rarely used, because the user permanently loses 1 hp, scrambled by the mythal during the trip. The use of a *teleport* or a similar spell or psychoportive psionic ability (which are always twisted by the mythal, as described earlier) does not prevent this hp loss, or benefit the mythal teleport in any way.

- By will, a being who knows how to do so can direct the mythal to empower all non-prohibited wizard spells of less than third level, and all non-prohibited first-level priest spells, to their full possible duration, damage, number of targets, or effects (automatic hits are scored, if applicable). Wild magic and power surges are avoided, and magic normally augmented by the mythal does up to double its normal maximum effects (the DM must decide just how much a spell can transcend its normal limitations).

- Beings who continuously dwell within the mythal for more than four years gain effects equal to imbibing a *potion of longevity*: that is, their apparent age is reduced by 1d12 years, restoring previously-held vigor. Thereafter, they do not seem to age, though their actual lifespan is not extended; death comes swiftly if they ever leave the mythal. (Unless skilled at magic or experienced in dealing with necromantic matters, they may be unaware of their likely fate, should they ever leave the ruined city.)

Some beings "caged by the mythal" in this way may survive for hours or even days after leaving it, and have managed to leave Myth Drannor on suicide missions to avenge themselves, their loved ones, or descendants in the world outside. (Until the process begins, the victim has no warning it is at hand; only experience

with magic and aging may lead a sharp-minded entity to anticipate it.)

Most mythal-augmented victims can't last so long; several adventurers who explored Myth Drannor have reported meeting crazed beings who claim to have roamed the ruins for centuries or more. When these inhabitants of the ruins followed or pursued the adventurers out of the mythal, they shrivelled to skeletons and fell to dust, in moments!

It is possible that beings dwelling in this mythal always die by violence, and cannot die of natural aging and body failures. Myth Drannor's mythal does not prevent the natural formation or deliberate creation of undead, or prohibit their presence, unlike several other mythals known in the past.

Aside from *Elminster and the Phaerimm*, masters of the mythal (those who know how to wield many of its secret powers) are few. Most of the handful of NPCs who have survived in Myth Drannor long, if they have any magical powers at all, can command at least one of the mythal's "secret" powers. Learning to guide the mythal correctly (gaining the result one wants, rather than forcing a "wild magic" surge) requires much magical research, an aptitude for handling magic, and actual on-site practice; no PC wizard arriving in Myth Drannor will be able to guide the mythal in any of its controllable secret powers, although the *weave mythal* spell, if found, can be studied, cast, and used readily thereafter just as with any fourth-level wizard spell.

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Wild Mythal Magic Table

Roll percentile dice and consult this table. Modify results to fit the situation and add color.

- 01-10: All beings within 90' of the source of the affected magic must save vs. spells; everyone who fails is affected as if by a *reverse gravity*, falling up for 7 rounds and then down again (7d6 impact damage upon landing).
- 11-18: Dancing motes of light appear in a sparkling, smoking cloud around the source of the magic, and coalesce into 1d20 gems of random types and values (which fall from the air) and a *chain lightning* discharge that leaps from the caster/magical item wielder to the nearest living being, dealing 9d6 damage, and then arcs to the next closest being for 8d6 damage, and so on (in doubtful cases of which target is nearest, determine randomly; in this case, the "next nearest" being is determined from the original source, not the last being struck). Saving throws are allowed for items (to escape all damage) and for struck beings (to take only half damage; round down number of die rolls).
- 19-25: Target (if a being) and all beings within 20' of target are affected as if by a *heal* spell. Caster/magical item wielder loses 2d4 hit points, but is surrounded by a "chill shield" *fire shield* spell, lasting 9 rounds.
- 26-30: A *Mordenkainen's disjunction* spell takes effect, its 30'-radius sphere centered at a random spot within 120' of the caster/magical item wielder (use 1d12 for distance, and Scatter Diagram on page 63 of the *DMG* to

determine direction), centered on the caster, not the target.

- 31-33: An item appears (roll on the Art Objects Table, on page 143 of the *FORGOTTEN REALMS® Adventures* sourcebook), striking the caster on the head from above, for 1 (odd roll) or 2 (even roll) points of damage. All other beings within 90' are simultaneously affected as follows (roll 1d6).
- 1: The being is affected as if by a *jump* spell, and hurled 20' in a random direction (use Scatter Diagram on page 63 of the *DMG*); 2d4 impact damage applies if travel is into a wall or other large solid object;
 - 2: The being is healed of 1d8 hit points (if wounded), and is affected by (even roll) a 1d4-round-duration *mirror image* spell, or (odd roll), a *ray of enfeeblement* whose effects last 1d6 rounds;
 - 3: The being grows an extra arm, head, leg, or tentacle, which coils, flails about, and makes noise uncontrollably; appendage drops off after 2d6 turns, but until then lowers Armor Class by 3 points, endangers balance (being cannot walk along ropes or even narrow paths without danger of falling or straying off route), and makes stealthy movement impossible;
 - 4: The being is *diminished* to a tenth of normal height, shrunk as if by a *potion of diminution* for 2d12 rounds, and also rendered *invisible* (for same length of time or until making first successful attack);
 - 5: The being becomes center focus of a *silence, 15' radius* spell, lasting 1d4 turns or until dispelled;
 - 6: The being is outlined by orange *faerie fire*, duration 1d4 turns.

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34-36: The ground in a 40'-radius circle centered on the caster/magical item wielder ripples, flows, and shudders. Bubbles burst up out of it, streaming upwards. All beings in this area must save vs. spells to avoid falling (no damage, but ruins spellcasting, aiming missile weapons, etc.), and any flames (torches, fire-based spells, even lanterns) in the area trigger a bubble explosion, extinguishing the flame and doing 4d4 points of damage to any being at or within 10' of the flame, and 2d4 damage to everyone else in the bubble area (no saves allowed).

37-46: Any items of metal or stone within 100' of the caster/magical item wielder that are not in contact with a living being (i.e. a stone someone is sitting on, or metal armor worn or carried by an adventurer won't be affected) rise up and dart about by themselves, flying at MV 29 in wild, erratic courses.

The caster/magic wielder and all beings within the 100' range must make a Dexterity Check to avoid being struck. If there are more than six flying items, two checks at -1 must be made, and if there are more than 15 items, three checks at -2 must be made. For each check that fails, the being is struck for 1d4 points of damage (or if by a weapon, for its usual damage), unless the item has a greater mass than the struck being (a large stone block, for example), in which case the target takes 2d4 points of damage.

In many areas of Myth Drannor, 2d10 stones within a 100'-radius area are loose enough to rise up and whirl around. Their flights last for 1d4 rounds, and checks must be

made each round to avoid being hit. Beings who try to cast spells, pick locks, or perform other activities that prevent them from freely leaping and dodging about must make their check for that round at -5; if failed, the impact ruins any success at the activity attempted.

47-49: The caster/magical item wielder or a random being within 70' is encased in a *forcecage* of 12 turns duration.

50-53: A random weapon within 100' of the caster/magic wielder animates, flying to attack a random target being, striking for 2 rounds at THACO 9 for normal damage. Then it flies to another random being and strikes for 2 rounds at THACO 7. Then it seeks another target, striking once at THACO 5, before falling, inert. The caster/magic wielder and original target are candidates for attack, and the weapon flies up to a quarter of a mile at MV 33 to find targets, if none are near. If the weapon is ever struck for 6 or more points of damage in a round (consider it to have an Armor Class of 2), it harmlessly bursts apart into shards of metal, and its animation ends.

54-58: A weapon (or failing any, a random item) carried by the intended target is permanently changed to (percentile roll of 01-25) a bunch of flowers; (26-50) a lit torch; (51-75) an intact skeletal arm, its bones still linked by sinews and cartilage; (76-99) a live and angry normal constrictor snake (AC6, MV 9, HD 3+2, THACO 17, #AT 2: bite for 1, constrict for 1-3 points/round); or (00) a *wand of wonder* of 1d12 charges. A wielded or drawn weapon is always affected before a sheathed or stowed one.

59-62: Spell takes effect as cast, but with a

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- 40'-radius spherical area of effect, centered 20' to the left (even roll) or right (odd roll) of the target. All once-living material on the target (leather, cloth, paper, etc.) crumbles to dust forever (magical items and spellbooks get a saving throw vs. magical fire to escape this result), and the caster/magic wielder is *confused* for 1d4 rounds.
- 63-65: One random being within 120' of the source of the magic affected by the mythal is *slowed* for 1d6 rounds, and another random being in the same range is affected as if by a *haste* spell (but is not aged).
- 66-69: Spell or magical item discharge is not "used up," but the act of calling it forth triggers instead a random wizard spell of the Alteration school (select a random spell from Appendix 5 of the *Player's Handbook*: choose by the closed-eyes-and-stabbing-finger method, the whimsical-deliberate-choice method, or by rolling 1d6: 1 or 2 means the first column on page 238 (then roll 3d10 to find the spell, counting from the top); 3 or 4 means the middle column (roll 4d12 to find spell, counting up from the bottom of the page); 5 or 6 means the last column (roll 1d4 to find spell). This "phantom spell" affects a random target or area, for minimal results.
- 70-79: A random being within 90' of the source of the affected magic breathes once as if using a single draught of *potion of fire breath*; victim involuntarily exhales a cone of fire 10' wide and 20' long that inflicts 1d10+2 hp of damage. All beings within range are allowed a save vs. breath weapon for half damage; if the fire-breathing being doesn't want to hurt particular beings within range, the breather is allowed a dexterity check to spit the flames to one side and avoid striking any one being.
- 80-84: A random being within 90' of the source of the magic affected by the mythal is forced into *wraithform* (as the spell) for 2d4 rounds.
- 85-87: The caster or source of magic levitates 10' and revolves slowly clockwise or counterclockwise (determine randomly) for 2d6 rounds; at the same time, any one other being within 140' of the caster or source of magic is *polymorphed* into a random creature (roll on Conjured Animals Table, in the end pages of *Monstrous Compendium 1*) or non-living item (roll on the Art Objects Table, on page 143 of the *FORGOTTEN REALMS® Adventures* sourcebook, or choose a random item from the Miscellaneous Equipment list on page 67 of the *Player's Handbook*).
- 88-90: The caster/magic wielder and target creature (or random being within 90' of caster) instantly trade locations, clothing, and equipment; items that won't fit do no damage, but end up falling to the ground around their former location (and new owner).
- 91-97: Black smoke curls and writhes about the intended target—and as it dissipates, an *Evard's black tentacles* spell (of 1 hour duration) takes effect around the target (even if target is on the move).
- 98-00: Last magic wielded by (or affecting) a random PC or being present takes effect again—on a random area or target creature (roll damage/effects again; they need not duplicate the earlier magical manifestation).

The Phaerimm



Among the most sinister creatures one can meet in—or under—Myth Drannor are the fell Phaerimm. This ancient, evil magic-using race is fully detailed in the pages of the FR13 *Anauroch* sourcebook. Their powers and aims are summarized here.

Phaerimm resemble upright, *levitating* cones, the open top of the cone being powerful jaws surrounded by four retractile arms ending in human hands. The narrow end of the cone is a barbed stinger-tail.

Phaerimm eat all reptiles and mammals, keeping them as slaves until devouring them. Phaerimm have 160' infravision, and normal vision to 90' (they can also see magical auras as a *detect magic*, and view the astral and ethereal planes, to this range).

Phaerimm: INT 19-20; AL NE; AC 2; MV Fl 9 (A); HD 9; THACO 11; #AT 6; Dmg 1d4 (or by weapon) ×4 (arms—or can grasp to make bites automatically hit: grasping arms need successful attack rolls, at least 2 must

hit: Phaerimm and victim each roll d20 every round—if victim rolls higher, he tears free), 3d4 (bite), 2d4 (tail); SA tail sting (if attack roll 16 or greater, sting impales for another 1d6 points of damage, and victim must save vs. poison thrice: first to see if paralyzed, second to see if levitated off ground, third to see if injected egg is fertile (if so, eats victim from within, taking 1 hp/day after 1d6 days), spell use, 1 per round (as human mages, gaining 1 level per 50 years of life); SD spell attacks that their resistance overcomes are used as healing (the damage they would have dealt gained as hp, non-damaging spells yield 1 hp per spell level, extra hp carried for 12 rounds) or can be reflected back at the source; MR 44% (77% vs. petrification and polymorph); SZ L (up to 12' long); ML 17; XP 10,000; FR13. For more on Phaerimm spellcasting, see the chapter on their spells in this sourcebook.

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Phaerimm Society

As revealed in FR13, *Anauroch*, the major population of Phaerimm known to exist in Faerun today is trapped in the Buried Realms beneath Anauroch, walled in by mighty magics created by the Sharn (themselves detailed in *The Ruins of UnderMountain* boxed set). Their numbers are unknown, but are thought to be less than 200.

The Phaerimm who lurk in and beneath Myth Drannor are far fewer—probably forty in all. To avoid being found and attacked by the Sharn, the baatezu and others of power who venture into Myth Drannor on occasion, they (for now) keep to the concealment of the mythal, using slaves to extend their reach out into the Dalelands.

Phaerimm are always at war with each other, in subtle confrontations of influence, outmaneuvering, and alliances. One Phaerimm rarely tells another of intruders or impending attacks, but Phaerimm almost never attack each other in open battle, and always join forces if attacked by intruders or known foes.

Each Phaerimm spends its existence in plotting against other Phaerimm, and increasing its personal power. It does this by magical experimentation and study, the acquiring and training of slave creatures, subverting or slaying the slaves of other Phaerimm, and devising elaborate traps to guard against intruders of all sorts (from other Phaerimm to humans).

Collectively, the Phaerimm desire to expand their power to rule a human surface realm without incurring the wrath of an assembled human army, a host of baatezu or Sharn, or magically-strong foes. They meet from time to time to agree on some ground rules to keep one Phaerimm from killing another in their struggles for supremacy, and to further their collective aims.

Currently, Sembia seems the logical target for their eventual rule, but several Phaerimm favor taking control of a smaller surface stronghold or territory first (Archendale, perhaps, or Batteredale, Mistedale, or even Hillsfar) to acquire a surface base, and to practice controlling lesser creatures without revealing their own mind-control or presence. Most Phaerimm think this is a good idea, but many fear the risk of being discovered (and forewarning the humans of Sembia) is very great and none of the Phaerimm can agree on which realm they should practice on first. As a result, all of them are pursuing their own individual plans for conquest. The knowledge and powers of adventurers who venture into Myth Drannor, and stray into the clutches of the Phaerimm, feature highly in these plans.

A Typical Phaerimm Lair

Phaerimm usually dwell in subterranean rooms or caverns. These lairs are always guarded by traps and slaves who can't use magic, and give a Phaerimm a refuge and a place to store its treasure (magical items and spellbooks).

The visible door to such a chamber is always a trap, and the spellbook most used by a Phaerimm always floats in a spellfield, but other details of a lair may vary.

Phaerimm Traps

Phaerimm employ both magical and mechanical traps. To avoid making this entire work a guide to Phaerimm traps, the mechanisms and spells underlying such traps aren't given here. The most common traps are:

1. Pit and block: Any weight makes a 10' × 10' floor section collapse, and a block of slightly smaller dimensions to fall from

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above. The victim must make two dexterity checks. If the first fails, the victim falls into the pit, and can't avoid the block (typical falling damage is 2d6; 2 segments later, block hits for typical crushing impact damage of 5d4).

If first the check succeeds, the victim manages to avoid falling into the pit; and makes a second check. If it is successful, the victim scrambles clear entirely, avoiding all damage. If it fails, the victim takes 3d4 points of "glancing blow" damage from the falling block (which ends up in pit), and at the DM's option may have one or more limbs smashed and rendered useless.

2. Spell trigger: The entry of a living being or any weight into a particular area, or the opening of a door or the picking of a lock, unleashes a spell on the triggering being, or on a set area (e.g. a doorway or corridor the triggering being has already passed through), so that any waiting party gets hit.

The spell may be any magic known to the Phaerimm (they delight in discovering spells that they keep secret from their fellows, to gain an edge, so the spell could be anything), but the most common magics used in such a trap are (roll d12 for random determination):

01. *reverse gravity*
02. *flaming sphere* (forms around triggering being, and rolls away along that being's entry path)
03. *wall of fire* (forms along the length of a narrow passage leading to the lair or protected area)
04. *chain lightning* (strikes triggering being first)
05. *dancing fire* (detailed in this book; forms at trigger area, and moves toward triggering being)
06. *toothed tentacle* (detailed in this book; forms at trigger area, and attacks triggering being)
07. *forcelash* (detailed in this book; forms at

- trigger area, and attacks triggering being)
08. *spell fangs* (detailed in this book; forms at trigger area, and attacks triggering being)
09. *Evard's black tentacles* (forms around triggering being, extending back in a 10' wide path along the being's route to the trigger, until spell limits reached)
10. *crushing sphere* (detailed in this book; forms around triggering being)
11. *cone of cold*
12. *forcecage* (surrounds triggering being)

All of these spells take effect as if they were cast directly by the Phaerimm who set them (i.e. by a wizard of 30th level or so). If the Phaerimm has access to guardian creatures that can be put into *temporal stasis* linked to the trap spell (so that its triggering releases them), such creatures are present, and attack all non-Phaerimm that they encounter.

Such beings tend to be monsters that do not destroy any valuable items intruders might carry, or devour all of their prey so that the Phaerimm cannot question it by later use of necromantic spells. The Phaerimm capture these by means of magic and by hired or magically-controlled agents operating throughout Faerun. Although almost any creature that a Phaerimm can handle may be encountered, typical guardian monsters used are (roll d8 for random determination):

01. 1d4 stirges
02. 1 (odd roll) or 2 (even roll) gargoyles
03. 1d4 volts (detailed in *MC14*)
04. Mimic (usually sited to attack triggering being from above or behind)
05. 1d4 large spiders
06. 1d4 normal poisonous snakes
07. 1d20 crawling claws (detailed in *MC3*) or roll again, doubling quantity of monsters that appear
08. 1d4 winged serpents (detailed in *MC13*) or DM's choice

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In a pinch, Phaerimm use hobgoblins, trolls, and the like as guardians, but they prefer creatures who can immobilize or capture an intruder alive and relatively whole, for later questioning—or who can slay without destroying items or devouring the victim, rendering it useless for necromantic questioning and scrutiny.

3. Stonemash: The entry of a living being or any weight into a particular area, or the opening of a door or the picking of a lock, causes an enspelled area of stone to grow an amorphous, flexible, stony pseudopod and strike at the intruder.

The arm is AC1 and has 33 hit points. It attacks once per round, at THAC0 7, and smashes victims for 4d4 points of crushing damage (a fragile worn or carried item must make a saving throw if a struck target fails a dexterity check). The arm can extend up to 12', and its base can move along through adjacent stone (from where it appears) at MV 6. *Dispel magic* causes it to freeze for 1d4 rounds; "killing" it by dealing it 34 or more hp causes it to shatter, fall apart, and then vanish. If a target passes beyond its reach, it will retract into the stone—but will lash out again at any non-Phaerimm that moves into its range without being triggered by the specific movement, entry, or act that caused it to first appear.

4. Whirlsting: The entry of a living being into a particular area causes a magical whirlwind: a violent spiral of air currents roars into being, in a 10'-radius column extending from the floor to the ceiling, centered on the intruder. This column does not move from the location where it appears, but this location typically blocks movement past it, along a passage or through an entryway.

In the whirlwind are 4d6 daggers, arrows, crossbow bolts, glass shards, broken-off stactite tips, or even fangs taken from slain

beasts. These may be invisible until the trap is triggered, may be *levitating* at ceiling level or unseen behind a curtain or other barrier, or may be merely lying around on the floor.

The whirlwind does no damage by itself (though it spoils vision, missile fire, and missile-like spells trying to pass through it), but any being in contact with it will be struck for 1 point of damage for each sharp, mobile object in the whirlwind; beings trying to pass through the whirling require an entire round to struggle through, and take 2 hp of damage per sharp object. A being who triggers the whirling and keeps moving takes only 1 hp of damage per sharp object from the forming whirlwind, in passing.

A *dispel magic* causes a whirling to collapse; this process requires 1 round. It will reappear if any being steps into the triggering area again.

When triggered, a whirling lasts for 1 turn; it can reappear a round after that if triggered again, without limits to the number of times it can appear in a day.

Spellfields

Within a lair, valued possessions of a Phaerimm are usually guarded by spellfields: glowing areas of light that surround the items. The ready spellbook of a Phaerimm usually floats in midair, open, in the midst of a floor-to-ceiling shaft of light.

If a living being enters a spellfield without uttering its password, a spell takes effect on the being. This is often a *polymorph* or *petrification* magic, but may be any sort of spell. A spellfield may cast a different spell (from a roster of up to 6) each time it is triggered, in random order or a set sequence, but it can only unleash one spell per triggering. If two or more beings try to enter the field at the same time, the spell is cast at all of them. The creator of the spellfield can subvocalize (soundlessly mouth) the pass-

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word, and need not speak it aloud.

If a non-living item enters a field (a weapon, tool, reaching aid, missile, or undead), the field reacts with a *fieldlash* discharge: 1d12 hit points of electrical damage are dealt to the item per wizard level of the Phaerimm who created the field). Items must save vs. electricity to avoid destruction, and in any event are hurled at least 10' away from the field.

All of these effects are conducted to any living being in contact with the non-living item (such as a human using a 10' pole to reach into the field). Any such beings are allowed saving throws to take only half the electrical damage, and if they try to grab the book or poke it out of the field with the non-living item, must make a successful constitution check to do so (overcoming the convulsions that the electrical current creates in them).

A few spellfields have a *fieldlash* as their only power, and do not unleash spells.

The spells used to create Phaerimm traps are not given in this set; they are typically written on scrolls concealed outside the lair or behind the walls of a lair, not in visible spellbooks. Particularly paranoid Phaerimm sometimes set out a book that is purely a trap, and contains no spells at all, or only harmful *explosive runes* or the like.

Phaerimm Wizardry

Phaerimm seize any magic they can, and have become experts at adapting the spells of human wizards to their own use. Phaerimm don't use material components, but may keep such substances in their lairs as treasure to reward, trade with, or sell to other beings; a cornered Phaerimm may bargain for its life with such wares. The spellbooks of human wizards are retained; a

Phaerimm's own spellbook will contain a human spell (copied out as it originally appeared) plus its own version. Phaerimm do this because they've learned that other Phaerimm may develop superior versions of spells, and the only way to derive their own matching or even better variant is to either seize the spell intact from the Phaerimm who created it (an almost impossible task), or go back to the human original and redevelop their own. Phaerimm can use the verbal-only spells of dragons (some are given in the FOR1 *Draconomicon* sourcebook) without any modifications.

Phaerimm advance in levels as human wizards do, but without any school restrictions. Most have attained 30th to 36th level (few human minds have the breadth to hold so many spells without insanity or feeble-mindedness resulting, so humans of such levels are very few—unless they have achieved demipowerhood).

To determine the spell capacity of a given Phaerimm, consult the table below.

Expanded Wizard Spell Progression									
Level	Spells (1st to 9th, left to right)								
30	7	7	7	7	7	7	7	6	6
31	7	7	7	7	7	7	7	7	7
32	8	8	8	8	7	7	7	7	7
33	8	8	8	8	8	8	8	7	7
34	8	8	8	8	8	8	8	8	8
35	9	9	9	9	8	8	8	8	8
36	9	9	9	9	9	9	9	8	8
37	9	9	9	9	9	9	9	9	9
38	10	10	10	10	9	9	9	9	9
39	10	10	10	10	10	10	10	9	9
40	10	10	10	10	10	10	10	10	10

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Others Trying To Use Phaerimm Spells

A human wizard trying to use a Phaerimm version of a spell that doesn't require material components has only a slim chance to do so: roll percentile dice, trying to match or roll under a total comprising the wizard's intelligence score plus 1 point for each wizard level of experience attained, to achieve success. If successful, the wizard can use the spell thereafter but can't teach it to others unless they successfully grasp it by the same process. If a wizard fails to grasp a Phaerimm spell, another attempt to comprehend it can be made whenever the mage reaches a new level of experience (the roll is made against the wizard's new, improved chance).

Phaerimm collect any and all spells they can, even if puny, flawed, or obsolete; one never knows when something might come in useful. They are fully aware of the mythal's powers, and will not normally memorize spells prohibited by the mythal (such as *detect thought*) unless planning an expedition outside the mythal's confines.

Weaving the Mythal

Once a day, any Phaerimm can *weave mythal*, a special ability acquired through centuries of exposure to the mythal, and use of it (this is not a spell, or anything that adventurers can quickly learn or acquire). The act of weaving the mythal requires 1 round of concentration (during which no exacting tasks such as spellcasting, reading, picking locks, tying knots, writing, or the like are possible). This concentration may be performed throughout combat, but is ruined if the Phaerimm tries to aim missile weapons of any sort, is attacked by psionics or any spells that work on the wind, or takes 22 or more hit points of physical damage in the

round.

Otherwise, the weaving is successful. A weaving affects only a 50' radius area within the mythal, and its effects last only 4 rounds. The area is centered on the weaver unless the weaver specifically chooses to site it elsewhere (its focus must be within 120' of the weaver in any case). During that time, any single spell chosen by the weaver that is normally prohibited or warped by the mythal may be cast normally within the spherical area (the mythal will not affect it). Wild magic effects of any sort cannot occur within the woven sphere, whose boundaries can be seen as a sort of hazy webwork of radiant lines, and all healing spells cast within the sphere achieve their maximum possible hit points and other healing effects, regardless of the weaver's wishes.

A woven sphere cannot be collapsed before the 4 rounds have passed, by the weaver or any magical means. Its effects extend to all sources of spells, not just the weaver, so that a Phaerimm who used a weaving to enable *hold monster* spells to work might face hostile *hold monster* spells from foes, or enable a servitor or ally to cast a *hold monster*, not merely itself. Magical item discharges are also aided by a weaving, but only if they are healing magics (see above) or exactly duplicate a specific spell named as operable by the weaver.

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Sample Phaerimm Spell Rosters

Three sets of sample spells that an encountered Phaerimm might have memorized are presented here for DM use in encounters: one for a 30th-level Phaerimm, one for a 34th-level, and one for a 36th-level entity who's prepared for a foray outside the mythal. Asterisks denote spells detailed in this volume; boldface entries are spells found in the *FORGOTTEN REALMS® Adventures* tome, and spells in double parentheses are found in FRQ1, *Haunted Halls of Eveningstar*. For the convenience of DMs lacking Realms-specific spell sources, the first Phaerimm presented uses only spells from this set and the *Player's Handbook*.

30th-Level Phaerimm
 Spells: 7 7 7 7 7 7 6 6

Carried, By Level:

1st
 chill touch
 color spray
 dancing fire*
 feather fall
 magic missile × 3 (each spell generates 5 missiles)

2nd
 flaming sphere
 pyrotechnics
 stinking cloud
 toothed tentacle* × 2
 web × 2

3rd
 blackblast*
 dispel magic
 dweomer vortex*
 fireball
 lightning bolt

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protection from normal missiles
vampiric touch

4th

Evard's black tentacles
fire shield
forcelash*
minor creation
polymorph other
spell fangs*
wall of fire

5th

blastcloak*
cone of cold × 2
misspell mantle*
passwall
wall of force × 2

6th

chain lightning
crushing sphere*
disintegration
heal self* × 3
vampiric lash*

7th

delayed blast fireball
draincone*
forcecage
limited wish
reverse gravity
spell turning
weirdshield*

8th

incendiary cloud
mystic shield*
polymorph any object
power word, blind
Serten's spell immunity × 2

9th

energy drain
gate

meteor swarm
mystic sphere*
power word, kill
time stop

34th-Level Phaerimm

Spells: 8 8 8 8 8 8 8 8

Carried, By Level:

1st

color spray
dancing fire*
feather fall
fogbolt*
magic missile × 4 (each spell generates 5 missiles)

2nd

flaming sphere
flying fist
((ray of Ondovir))
stinking cloud
toothed tentacle* × 2
vocalize
web

3rd

blackblast*
dispel magic
dweomer vortex*
fireball
hold vapor
lightning bolt
protection from normal missiles
vampiric touch

4th

Evard's black tentacles
fire shield
forcelash*
polymorph other
((speak with dead))
spell fangs*
thunderlance
wall of fire

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5th

blastcloak*
cone of cold × 2
ironguard
misspell mantle*
passwall
shroud of flame
wall of force

6th

chain lightning
crushing sphere*
disintegration
heal self* × 3
power word, silence
vampiric lash*

7th

delayed blast fireball
draincone*
forcecage
limited wish
reverse gravity
spectral guard
spelltrap
weirdshield*

8th

incendiary cloud
mystic shield*
polymorph any object
power word, blind
Serten's spell immunity × 2
prismatic wall
sunburst

9th

energy drain
gate
master undead
meteor swarm
mystic sphere*
power word, kill
spellstrike
time stop

36th-Level Phaerimm

Spells: 9 9 9 9 9 9 8 8

Carried, By Level:

1st
charm person
dancing fire* × 2
feather fall
fogbolt*
magic missile × 4 (each spell generates 5 missiles)

2nd

detect thought*
flaming sphere
flying fist
(ray of Ondovir)
stinking cloud
toothed tentacle* × 2
vocalize
web

3rd

blackblast*
dispel magic
dweomer vortex*
fireball
hold person
hold vapor
lightning bolt
protection from normal missiles
vampiric touch

4th

charm monster
Evard's black tentacles × 2
forcelash*
polymorph other
(speak with dead))
spell fangs*
thunderlance
wall of fire

5th

blastcloak*

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cone of cold
domination
feeblemind
hold monster
ironguard
misspell mantle*
shroud of flame
wall of force

6th
chain lightning × 2
crushing sphere*
disintegration
heal self* × 3
power word, silence
vampiric lash*

7th
delayed blast fireball
draincone*
forcecage
limited wish
reverse gravity
spectral guard
spelltrap
teleport without error
weirdshield*

8th
mystic shield*
polymorph any object × 2
power word, blind × 2
Serten's spell immunity × 2
prismatic wall
sunburst

9th
energy drain
master undead
meteor swarm × 2
mystic sphere*
power word, kill
spellstrike × 2
time stop

Phaerimm Spells

This chapter details a handful of the many rare spells used by the Phaerimm. DMs should devise their own Phaerimm spells; these fell creatures also use any wizard spells desired from the *Players Handbook*, *Tome of Magic*, and the *FORGOTTEN REALMS® Adventures* sourcebook.

Although Phaerimm experiment with and research magic much as human wizards do, they also possess the ability to choose a single spell of each level to be adopted as “natural.” The spell (which can never be changed, once chosen) is retained in their brain structure. Phaerimm regain chosen “natural” spells innately, without study, every day. If a Phaerimm memorizes additional spells of a sort it “naturally” knows (e.g. a Phaerimm “naturally” knows *magic missile*, but wants to carry three more *magic missiles* than the one naturally regained a day after casting), study time for each such spell is halved.

Phaerimm share this ability with dragons, and also share the power of unleashing spells with but a thought. Some sages believe dragonkind and Phaerimm are anciently related because of this, but there is no further evidence of any connection.

Phaerimm are masters of magic; a few sages believe their meddling created most of the magic-using monsters that menace the Realms today (including, perhaps, the beholder races!). Even the least experienced and powerful Phaerimm can develop strange and terrifying new magics (providing ideal opportunities for testing or introducing new spells into a campaign), and the veterans of the race know or can anticipate every nuance and side-effect of magic they see being wielded. No elder Phaerimm will be caught unawares by a spell's range, precise effects, the results of its combination with other magics, or the like.

Phaerimm cast spells by silent force of will; spell components listed are for humans and others casting these spells.

Wizard Spells First Level Spells

Dancing Fire (Evocation)

Range: 10 yards

Components: V

Duration: 1d6 + 3 rounds

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell creates a flashing, leaping, semi-circular horizontal arc of flame in midair. (The spell range refers to how distant from the caster the arc can be willed to appear.)

The arc is 12' from end to end, and 2' thick. It moves steadily, 10' per round, from its point of origin in a direction set at the time of casting (and unalterable thereafter), until the spell expires or the arc strikes a solid barrier. If it burns through such a barrier, the arc continues on in the same direction until spell expiration.

The flames do 3d4 hp of damage to each being they contact, and force saving throws vs. magical fire on all flammable items (cloth, paper, etc.) they touch. Striking a target does not slow or stop the arc; one being cannot shield another from its effects.

Phaerimm Spells

Fogbolt (Evocation)

Range: 10 yards

Components: V,S,M

Duration: 2d4 rounds

Casting Time: 1

Area of Effect: One creature

Saving Throw: Special

This spell creates a flying teardrop of fog-like vapor, and hurls it at any one being chosen by the caster. The target creature is enveloped in an aura of thick, smoke-like fog, and temporarily blinded (use "Starlight" attack/damage effects from Table 72: Optional Degrees of Darkness, in "Vision and Light" in the *DMG*).

Any fiery light sources (torches, candle lamps, and open lanterns) carried by, or in contact with, the target (or, the flames may *be* the target) gets a saving throw vs. magical fire. If this fails, the flames are instantly extinguished, and can't be re-ignited by any means (their fuel won't burn) for 2d4 rounds.

The target creature is allowed a saving throw against the spell. If this is successful, the fog cloud dissipates on the round after striking; if not, it clings to the target, foiling vision-related spells, missile aiming, spying attempts on surroundings, and the like, by reducing the range of effective vision to less than 1 foot from the eyes.

The fog lasts for 2d4 rounds. If an affected victim touches another creature within 4 rounds of first being enveloped, the second creature must save vs. spell. If the save fails, the spell effects are transferred (regardless of the intent or desires of the already-affected, initial victim) to the second creature. This holds true for fog-shrouded object targets touched by a living creature.

All Phaerimm are immune to this spell; its fog will not cling to them. In hot, day-

time desert conditions, the fog lasts only 1d6 rounds (1d4 if strong winds are present, including magical *gusts of wind*), but boils away as steam, scalding any creatures in it for 1-2 hp damage per contact (an enveloped target being suffers 1d4 points of damage per round).

The material component of this spell is a large drop of water or spittle, or a drop of sweat, let fall into smoke of any sort.

Second Level Spells

Detect Thought (Greater Divination)

Range: 10 yards/level

Components: V

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell allows the caster to detect the presence and precise location of intelligent thoughts (i.e. the mental activity of creatures with an intelligence of 5 or greater, except those whose thoughts are shielded by psionic ability or by spells). Solid barriers do not affect this detection, and its probing allows detection of all the separate sources of thought in a group of beings, and hints as to each thinker's general inclination (i.e. angry, bent on killing, sad, confused, searching for something, alert) and mental strength (i.e. psionic powers or the ability to wield spells). Thoughts cannot be read by means of this spell.

If a psionic power is used, a spell cast, or a magical item activated by a being under surveillance by means of this spell, the "watching" caster learns the precise nature of the power or magic used, and any words of activation, spellcasting, or control.

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This spell lasts up to 1 turn, unless ended earlier by the unleashing of any other spell by the caster. Phaerimm are immune to this spell; they radiate a confusing screen of mental chaos equal in effects to a *mind blank*.

Phaerimm use this spell to find beings masquerading as stone statues, part of their surroundings, and the like by means of magic—or to prevent ambushes when heading into an area known to contain enemies. The spell does detect the scrying of long-distance eavesdroppers using *wizard eyes* and the like, but not who or where these spying beings are.

Note: This spell does *not* function within Myth Drannor, due to the inhibitions of the mythal.

Toothed Tentacle (Evocation)

Range: 10 yards

Components: V,S,M

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell creates a shadowy, insubstantial "tentacle" or flexible arm extending out from the caster to the limits of spell range. This weightless, retractile limb ends in a cluster of long-toothed, snapping mouths, 1d4 + 2 in number (round roll up, to an even sum).

These mouths are solid and very real, and bite, slash, and savage foes. They can be attacked by up to three enemies at once, but can only strike at more than one target (*up to the maximum of three*) if the targets are grouped around the cluster of mouths to engage them.

The mouths are AC 5 and have 14 hit points each. They bite for 2d4 points of damage each, every round. When a

mouth is "killed," it fades away, taking a second mouth with it; if this leaves no mouths, the spell is ended.

Only the mouths and their cluster of eel-like "necks" can be attacked; the shadowy tentacle cannot be hit or harmed (except by application of a *dispel magic*, which ends the spell instantly). The tentacle can be passed through freely, and even be intersected by solid barriers and objects (though the caster must be able to see foes, to use the mouths against them), without harm to the caster or the spell.

The caster gains no benefit of hit points, vitality, blood-food, or the like through the tentacle. The caster must concentrate on directing the tentacle; if he is killed, loses consciousness, or undertakes the study or casting of another spell, the tentacle fades away and this spell is ended.

The material components are a hair and three teeth (they need not all be from the same corpse or species).

Third Level Spells

Backblast (Abjuration)

Range: 0

Components: V

Duration: Special

Casting Time: 3

Area of Effect: One being

Saving Throw: None

This spell enables the caster to hurl back spells involving flames or fiery explosions (only; not heat alone, or lightning-like electrical energy discharges) automatically at *their source(s)*. *Magical item effects* and even the most powerful spells (such as *meteor swarm*) are affected.

The spell protects a single being, usually the caster, but it may be another touched during spellcasting; once casting is com-

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plete, the protection cannot be transferred.

Once cast, this spell continues until it is activated, expires (it lasts 1 turn plus 1 turn/level, but ends when activated, usually much earlier), *dispel magic* is cast on the protected being, or the being dies or moves from one plane of existence to another.

Otherwise, it exists as an invisible aura around the protected being, operating without any concentration and without disturbing subsequent spellcasting by the protected being. When a fiery spell attack strikes, the *backblast* functions automatically; the being cannot choose to take the damage and keep the protection for later. However, the *backblast* also prevents any disruption of spellcasting or other activity on the part of the being it protects (and protects all flammable items on the being from any harm; they need not make saving throws).

Once activated, a *backblast* works for a single round and then ends. It can reflect back all fiery attacks in that round: for example, several different *fireballs*.

A *backblast* will send back a spell (a *delayed blast fireball*, for instance) over vast distances to a source who has left the scene—but can't follow a source onto another plane. In such cases, the attacking magic is negated.

Dweomer Vortex (Evocation)

Range: 10 yards

Components: V

Duration: Special

Casting Time: 3

Area of Effect: Cone 10' long, 4' radius tapering to 6" radius at caster's end

Saving Throw: None

This spell creates a shimmering conical

field in midair, its small end towards the caster, and its circular open end of 4'-radius size. The cone moves in response to the wielder's thought, floating freely through the air at up to 60'/round, so long as it strikes no solid barriers (which it won't affect, but can't pass through). If it encounters magical areas of effect (including astral silver cords, and not-yet-triggered magical traps), it whirls, flashes, and "drinks" them.

A vortex can drain up to six spell levels; it can destroy six 1st-level spells, or any combination of spells up to a total of six spell levels, before vanishing in a harmless, spectacular whirl of winking lights. A spell exceeding these limits is destroyed as the vortex collapses.

A *dweomer vortex* is not ended or affected by its caster launching other spells, or using magical items. A *dispel magic* causes it to collapse while absorbing the *dispel magic* spell.

Dweomer vortices can't affect *anti-magic shells*, *globes of invulnerability*, or *prismatic spheres*, *walls*, or similar magical effects. On contact they destroy, and are destroyed by, *minor globes of invulnerability*. These vortices don't gather or transmit "drained" spells or spell energy to the caster.

Fourth Level Spells

Forcelash (Evocation)

Range: 80 feet

Components: V,S

Duration: 4 rounds

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

This spell creates a whip of shimmering force, projecting from the caster's arm (or

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another limb or protrusion of the caster's choice) to the limits of spell range. Controlled by the caster's will, this crackling band of force can be directed to strike at one being per round. It penetrates *shield* spells and other magical barriers of third level or less, and always hits, doing the target being 6d4 points of damage.

A struck being must make two saving throws. The first, if successful, means the victim takes only half damage (3d4); the second governs the target's mobility. If successful, the victim can move and act normally; if it fails, the victim is rooted to the spot, body convulsed with the energy discharge of the *forcelash*. This lessens armor class by 2 points, prevents the victim from moving, launching attacks, or aiming or readying items, and ruins any spellcasting attempted by the victim.

The *forcelash* can be directed at different targets in each round, or kept striking at a single target (if so, the 6d4 points of damage, and the saving throws, apply for each round). It does not cause objects to ignite, but may at the DM's discretion force a dexterity check to see if a convulsing target drops items. Fragile dropped items may require their own saving throws.

If another being inadvertently or deliberately intercepts a *forcelash* by moving into its path, they immediately take 3d4 points of damage, but the already-struck target is instantly freed from any immobility due to convulsions, and receives 1d3 hp (of the damage already done by the *forcelash* in the round) back. These hit points are restored as the broken *lash* discharges its energy into the target.

Interrupting a *forcelash* does not end the spell—and on the following round, the caster still has a free choice of targets from all visible beings within range; the being who interrupted the *lash* is not au-

tomatically the next target.

A *forcelash* does not transfer any damage it does to its caster as hit points gained.

Spell Fangs (Evocation)

Range: 16 yards

Components: V,S,M

Duration: 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell is a more powerful version of the *toothed tentacle* spell. It creates a shadowy, insubstantial "tentacle" or flexible, retractile arm extending from the caster out to the limits of spell range. This weightless arm ends in a cluster of 1d6 + 2 long-toothed, snapping mouths (round roll up, to an even number).

These are solid and very real, and exist to bite, slash, and savage opponents. They can be attacked by up to three creatures at once, but can only strike at more than one target if the beings are grouped around the cluster of mouths to engage them (to the maximum of three).

The mouths bite for 2d6 points of damage each, every round, are AC 5, and have 14 hit points each. Every time a mouth is "killed," it fades away, taking another mouth with it; if this leaves no mouths, the spell is ended.

Damage done by the mouths is gained by the caster of the spell, being used to heal any existing damage first. Excess, "phantom" hit points gained in this way are retained for two turns before fading away; any damage suffered during this time is subtracted from them first.

Only the mouths and their cluster of eel-like "necks" can be attacked; the shadowy tentacle cannot be hit or harmed (except

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by application of a *dispel magic*, which ends the spell instantly). The tentacle can be passed through freely, and even be intersected by solid barriers and objects (though the caster must be able to see its foes, to use the mouths against them), without harm to the caster or the spell.

The caster must concentrate on directing the tentacle; if he is killed, loses consciousness, or undertakes the study or casting of another spell, the tentacle fades away and the spell ends. "Phantom" hit points already gained through use of this spell are not lost immediately when the spell ends—they fade only through time, or are used up by damage.

The material components of the spell are a hair and at least three teeth, which may be from any creatures (and need not be from the same corpse or species).

Fifth Level Spells

Blastcloak (Abjuration)

Range: 0

Components: V

Duration: 1 turn + 1 turn/level

Casting Time: 5

Area of Effect: One being

Saving Throw: None

This spell is a more powerful version of *backblast*; it hurls back spells involving flames or fiery explosions (only; not heat alone, or lightning-like electrical energy discharges) cast at the being protected. Such attacks (including magical item effects and even the most powerful spells, such as *meteor swarm*) are cast automatically back at their source(s), or the protected being can specifically direct them elsewhere.

A *blastcloak* protects a single being—usually the caster, but it may be another

touched during spellcasting; once casting is complete, the protection cannot be transferred.

Once cast, this spell continues until it expires, *dispel magic* is cast on the protected being, the being dies, or a change of plane occurs. It forms an invisible aura around the protected being, operating without any concentration and without disturbing subsequent spellcasting by the protected being.

When a spell attack involving fire strikes the protected being, the *blastcloak* functions automatically, preventing disruption of spellcasting or other activity (it protects all flammable items on the being from harm; they need not make saving throws). A *blastcloak* is effective against multiple fiery attacks during the same round.

A *blastcloak* will send back a spell (a *delayed blast fireball*, for instance) over vast distances to a source that has left the scene—but cannot follow a source onto another plane. In such cases, the attacking magic is merely negated.

If the protected being is not preoccupied with spellcasting or other complex activity during a round in which the *blastcloak* intercepts a fiery attack, the being can redirect the spell to take effect in any spot the protected being can see (i.e. against other foes). The DM must judge whether an attack roll is required to hit the new target; the effects and damage of the attack are unaltered. Incoming fiery attacks cause the wearer of a *blastcloak* to feel a tingling, surging sensation; they can redirect this at a target they are looking at without ever seeing the source of the attack, or precisely what spell or item caused it.

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Misspell Mantle (Alteration)

Range: 30 yards

Components: V

Duration: Special

Casting Time: 5

Area of Effect: One target creature

Saving Throw: Neg.

This spell enables the caster to create an invisible aura around any single creature. The target creature will not feel anything, and the spell will not take effect until the target being uses a magic item or launches a spell.

At that time, instead of the intended ef-

fect, a random, "wild" magical effect, similar to the discharges of a *wand of wonder* (and possibly harmful to the target creature) will occur instead. (The "Wild Surge Results" table at the beginning of the *Tome of Magic* can also be used to determine what occurs.) The spell or magical item charge if any is used.

A *dispel magic* will remove this unseen mantle. An affected target will radiate magic strongly.

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Sixth Level Spells

Crushing Sphere (Evocation)

Range: 10 yards/level

Components: V,S

Duration: 4 rounds

Casting Time: 6

Area of Effect: One creature (size L or smaller)

Saving Throw: Special

This spell instantly creates a sphere of force around a single, deliberately-chosen target creature, *slowing* the victim. The target creature must be within range, but need not be seen by the caster; if this spell is cast at a number of invisible or unseen creatures, it will "attack" one of them, at random.

The sphere shields the victim against both magical and physical attacks from outside the sphere (the victim receives a 6-point Armor Class benefit, and suffers lesser damage from all attacks that do hit: -2 on each die of damage)—but constricts the victim as it does so.

Constricted victims suffer the usual penalties that a *slow* spell causes: an attack roll penalty of -4, loss of any dexterity-related combat bonuses, and an Armor Class penalty of 4 points (so the victim ultimately benefits only by 2 points in Armor Class).

Constricted victims are prevented from making the gestures required in most spellcasting (any spell involving a somatic component cannot be cast) by the constant, probing pressure of the tightening sphere.

The interior of the sphere jabs at the trapped victim with pseudopods of force; it does not maintain a smooth concave crushing surface as it gets smaller. This prevents wings (even magical ones) from

floating properly within the tightening sphere, prohibits the victim from writing anything, picking a lock, or performing any other task requiring a high level of dexterity.

The constricted victim takes 1d4 points of damage on the first round, 2d4 on the second, 3d4 on the third round, and 4d4 on the fourth, whereupon the spell ends. Constriction damage is not lessened by -2 per die by the presence of the sphere; it is the sphere itself that does this damage.

The victim receives an initial saving throw against the spell, at -3. If the save is successful, the sphere collapses during formation, in a spectacular but harmless burst of motes of white light, as the force of the spell dissipates and is lost.

The collapsing sphere can sometimes deflect attacks launched through it (-1 on attack rolls, -2 on missile attack rolls), but is gone at the end of the round of casting, and does the intended victim no damage.

There is no second chance to save against the spell. Magical item effects and spells can pass through a *crushing sphere* freely, without harming the sphere itself. The victim can freely trigger an item or cast a spell in the round in which the sphere is cast (and forms), but thereafter can only use spells without somatic components (gestures) and items that don't require much room for manipulation (a sphere will prevent a *rod of lordly might* from extending into a ladder or climbing pole, for instance). Long, rigid carried items (such as a quarterstaff, or an already-extended *rod of lordly might*) prevent damage for one round, and permit the deformed sphere to do only 1d4 points of damage per round thereafter.

An *armor*, *barkskin*, *shield* or similar spell protecting the victim reduces the damage taken by the victim by 1d4 points

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per round (lowering the damage to zero in the first round of constriction). Such spells or similar magical item effects cannot form around a victim already constricted, and are wasted if cast. If they expire while the sphere is still in effect, the sphere's normal damage (at the duration the sphere has reached) is restored, but there are no retroactive effects.

A *dispel magic* spell destroys a *crushing sphere* instantly and harmlessly. Destructive spells (such as a *fireball*) do not harm the sphere, but harm any trapped victim who is not immune to their effects.

If a *crushing sphere* ever comes into contact with a *wall of force*, the sphere "drinks" the wall, instantly drawing its force into the sphere. The wall vanishes, and the duration of the sphere increases by the remaining duration of the *wall*; note that during this "extra" time the damage done by the sphere continues to increase by 1d4 points per round (so that it does 5d4 on the fifth round, 6d4 on the sixth, and so on).

If a *crushing sphere* ever comes into contact with any sort of *globe of invulnerability* or a *prismatic* spell of any sort, there is a spectacular explosion that ends both spells instantly (in the case of a *prismatic* barrier spell, such as a *sphere* or *wall*, this explosion destroys 1d4 "layers" of color, not the entire spell).

This blast does the trapped victim 6d6 points of blast damage, and forces a save vs. spell to avoid being *feble-minded*. The same effects will apply to any being touching any part of, or within, either spell effect (or area "protected" by such a spell) as they make contact. All other beings within 30' must save vs. spell or take 2d6 points of blast damage. All airborne missile weapons within 80' of the contact point are destroyed or flung away, missing their targets.

A *crushing sphere* cannot be cast into, or inside, an existing *globe of invulnerability* or *prismatic* magic, or vice versa: such magics will simply be wasted when cast, without having any effect.

A *crushing sphere* cannot form around nothing, and cannot be left with an "opening" to trap a victim in later. If a sphere is cast around two beings who are touching, the desired target will be captured, and the other being forced away by the forming sphere. If a sphere is cast around an ethereal creature or one that exists in more than one plane at a time, the creature is not trapped—but is forced entirely into the "other" plane (the one that the *crushing sphere* was not cast in). This may harm or strand the intended victim, who may return to the plane it was forced out of if it has the power or means to do so, but is not allowed back in merely because of the failure or expiration of the *crushing sphere*.

The somatic component of this spell is a closing, crushing motion of one of the caster's hands.

Heal Self (Necromancy)

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 6

Area of Effect: The caster

Saving Throw: Special

This healing spell requires as its material components two drops of water, a drop of blood, and a gemstone of not less than 100 gp value. The caster holds these in one hand, claps that hand to his body, and intones the spell. A saving throw vs. spell must be made. If the throw fails, the caster is healed of 4d8 hit points of damage (but cannot gain "extra" hit points by this

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means). Also, any blindness, poison, weakness, or nausea, however caused, is banished from the caster's body.

If the throw succeeds, the caster is healed of all damage to his body, including the restoration of full use to broken limbs and organs. All afflictions (including rot grub and other parasitic infestations, diseases such as mummy rot, and lycanthropy) are ended.

In addition, the caster temporarily gains 1 point of strength, with the applicable bonuses (a being possessing 18 strength attains 19 strength, regardless of any percentile normally possessed). This augmentation lasts for 1 turn, plus 1 round/level. The healing effects of the spell, whether the saving throw succeeds or not, are permanent.

Vampiric Lash (Evocation, Necromancy)

Range: 80 feet

Components: V,S,M

Duration: 6 rounds

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

This spell is a more powerful version of the *forcelash*. It creates a whip of shimmering force, projecting from the caster's arm (or another limb or protrusion of the caster's choice) to the limits of spell range. Controlled by the caster's will, this crackling band of force can strike one being per round. It penetrates magical barriers of fifth level or less, and always hits, doing the target 6d6 points of damage.

A struck being must make two saving throws. The first, if successful, means the victim takes only half damage (3d6); the second governs the target's mobility. If successful, the victim can move and act

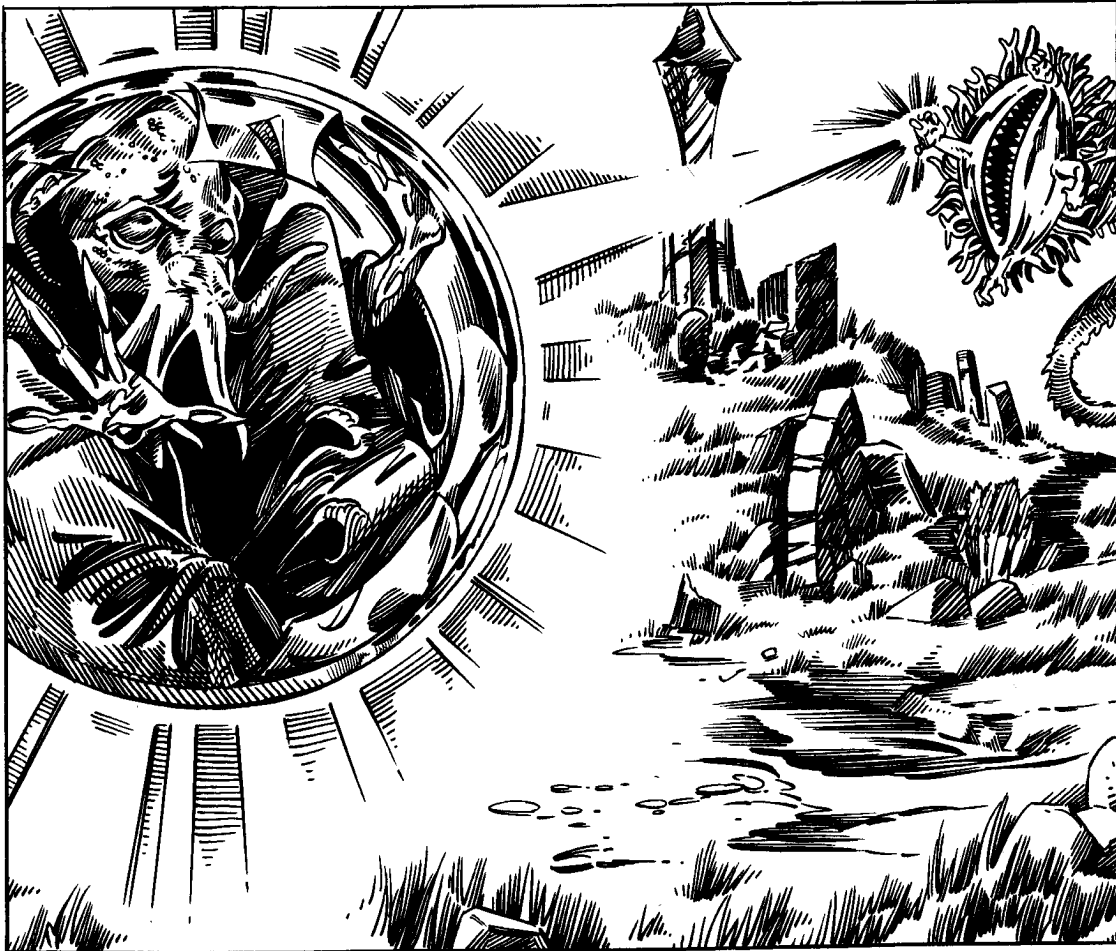
normally; if it fails, the victim is rooted to the spot, body convulsed. This lessens armor class by 2 points, prevents the victim from moving, launching attacks, or aiming or readying items, and ruins any attempted spellcasting.

A *vampiric lash* can be directed at different targets in each round, or strike repeatedly at a single target (the 6d6 points of damage and the saving throws apply for each round). It may at the DM's discretion force dexterity checks to see if convulsing victims drop items; fragile dropped items may require their own saving throws. If another being intercepts a *vampiric lash* by moving into its path, they immediately take 3d6 points of damage, but the already-struck target is instantly freed from any immobility due to convulsions. Intercepting the *lash* does not end the spell—and on the following round, the caster still has a free choice of targets (from all visible beings within range); the being who interrupted the *lash* is not automatically the next target.

Each time it is first used in a battle, a *vampiric lash* "drains" 1 hit point from the damage it does to foes. All additional damage it does is transferred to its caster, as hit points gained.

Once the caster is at his full normal hit point total, he may acquire 2 additional "phantom" hit points per experience level. These are retained for 24 hours (= 144 turns) before fading away; any damage suffered by the caster is taken first from them. When any are so used, further hp drained by the *lash* count to increase the "phantom" total to the caster's maximum. Additional hit points drained by the *lash* are lost.

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Seventh Level Spells

Draincone (Evocation)

Range: 30 yards

Components: V

Duration: Special

Casting Time: 7

Area of Effect: Cone 10' long, 4' radius tapering to 6" radius at caster's end

Saving Throw: None

This spell is an improved version of *dweomer vortex*, in which the drained spell energy does benefit the caster. It creates a shimmering conical field in midair,

its small end towards the caster, and its circular open end of 4'-radius size. The *draincone* moves in response to the wielder's thought, floating freely through the air at up to 60'/round, so long as it does not strike solid barriers (which it doesn't affect, but can't pass through). If it encounters magical areas of effect (including astral silver cords, and waiting but not-yet-triggered magical traps), it whirls, flashes, and "drinks" them.

A *draincone* is not ended or affected by its caster launching other spells, or wielding magical items; it ignores all magic caused by its caster. A *dispel magic* causes it to collapse while absorbing

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the *dispel magic* spell.

A *draincone* can drain up to 12 spell levels, "plus": it can destroy twelve 1st-level spells, or any combination of spells up to a total of 12 spell levels, before vanishing in a harmless, spectacular whirl of winking lights—but a spell that exceeds the limits of the cone is destroyed as it collapses.

Draincones cannot affect *anti-magic shells*, or *prismatic spheres*, *walls*, or similar magical effects. They destroy, and are destroyed by, *globes of invulnerability* and lesser magical barriers upon contact.

When a *draincone* collapses, its caster receives all of the spell levels it has absorbed, to a maximum of 12, as energy that must be immediately used to "boost" a single existing memorized spell. The spell is augmented so that it will do damage, and take effect, as if cast by a wizard of 12 (or however many spell levels were drained) levels higher than the caster. If the caster has no spells memorized, or none that can be augmented in this way, the energy fades, and its benefit is lost.

Weirdshield (Evocation)

Range: 10 yards

Components: V,S,M

Duration: 5 rounds/level

Casting Time: 7

Area of Effect: Special

Saving Throw: Special

This spell creates a shimmering, translucent magical barrier that appears at a location of the caster's choosing, floating in midair. It is shaped like a triangular shield, point down, fringed with many tentacles that end in human-like hands.

This ghostly shield can be moved about by the caster's will (in a single segment, whenever not actually spellcast-

ing), at MV 26.

The *weirdshield* irresistibly attracts any magically-conjured bladed weapons (such as a *Mordenkainen's sword* or *blade of doom*) within 60' of it, and negates them on contact (which occurs one round after the shield is formed within range of such conjured blades, or they come within its range). It also irresistibly attracts any *swords of dancing* within the same range and at the same rate, causing them to fall lifeless to the ground, temporarily becoming +1 weapons under no being's control.

If the *weirdshield* is within 20' of its caster, it automatically intercepts any magical attacks of 4th level and lower that are directed at the caster, and reflects them back at their sources. If the distance between shield and caster is greater, or the caster tries to move it to protect another being, object, or area (blocking a doorway, for example), the caster must make a successful saving throw vs. spell for the shield to intercept a magical attack and hurl it back at its source. Otherwise, the attack gets through unaltered.

The shield can make an infinite number of such interceptions in a round—and is itself destroyed only by *dispel magic*, the death of the caster, contact with a magical barrier of 5th level or less (the shield and the barrier will destroy each other harmlessly but usually with spectacular light and sound discharges), or if specifically put out of existence by a *limited wish* or *wish* spell.

A *weirdshield* can also be directed to intercept any one being, even incorporeal or semi-real beings such as gaseous undead or *shadow monsters*. While doing so, it cannot intercept spell or magical item discharge attacks, which automatically pass it unless it blocks a doorway through which they must pass (whereupon a caster saving throw vs. spell determines the

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shield's success, as above).

When directed to intercept a being, the shield moves to block its path, and its many arms grapple with the being (even if incorporeal). The being must make a saving throw vs. spell, at -3, to get past the barrier. If it succeeds, that specific *weirdshield* can never again affect that specific being, or magical attacks launched by it; the being can pass through the shield as if it does not exist.

If the saving throw fails, the being is halted at the spot where the shield met with it, and cannot move away from that spot. The being can cast spells, ready items, and the like, but cannot launch spells or items at the caster, or move horizontally, until it successfully saves against the shield's magic. The being is allowed another saving throw vs. spell, at -3, every round (whether it struggles against the shield or not), and as soon as it makes a successful throw, it is free of that particular *weirdshield's* effects forever.

A *weirdshield* can affect only one being in this way; unless it blocks a narrow passage or opening by trapping a being there, it cannot prevent other beings from freely passing it. Beings cannot aid a trapped being against the *weirdshield* by purely physical means (pulling, for instance, or attacking the shield); attempts to do so will only harm the trapped being.

A *weirdshield* cannot be struck by physical attacks, or affected by magical attacks except as noted above. Magical barriers of 6th level or greater block its passage, but do not affect it; magical attacks of 5th level or greater pass it as if it does not exist, but do not affect it. Its tentacle-arms cannot grasp, wield, deflect, or pluck at weapons or other objects, only at beings.

If the caster successfully uses a *weirdshield* to block and trap one being, and then moves it to block another being (for

instance, stops one charging warrior, but another slips past and closes with the caster, who frantically switches the shield to deal with this new threat), the trapped being is freed forever from the effects of that *weirdshield*, but the newly selected target being encounters and must overcome the shield in the usual fashion (saving throw vs. spell at -3). Note that the shield's movement is fast enough to overtake almost any known creature within the same round as it loses the first being, in most situations.

The material components of this spell are a drop of the caster's saliva or spittle, a miniature shield or scrap of armor plate, and an arm (either whittled of wood or formed of clay, or the actual arm of any creature, from mouse to human size).

Eighth Level Spells

Lifedrain (Alteration)

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 1 round

Area of Effect: 70'-radius sphere

Saving Throw: None

Use of this mighty spell is thought to have created much of the lifelessness at the heart of the vast desert of Anauroch! This spell affects only water in geographical form (lakes, rivers, oceans), or in meteorological form (rain, snow). It does not affect water contained in living things.

A *lifedrain* spell destroys water within its area of effect—and prevents water from existing in the area of effect: water cannot fall into, form within, condense within, or flow into the spherical area of effect of this spell. (Daring wizards sometimes use this spell to lay bare the bottom

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of a lake or pond, to recover a lost item, or to reach a sunken chest or trapdoor.)

Living creatures find conditions within the area of effect to be very, very dry—uncomfortably so; for each turn that one spends performing any sort of activity except simple rest, that creature loses 1 hp due to dehydration. (Tales are told of Phaerimm drying off wet slaves and items by conveying them from a bath through a *lifedrain* sphere.) Plants cannot grow within a *lifedrain* field—and desert-like conditions soon occur.

A *lifedrain* cannot be affected by *dispel magic* or water magics: only a *limited wish* or more powerful spell can destroy it. Otherwise, it lasts for 1 year per level of the caster (but if the caster should die, even on another plane or world, it ends earlier, at the moment of the caster's death).

Casting a *lifedrain* permanently drains 1 hit point from the total possessed by the caster. The material components of this spell are a piece of bone and a fire of any sort and size. The bone is placed in the flames during casting, and both are consumed in a flash by the spell. The spell's area of effect forms centered on the caster.

Mystic Shield (Abjuration, Alteration)

Range: 0

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One being

Saving Throw: None

This spell creates an invisible aura around the caster or a touched spell recipient. It moves with the protected being, and prevents all wizard spells of seventh level or less, and all priest spells of sixth level or less, from having any effect on the being.

The protected being can, however, cast spells and wield magical items normally (even on himself, within the aura). This usage has no effect on the *mystic shield*, nor does it prevent the protected being from successfully summoning a *Leomund's secret chest*, or using *Drawmij's instant summons* or any other spell that brings things to the caster. Magical armor and protections worn or used by the protected being function normally within the aura.

To physical attacks and senses, the *mystic shield* does not exist. A magical blade striking the protected being does only physical damage: any magical damage bonuses, attack bonuses, or magical special effects are negated.

The material components of this spell are a stone, a drop of blood, a tear from the caster's eye, and a clear gemstone of not less than 400 gp value.

Phaerimm Spells



Ninth Level Spells

Draindoom (Alteration)

Range: 0

Components: V,S,M

Duration: Permanent until caster's death

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This deadly variant of the *lifedrain* spell "leapfrogs" out of control, recasting itself at random intervals, draining nearby magic to do so (which is why some areas of both Anauroch and Myth Drannor are

"magic-dead," drinking the magical energy of magical items brought into them).

The spell destroys liquid water (not ice) outside the bodies of living things, in a succession of 70'-radius spheres. The first sphere is centered on the caster, and the spell will cast itself again 2d12 times, at random locations within 1 mile of the original casting site. No one can control where these later castings will occur, or when: the second always occurs 1d4 days after the first, the third 1d12, the fourth 2d20, and all subsequent spontaneous castings are d100 days after the previous one.

These spontaneous castings require no caster or material components. They al-

Phaerimm Spells

ways drain any magical items within their area of effect (saving throws versus "disintegrate" apply, to avoid this draining) when forming.

Water cannot fall into, form within, condense within, or flow into the spherical area of spell effect. Living creatures find conditions in the area uncomfortably dry; for each turn spent there doing anything more than resting, a creature loses 1 hp due to dehydration. Plants can't grow in a *draindoom* field—and desert-like conditions soon occur.

A *draindoom* can't be affected by *dispel magic* or water magics: only a *limited wish* spell cast on either the original casting site, or the site of the most recent spontaneous recasting will halt it (or a properly-worded *wish* spell). Otherwise, its effects last and continue until the moment of the caster's death.

Casting a *draindoom* permanently drains 1d12 + 1d4 hit points from the caster. If this drain kills the caster, the *draindoom* takes effect only at two sites: the place of casting and one "jump." The effects last for one year from the moment of the caster's death.

The material components of this spell are a piece of bone and a fire of any sort and size. The bone is placed in the flames during casting, and both are consumed in a flash by the spell. The spell's area of effect is centered on the caster.

Mystic Sphere (Abjuration, Alteration)

Range: 0

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 10'-radius sphere

Saving Throw: None

This spell creates an invisible spherical field around the caster or a touched spell recipient. All wizard spells of eighth level or less, and all priest spells of sixth level or less, are prevented from having any effect within this sphere.

The area of effect can be moved around at the caster's will (at a rate of up to 60' round, in any direction—including through solid objects, or underground). It need not remain around the caster, and can protect all beings within it (or those parts of beings within its confines).

Beings within a *mystic sphere* can cast spells and wield magical items normally, without affecting the sphere. A *mystic sphere* does not prevent beings within it from successfully summoning objects from outside the *sphere*, with magic. Magical armor and protections function normally within the sphere.

To physical attacks and senses, a *mystic sphere* does not exist. Within its confines, a magical weapon does only physical damage: any magical damage bonuses, attack bonuses, or magical special effects are negated.

The material components of this spell are a stone, a tear from the caster's eye, and a clear gem of at least 600 gp value.

Elminster notes that the Phaerimm are skilled at magic, and always developing new spells! Adventurers, be warned...

The Alhoon

These fell creatures came secretly to Myth Drannor at about the same time the elves began to leave the Elven Court. Seeking powerful magic said to lie in the ruins, the Alhoon used their powers to battle the Phaerimm, and to sway the wills of priests of Bane who came to the ruins into summoning baatezu. As the Alhoon had hoped, the Phaerimm and baatezu fought against each other, and the Alhoon were able to cloak themselves with their powers, and search for magic largely unhindered amidst the fighting.

The Alhoon linger in the ruins, for their search is not done. They have enlisted nagas, gargoyles, and deepspawn as their new troops against the Phaerimm, and keep as their next resort the ability to open new gates to the Hells, and unleash another army of baatezu into the ruins.

Alhoon are found exploring the crypts and hidden rooms of Myth Drannor for spellbooks and magical items, or practicing the use of spells new to them. The rest of the time, they use their arts to remain hidden, skulking watchfully through the ruins. They are soon aware of most intruders arriving in Myth Drannor, and quick to direct such beings into conflict with the Phaerimm, or seize magic from them (or both). There are no more than forty Alhoon in Myth Drannor at present, operating alone, in pairs, or in groups of up to six. They band together against non-Alhoon, and are rarely without bodyguard servant monsters such as former adventurers, hobgoblins, ettins, nagas, gargoyles, and winged serpents (both the sort detailed in Volume 13 of the *Monstrous Compendium*, and a variety of other snakes—see Volume 1 of the *Monstrous Compendium*—with wings, who are generally MV Fl 16 (C), and otherwise identical to their ground-based cousins).

Alhoon are illithiliches: magic-using outcasts from mind flayer society who have de-

fied the ruling elder-brains, to achieve lichdom. The high magic resistance of illithids, coupled with the rarity of their aptitude for spellcasting, make Alhoon very rare.

Alhoon resemble living mind flayers; they are mauve-skinned beings whose heads have four mouth-tentacles and look like octopi. They stand upright, with a human-like frame and limbs, though their hands only have three-fingers each. Whereas the skin of a living, healthy illithid usually glistens with slime, that of an illithilich is dry and often wrinkled.

Alhoon hate bright light, but are not harmed by it. They do not need to eat, drink, or even breathe, and only the greatest extremes of heat and cold (such as those found in magical spells) harm them. They do, however, seem to enjoy devouring slugs, worms (especially glow-worms) and leeches, regarding these as delicacies—so these forms of life are rarely found in the ruined city.

The bodies of Alhoon adapt poorly to lichnee state (many magical lichdom processes used by humans fail on a strongly-magic resistant mind flayer body), so Alhoon are plagued by ongoing skin wrinkling and tissue dessication.

They counteract this by bathing and by drinking all sorts of liquids. Nutrients need not be ingested, and poisons absorbed this way harm a mind flayer (lowering its hit points in the usual way), but cannot “kill” it (it reaches a minimum of 6 hp, and takes no further damage). The lichnee state neutralizes most poisons, healing all damage done by them in 2d4 turns.

Illithiliches also enjoy devouring brains as they did in life, but do not need to do so. Devouring a brain gives an Alhoon a 3 in 12 chance of gaining mental “glimpses” of 1d12 of the brain’s stored memories, either at random, or (if the Alhoon concentrates on a

The Alhoon

topic, such as magic or treasure locations), thoughts most closely related to a chosen topic.

Alhoon gain no special undead attacks (such as a human lich's *chill touch*), but do have "standard" undead immunities to *sleep* and *charm*-related magics. They can't be turned or dispelled by priests or harmed or impeded by holy water, cold iron, *protection from evil*, sunlight, or silver weapons—but are subject to spells affecting undead.

An illithilich retains the psionic powers it had in life: the equivalent of a 7th-level psionicist, with 3 disciplines, 5 sciences, and 14 devotions. Alhoon attack with a *mind thrust*, having a Power Score of 18, and 1d100 + 250 psionic strength points. Like all mind flayers, illithiliches always have the abilities of *astral projection*, *body equilibrium* (their only psychometabolic power), *control body*, *domination*, *ESP*, *levitation*, *post-hypnotic suggestion*, *probability travel*, and *teleport*, and also possess other abilities varying from entity to entity (see PHBR5, *The Complete Psionics Handbook*).

Alhoon can also cast spells, employing one (plus its tentacle attacks) in any round in which it does not use psionics. Illithiliches can cast spells as 9th-level mages (spells: 4, 3, 3, 2, 1). Typically, they use a wide variety of spells seized from human mages, spellbooks found in tombs, and the like—and always avidly seek more, driven by their hunger for power. Alhoon spellcasting requires material components, but illithiliches often modify spells to remove the verbal component (altering the somatic component to make up for this). Illithiliches can employ all magical items usable by wizards, as well as those open to all classes. Magical items, spell scrolls, and spellbooks are the treasures most valued by Alhoon. A selection of rare spells discovered, developed, or seized and modified by the Alhoon of Myth Drannor appears in this book.

Alhoon spurn illithid societies ruled by elder-brains. In the surface world, they usually live alone, often slaying a human wizard and taking over his remote tower (a process that has begun in the Dalelands). They do not hesitate to take living mind flayers as thought-controlled slaves (as well as all other suitable creatures). Alhoon are capable of diplomacy and of loyalty to allies when they see an ultimate benefit, but inwardly consider all other beings cattle, and promises to them merely empty conveniences. Alhoon regard true liches and beholders as their greatest rivals, destroying them whenever possible.

In combat, Alhoon attack with four AC7 tentacles as living mind flayers do. Once a tentacle hits, it automatically does 1d4 points of damage per round, as it bores into the victim's body. Attacks doing a tentacle 5 points or more of damage in a single round cause it to recoil, withdrawing from the victim's body. It then strikes at a new spot on the victim; an attack roll is required, and boring time to the victim's brain begins again, at 1d4 rounds. Tentacles striking a victim elsewhere than its head do damage for 4 rounds and then withdraw; they cannot reach the brain.

Alhoon: INT 18; AL NE; AC 5; MV 12; HD 8 + 4; THACO 11; #AT 6; Dmg 1d4 (tentacle boring) × 4 (death when brain reached, in 1d4 rounds), by weapon, and by spell or psionics; SA mind thrust, other psionics, and spell use; SD partial immunity to poisons, undead spell immunities; MR 90%; SZ M (6' tall); ML 17-18; XP 9,000; detailed fully in the *Menzoberranzan* boxed set. Possible treasure types: S, T, V × 3 (x 6 in lair), and X. Usually accompanied by 2d4 servant monsters, who will fight to the death for it. Monster species of DM's choice, or roll 1d6:

01: 1-3 ettins or 3-18 orcs

02: 2-5 winged serpents and/or flying snakes

The Alhoon



03: 2-5 former adventurers: humans or half-orcs, no spellcasters or magic, but otherwise fully equipped

04: 2-5 gargoyles

05: 1-2 nagas, plus roll again on this table, cutting numerical strength of second monster type in half, rounding fractions up

06: 2-8 hobgoblins or 3-18 bugbears

When encountered, a typical Alhoon is armed with 1d4 magical items. The first of these is 70% likely to be a wand, and a second is 70% likely to be a ring. The remaining items are 80% likely to be spell scrolls. The remainder of the Alhoon's magic, including its main spellbook, is hidden in the ruins. An Alhoon has a minor cache (which it may try to use to ransom its life, if defeated in battle), and a major cache.

Alhoon Spells

This chapter details a few rare spells used by the Alhoon. The illithiliches also use more widely known wizard spells; the DM should choose from those in the *Players Handbook*, *Tome of Magic*, and any available Realms sources, such as *FORGOTTEN REALMS® Adventures*.

Certain Alhoon have modified these spells so as to cast them without a verbal component.

Wizard Spells First Level Spells

Deflection (Abjuration)

Range: 0

Components: V,S,M

Duration: 1 round

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell protects the caster for the rest of the round in which it is cast or on the following round (whichever is chosen during casting). During the round the spell lasts, it lessens the effects of any weapon attacks on the caster. Such attacks are prevented from stunning the caster or severing any part of the caster's body, and the damage dice such attacks do to the caster are modified by -1 hp per die, to a minimum of 1 hp per attack (the spell can't prevent damage altogether). The spell prevails even in "maximum damage" situations, but has no effect against acid, poison, or purely magical attacks. (Magical weapon attacks are lessened, as are missile attacks.)

If the spell effect is delayed until the round after casting, it does not harm the caster or impair him from casting another spell during that round (nor does such casting end or harm the *deflection*). The material component of this spell is a piece of nail

from the hand or claw of any creature, or a hard piece of chitin or other exoskeleton. Note that despite its name, this spell does not affect the chances of the caster being hit—only the damage suffered. No saving throw benefits are conferred by the spell.

The effects of this spell may be combined with a *shield* spell or other protective magics, but there is no known way for the caster to aid another being by means of a *deflection*; it affects only the caster.

Detect Life (Greater Divination)

Range: 0

Components: V,S

Duration: 3 rounds

Casting Time: 1

Area of Effect: 60'-radius sphere, centered on caster

Saving Throw: None

This spell allows the caster to detect the presence of intelligent life within the spell area. The caster can tell if the life is aware (i.e. whether or not it's awake, sane, and free of intoxication or sensory-debilitating magic or illness), but not precisely where or what the life is, or how many entities are present (if both alert awareness and slumber are detected, the caster can safely infer that at least two creatures are present, but that's all). The spell does not allow direct *mental* contact, and will not detect magically or psionically-shielded creatures or the wills of "not present" scryers such as wizards using *wizard eyes* or *crystal balls* (beings hiding in an extra-dimensional space are considered "not present"). It can detect life that is invisible, concealed, disguised (even trapped within solid objects or magical forms), or astral or ethereal, but does not reveal this state of the life. The spell gives no hint of the nature, thoughts, or inclination (e.g. hostile or friendly) of the life detected.

Alhoon Spells

The spell ignores the caster's own life energy, but detects beings in range that the caster knows are present (such as companions), so their presence may give a false warning of nearby life.

The caster can cast the spell to scan a smaller spherical area of effect (the sphere may have a radius of 10', 20', 30', 40', or 50' instead of the maximum), but this size must be chosen during casting, and can't be altered thereafter—nor can the area of effect be changed in shape or location from a sphere centered on the caster. Solid or magical barriers do not affect the spell's detection. Undead can't be detected by means of this spell.

Second Level Spells

Delayed Light (Alteration)

Range: 60 yards

Components: V,M

Duration: Special

Casting Time: 2

Area of Effect: 20-foot-radius globe

Saving Throw: None

This spell creates a luminous glow, equal to torchlight. This radiance appears only when specific conditions are met, in the same way as a *magic mouth* spell is set to be triggered, even if this occurs years after casting. When the light does appear, it lasts for 1 turn, occupying an unmoving area (it can't be cast on, or blind, a being).

The area in which the light will appear must be in range and clearly visible to the caster as the spell is cast. When the light appears, it permanently negates any magical *darkness* in the area of effect (unlike the first-level *light* spell). It can instantly be ended by the caster (if present, within range) at any time, by silent act of will.

This spell is often used as a silent alarm,

alerting the caster or trained guardian creatures to the arrival of an intruder. The material components of this spell are a spark and anything phosphorescent (usually fungus is used).

Fang Fist (Alteration, Necromancy)

Range: 0

Components: V,S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One of the caster's arms

Saving Throw: None

This spell temporarily transforms one of the caster's arms, from elbow to fingertips, into a snake-like, flexible body ending in a fanged, biting mouth. It is retractable, from a minimum of 1' in length to a maximum of 14', and can lash out to full extent with lightning speed, to surprise foes who think they're out of reach.

This "snake-arm" strikes with a bonus of +1 on all attack rolls, and bites for 1d8+4 points of damage. It can't be combined with poison effects, and the caster can use only verbal-component spells while it's in existence. The arm is AC4, and will turn back to the caster's real arm if dealt more than 12 hit points of damage in a single round (the caster takes all damage suffered by the arm in the normal way). The caster can also return the arm to normal in 1 segment, at will. When the snake-arm returns to normal form, the spell is ended.

The snake-arm's jaws can grip and hold items such as wands and ropes, and by curling its lips over the teeth, grasp quite firmly without sinking teeth into fragile objects. The snake-arm has the same strength as the caster's real arm.

Alhoon Spells

Mind Mantle (Abjuration)

Range: 0

Components: V,S

Duration: 1 turn/level

Casting Time: 2

Area of Effect: Caster or one touched creature

Saving Throw: None

This spell creates a cloaking web of random mental impulses that screens the mind of a single protected being against all mind-reading and influencing spells of 5th level or less (both wizardly enchantment/charm-school magics and all priests' spells of the charm sphere). The being is also immune to the effects of magical items that duplicate the aforementioned spells, and to all psionic telepathic devotions.

Psionic telepathic sciences (such as the five commonly-known psionic attack forms) can affect a being protected by a *mind mantle*, but their contact cost is increased by half (e.g. from "1" to "1.5"), rounding upwards. Also, if the protected being is psionically gifted, and uses *ejection* to force away a psionic attacker, no side effects are suffered.

A *mind mantle* is invisible, and is unaffected by subsequent spellcasting on the part of a protected being. The caster can end it instantly by silent act of will, and a *dispel magic* will also destroy it.

Poisonstar (Evocation, Alteration)

Range: 90 yards

Components: V,S,M

Duration: Special

Casting Time: 2

Area of Effect: 1 target per star

Saving Throw: Neg.

This spell creates nine stars around one of the caster's hands. These magical motes ap-

pear as purple winking sparks with writhing darkness at their centers. At the end of the round of casting, the caster can by will cause these to fly at and attack up to nine visible creatures (dividing up the attacking flight of stars between target creatures as desired). The stars pursue targets to the limits of spell range, at MV Fl 29 (A), striking at THACO 9, with no range penalties.

Poisonstars have no effect on inorganic substance at all, but harm living and undead creatures, as follows: when one strikes, it does 1 point of corrosive damage to living beings, or 2 points to an undead creature.

Living victims must also save vs. poison at -2, or be wracked by waves of nausea, pain, and weakness for 1d4 rounds. This magical venom does no additional hp damage, but during this time, the victim makes all ability checks at -2, launches attacks at -2, and has a 2-point armor class penalty.

The material components of this spell are a drop of poison, a drop of the caster's spittle, and a spark or small flame (which goes out during casting).

Third Level Spell

Improved Mind Mantle (Abjuration)

Range: 0

Components: V,S

Duration: 1 turn/level

Casting Time: 3

Area of Effect: Caster or one touched creature

Saving Throw: None

This spell creates a cloaking web of random mental impulses that screens the mind of a single protected being against all mind-reading and influencing spells of 5th level or less (both wizardly enchantment/charm-school magics and all priests' spells of the charm sphere). The being is also immune to

Alhoon Spells

high stepstools, suits of armor strapped to a rack, small boat anchors, two-wheeled pushcarts, and the like—and these typically do 2d4 points of damage, and never more than 2d6.

Fifth Level Spell

Darkbolt (Evocation)

Range: 30 yards

Components: V,S,M

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

This spell causes a black, rubbery tentacle to spring from each of the caster's hands. These eel-like things leap through the air at any one or two targets of the caster's choice, striking with the caster's THACO, but with a +3 attack roll bonus and no range penalties.

If a tentacle misses, it wriggles back to the caster during the next round, and then can

be hurled again for another attack (by act of will; the caster can cast other spells or take other actions during this later round).

If a tentacle hits, the victim takes hp damage equal to 1d4 plus 1 hp per level of the caster, and must save vs. spells. If the save succeeds, the tentacle does 1d4 points of damage to the victim on the next round, as it fades away forever.

If the save fails, the victim takes double damage and is constricted by the tentacle, which deals him 2d4 points of damage per round thereafter until the spell expires or the victim gets free (whereupon the tentacle fades away). Each round, apply tentacle damage, and then roll a d20 for the tentacle and the victim; if the victim's result is higher, he has torn free.

Note that once a tentacle hits, it can never change to another target. The material component of this spell is the whole or partial body of a dead worm or snake, or a piece of octopus or squid tentacle, or part of a roper's strand or a pseudopod from a mimic or other creature able to extrude appendages.

The Baatezu

The infamous, deadly denizens of the Nine Hells, the dark fears of many a youngsters' nightmares in Faerun, the baatezu walk the streets of Myth Drannor, and flit bat-like over the ruins. They have brought swift death to many reckless explorers and rash adventurers who thought Myth Drannor's riches lay unguarded—and they imperil visits to the ruined city still.

Baatezu first appeared in ruined Myth Drannor at the behest of priests of Bane, sent by the High Imperceptor (who sought magic to increase his power, in his struggle to overthrow Manshoon and Fzoul of the Zhentarim, and regain control of Zhentil Keep's clergy of Bane). These priests enlisted wizards to help them in their explorations of the ruins, but some of these dark mages were secretly agents of the Zhentarim, and manipulated the priests into agreeing to the summoning of baatezu, to fight against the fearsome monsters of Myth Drannor (which then included the Phaerimm in the dark depths, and several feuding but not yet full-grown dragons on the surface). The wizards intended to confine the baatezu to the city, but otherwise let them roam freely, devouring the priests if they wished. This occurred, and the wizards hastily withdrew.

In this plan, the mages were unwittingly but undoubtedly influenced by the Alhoon, who wanted to bring a powerful foe into the ruins to fight the Phaerimm—a foe that all other intruders (such as the increasingly numerous human adventuring bands) would flee from, or attack on sight. The Alhoon concealed themselves with magic and psionics, and searched for Myth Drannor's magic while the baatezu and the Phaerimm battled each other through the streets.

The major Myth Drannor *gate* created by the servants of Bane linking Faerun with the Nine Hells was located in the Burial Glen, at the west end of the city. There the most evil

and bold "faithful" of Bane turned to foul rituals involving forbidden sacrifice that were thankfully short-lived.

The adventuring group based in Shadowdale, led by the ranger Florin Falconhand, took the name The Knights of Myth Drannor, and dedicated themselves to protecting the ruined city from falling into evil hands. They came in their battle-might to the Burial Glen, and destroyed the *gate* in a battle that saw the destruction of at least four pit fiends, a dozen or so gelugons, many "outcast" baatezu from Avernus, and evil dragon consorts of Tiamat, ruler of that plane of the Hells.

Although the Alhoon may coerce or manipulate other evil hands to open another *gate* to the Hells at any time, for the present the power of the baatezu in Myth Drannor is much reduced; only about seventy still remain in the city, twenty or fewer of them being greater baatezu.

These surviving baatezu are known to include the pit fiends Aglaeroch and Nulleerdra; the gelugons Belubaer, Dllithgorkh, and Oluubarga; and the cornugons Dlan-chass, Faerlfeyd, Glaungter, Ilitharghe, Oumisser, and Xarklara.

They lead a mixed band of lesser baatezu, mostly erinyes and barbazu. These delight in tormenting all who fall into their clutches (and interrogating intelligent victims—even sending word by human worshippers for ransoms for the important, to draw future meals to the ruins), before devouring them.

The baatezu patrol the ruins often, in cruel, battle-hungry bands of 3d4 in number. Solitary baatezu may also be encountered foraging. The greater baatezu have taken up residence in some of the grander intact buildings in the older, western part of the city, and will be found there surrounded by lesser baatezu guards and servants, often feasting on forest deer or captured adventurers.

The Baatezu

The DM should choose the composition of such large, important baatezu encounters. For patrols and individuals met by chance, use the following table (roll 1d12):

Die Roll	Result (dice in brackets determine numbers appearing)
01	Hamatula (3d4)
02	Abishai (2d4; percentile roll for species: 01-80 black; 81-91% green; 92-00 red)
03	Spinagon (1d3)
04	Erinyes (1d2)
05	Spinagon (1d3)
06	Barbazus (3d4)
07	Spinagon (1d3)
08	Erinyes (1d4)
09	Hamatula (1d2)
10	Osluth (1d4)
11	Barbazus (4d4)
12	DM's choice: osluth (2d4) or erinyes (2d4) or cornugon (1d2)

Baatezu are fully detailed in Volume 8 of the *Monstrous Compendium*. DMs choosing not to use baatezu in play should replace them with other lower planar creatures, or with strong groups of gargoyles.

The baatezu in Myth Drannor are presently constrained by two important spells that the Zhentarim wizards worked to temporarily modify the mythal. Their work is unravelling day by day, as the magic ages and fails—but for the present, the baatezu are still unable to do the following:

- leave the city (that is, move outside of an area that extends roughly 70 yards into the forest on all sides of the ruins; the Burial Glen and the Meadows both are considered part of the ruins for these purposes, but Lovers' Glade not part of it, and thus beyond their range); and
- *gate* in other creatures from the Nine Hells.

These restrictions are all that has kept

Myth Drannor from becoming a stronghold of the baatezu, and the natives of the Nine Hells from overrunning the Dalelands, Sembia, and the Moonsea by storm.

Should this magic ever fail, a dark fate would swiftly befall humankind in the region—a possibility that has not gone unnoticed by the war wizards of Cormyr (who have prepared plans for a swift mobilization of all the magic of their realm, to defend against the dark and evil tide) or by wizards such as Elminster. The Old Mage of Shadowdale is known to have worked magic upon the mythal to prolong the prohibitions of the Zhentarim, and perhaps will succeed in making them permanent or in altering them to drive out or destroy the baatezu entirely.

The future aims of the baatezu are as simple and brutal as Elminster and the war wizards anticipate: wielding the magic they find in Myth Drannor, they intend to expand from this base to dominate the wooded Dalelands, treating the land as their own hunting preserve.

The Baelnorn

The greatest Myth Drannan treasure in terms of sheer amount are the coins that lie in its rubble, but the riches the city holds more of than any other settlement in the Realms (and, just possibly, anywhere) are spellbooks: hundreds of wizards' spellbooks, that lie hidden in the shattered chambers and buried cellars of the city. To wizards, these are far more valuable than coins, but the most powerful books—and the city's most potent magical items—lie in deep vaults guarded by the baelnorn.

Few sages even know of the existence of the baelnorn (a new monster included in this boxed set). They are rare indeed outside Myth Drannor, for few elves today think the sacrifice they made a sane one. To rise in mastery of magic beyond what living elves can, they embraced undeath to become the backbones of their families, the seldom-seen sources of magic, wise counsel, and guardianship. When a family left its house, the baelnorn stood watchguard against thieves or fire. When young elves had to make dangerous journeys, the baelnorn (cloaked and hooded to conceal its identity) was their protector and guide. The baelnorn kept the family lore, and tutored younglings in magic. Most also maintained the family crypt, interring the fallen in deep grottoes.

When Myth Drannor was attacked, the baelnorn emerged to fight. Were it not for them, few would have gotten out of the city alive. Their unexpected magic proved terrible and their hunger for battle keen (after so long away from adventure), but most baelnorn were destroyed that day under the rending claws of yugoloths. When it was clear the city was lost, a few retreated below, to their subterranean spell-chambers and family crypts. There they gathered the most potent family magic, and walled themselves in, to study magic and await the return of their kin.

Over twenty that Elminster knows of (hav-

ing contacted them magically) are still waiting. They are wise and good, despite their pride and their undead nature. Few will surrender their family magic to anyone not of their kin—unless they are certain their lineage has not survived (whereupon they offer magic to elves who reach them).

They have come to hate the Phaerimm and Alhoon since the fall of the city (as these dangerous beings have come prying at their caverns, seeking to plunder the magic guarded by the baelnorn). A baelnorn who detects battle near its lair emerges to aid anyone beset by Phaerimm, Alhoon, beholders, or baatezu. It may allow those it aids to study spells from books it will not surrender, and trade information about the city (even to folk obviously interested in plundering it) for news of the world outside Myth Drannor.

More than one adventuring band has acquired their own eerie ally and advisor in this way—powerful entities to whom they can flee, give valuables to be guarded to, learn magic from, or ask advice of. Reaching even a friendly baelnorn is an adventure in itself—because they absolutely refuse to leave their lairs for long. (Only one baelnorn is known to have done so: Elhieardacil, whose descendants came from Evermeet to get him—and it took them the better part of a tenday to convince him to reluctantly leave the ruins. Even now, safely across the sea in the Forest Realm, he often speaks wistfully of seeing Myth Drannor rebuilt again.)

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The greatest danger to PC adventurers exploring Myth Drannor may not prove to be any of the exotic monsters and magical dangers that lurk in the ruins, but other adventurers, bent on enriching themselves. Some are outright raiders, who attack all other humans on sight. Others may appear friendly but deal treachery at the first good opportunity, and the vast majority try to escape notice until they can mount an effective ambush. Even honest, peaceful adventuring bands charge a high price (typically a magical item or new spell) for battlefield aid or healing to strangers from a rival group of adventurers. The DM is encouraged to create NPC adventuring groups suited in levels to best challenge the PCs (the chapter in this sourcebook on "The Seizing" gives an ample list of possible adventuring groups, as does FR15, *Gold & Glory*, a guide to the current mercenary groups in the Realms). This chapter presents two groups for quick DM reference: The Company of the Catlash (fully detailed) and The Masked Marauders (presented in more skeletal outline).

The Company of the Catlash

Named for the magical item borne by their leader, Catlindra Serpentar, this all-female adventuring band has a reputation as ferocious fighters in the Vilhon Reach, where there was much call for their services in the endless disputes between rival barons and minor lordlings.

After several nasty battles against wizard-aided troops, they have come to Myth Drannor seeking magical items to strengthen their own battle-capabilities (without having to wrest magic from a dangerous foe, or steal it from anyone; the ruined city is the only place they could think of where magic might be lying about for the taking).

The Company of the Catlash tends to greet strangers in wary silence, awaiting their reaction. They are weary of fighting everyone they meet, and are glad to make friends or simply to aid or work with folk they don't have to fight. They have chosen a wandering, adventuring life because they like it. They are not lovelorn girls eager to throw themselves into the arms of any handsome prince they meet.

This company resorts to very few "tricks" and prepared tools or trap-items, but they are alert battlefield strategists, fighters guarding the mages, and are very agile and mobile, leaping and running about so as to overwhelm a foe with several blades at one point, and then swiftly get clear so that a wizard can blast the area with a spell.

Catlindra Serpentar

Female human, AL NG; AC 0 (field plate plus dex bonus); MV 12; F9; hp 76; THACO 12; #AT 1; Dmg by weapon type (strength bonus of +1 on attack and damage rolls, weapons carried: long sword 1d8, 3 daggers 1d4, short sword 1d6); S 17, D 16, C 15, I 14, W 16, Ch 16, ML 19. Age 29, height 6', weight 109 lbs., long brown hair, green eyes, slim, graceful figure, white sword-scar on left cheek, is a skilled forager and direction-finder in woodlands, and a good teacher of armsmanship.

Catlindra wears a *ring of spell turning* and wields the *catlash* (a very rare, though not unique, magical item from Mulhorand). It is a seven-stranded whip whose tentacles extend out a dozen feet as it is striking, and then retract to two feet in length. It strikes at +2 to hit, and does 2d4 damage to victims (3d4 to evil-aligned creatures, and 4d4 to undead, astral, or ethereal beings). Its own saving throws against magic are made at +2, and if its save succeeds, the magic concerned (even if directed at its wielder, an-

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other being, or an area) is twisted into a wild magic effect. In the mythal, this effect is augmented: any magic used within 30' of the *catlash* is 25% likely to go awry (the Company has discovered this property).

Catlindra carries a *potion of extra-healing* (each heals $3d8 + 3$ hp, or yields three $1d8$ doses) down each boot, and at her belt a *potion of healing* ($2d4 + 2$) and an *elixir of health*. Her boots also carry a dagger each, with the third dagger sheathed along her left forearm. The two swords ride at her hips, on their own overbelt. She carries four platinum pieces and three 1000-gp-value black opals in a small cloth bag at her throat (under her gorget), has two gold pieces slid into slits in her boot-tops and another four similarly carried in her belt, and at her belt carries a purse containing 11 cp, 4 sp, 12 gp, and 6 pp.

Catlindra was born in Impiltur to merchant parents, and spent her youth on heaving ships on the Inner Sea and dusty roads around it, seeing the Realms as her parents built a fortune dealing shrewdly in whatever folk needed most. Always teased or tormented by local children wherever they stopped, Catlindra developed a fierce temper and much skill at scrapping. By the time her parents retired to a luxurious walled mansion in Selgaunt, Catlindra had developed into an unruly beauty who had already killed would-be thieves and others who attacked her on the road.

When her mother was slain by a doppelganger, Catlindra was the one who discovered the deception—and slew her false mother bloodily before her father's eyes. The shock robbed him of his sanity, and drove Catlindra to find something to do besides care for a catatonic father. She used her money to found an adventuring company, gathering disaffected women from the young, bored daughters of the Sembian rich, and the Company was born. Their first



stiff test was a fight with a wizard south of Haptooth, who sent undead against them. From them they gained more riches, spellbooks—and the *catlash*. Since then, the Company has known seven winters of hard venturing, and made a name for themselves in the Vilhon.

Aims: Catlindra prides herself on her able, foreseeing leadership, and tries to keep her band strong and content, going from victory to victory. She sees a future of helping make the Dales a safer place, and perhaps someday ruling a wilderness stronghold of her own—either founding and building it, or cleansing a Dale or rural village fallen on hard times or under evil rule. She dreams of walking with great and powerful rulers, and calling them friends—and is fascinated by the Harpers, whom she'd like to become one of, if she could only discover how.

Catlindra is wary of but polite to stran-

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gers, using the manners of the few non-proud and haughty Sembian nobles she's met. She is always alert for treachery or danger, always thinking several steps ahead—and is a very good judge of character, seeming to feel when something is wrong or deceitful.

Shaliira Duon

Female half-elf, AL CG; AC 6 (dex bonus; wears no armor, but a tabard painted to look like scale armor from a distance); MV 12; F6/W6; hp 32; THAC0 15; #AT 1; Dmg by spell or weapon type; S 17, D 18, C 13, I 18, W 12, Ch 14, ML 18. Age 29, height 5'4", weight 89 lbs., long blonde hair, liquid blue-green eyes, slim, almost boyish figure, graceful, smooth, and quiet in her movements—a born dancer who has made many coins dancing in both the proudest and coarsest Sembian venues. Also very talented with cosmetics and painting, with a perfect natural memory for specific colors (i.e. can match one garment perfectly with another that is now long ago and far away).

Shaliira's spells are 4,2,2, and she typically carries *charm person*, *color spray*, *magic missile* × 2 (each spell generates 3 missiles)/*ESP*, *web*/ *dispel magic*, and *fireball*. She also carries four bone scroll tubes in her boots. Each holds one scroll of one spell, and these are: *identify*, *flaming sphere*, *dispel magic*, and *lightning bolt*. In battle, Shaliira wears her traveling spellbook (which has covers of flexible beaten copper) strapped across her belly in its own leather satchel (under her clothing). It contains 12 first-level spells, 8 second-level spells, and 6 third-level spells, and bears a special *dweomer* cast on it (at great expense) by Shalgondier of the Excellent Spells, a Calishite mage of great skill and pomposity. This magic acts as a *ring of spell turning*, twice (whenever magic is cast at, or so as to include, the book), and is then ex-

hausted. (Shalgondier, who travels up and down the Sword Coast, has made a fortune charging mages 10,000 gp and up for him to apply this spell to their spellbook.)

Shaliira also has a *dagger +1*, which glows with a silvery-blue *faerie fire* radiance when grasped and ordered to do so, which she wears sheathed at her belt. Her other weapons include two normal (1d4) daggers (each boot contains one: its blade lies between the double-thicknesses of the boot soles, and the heel of each boot becomes a dagger-hilt when they are unclasped), and three slim throwing darts (1d3), worn at her belt. Her belt also carries her purse (6 cp, 8 sp, 19 gp, and 2 pp). In her backpack, in the midst of a ball of filthy, bloodstained underthings and travel clothes, is a cloth bag holding 6 large, fine carnelians (each worth 90 gp), 4 sapphires (worth 1,000; 1,200; 1,400; and 3,600 gp), and a diamond worth 7,100 gp.

Born in Deepingdale to an elven mother, Shaliira grew up traveling around Sembia, as her mother searched for the traveling human merchant who was Shaliira's father. She finally found him a night too late—in a tavern in Ordulin, dying from the poisoned blade of a Cult of the Dragon agent. Shaliira's grieving mother soon died, and Shaliira was left to dance and wait tables in Sembian taverns to earn a living. Her experiences have left her with a hatred for drunks and tavern rowdies, accomplished skills as a dancer, and a driving desire to make something of herself and to master enough magic to someday speak with her dead father (the *speak with dead* spell she seeks, detailed in the Realms module FRQ1, is a fourth-level wizard spell—and so almost within her grasp). She hopes to get to know this dead man through talking with him (improving on that spell, if necessary, until she can call up his ghostly image and talk with him for an evening, not merely a few words).

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Aims: Shaliira dreams of becoming important, well-known, and well regarded. She desperately needs to belong—to this Company, to a community, or to other fellowships or groups, and won't rest until she has carved out or found for herself a place of worth and acceptance, somewhere. Her treatment in taverns has taught her to be wary of men who see only her grace and fey beauty, but she always hopes that each new face will become that of a friend, and is slower to sink blades into them than some of her companions in the Company.

Taruele Elfrost

Female half-elf, AL CG; AC 7 (wears grey, flowing robes or rich gowns in current fashions of nobility); MV 12; W10; hp 28; THAC0 17; #AT 1; Dmg by spell or weapon type; S 12, D 17, C 11, I 18, W 17, Ch 14, ML 16. Age 36, height 6', weight 99 lbs., long white hair, dark purple eyes, slim, bony figure, a singer of great natural (untrained) talent, and a skilled negotiator and diplomat, accomplished at being a "good listener" and putting others at their ease, letting them confide in her. Briefly a lady of the evening (paid escort to dances and feasts) in Selgaunt, she has worked as an herbal healer and nurse to Sembian troops.

Taruele's spells are 4,4,3,2,2. She usually carries *magic missile* (×3) (each spell generates five missiles), *spider climb/flaming sphere*, *invisibility*, *Melf's acid arrow*, *web/fireball*, *lightning bolt* (×2)/*Evard's black tentacles*, *ice storm/cone of cold*, and *hold monster*.

Taruele wears a *ring of the ram* and a *ring of regeneration* (normal type), and always carries (in a copper-sheathed box slung on a baldric across her back) 1d12 spell scrolls (one spell to a scroll) and her traveling spellbook (which contains only the spells listed above, the first-level spells *identify*

and *read magic*, and the spells listed below, as scrolls). The first time encountered, she is carrying the scrolls *dancing lights*, *continual light*, *darkness 15' radius*, *knock*, *locate object*, *rope trick*, *charm monster*, *wizard eye*, and *teleport*.

She is armed with two *beads of force* (carried in a pendant locket), two daggers (1d4; one has a silver-coated blade, and both are sheathed at her belt), and a sling (26 bullets carried, 1d4 + 1 damage each, sling and bullet pouch at belt). Her belt (held up by her over-the-shoulder baldric) also supports a satchel of material components and a purse of 12 cp, 9 gp, and 12 pp (6 gp and 4 sp also ride in a pocket high on the back of her baldric, under her hair).

Once a lady of Sembia's rich-merchant nobility, Taruele was born out of wedlock to a Sembian merchant of importance in Yhaunn. When he died, her otherwise human family promptly drove her out. Narrowly escaping murder at the hands of her brothers, she fled to Highmoon, in Deepingdale, and there met an elven sorceress, Ilythyrra of Sevenskulls. Taruele bought a place as Ilythyrra's apprentice and house-girl with the gems she wore, and settled down to a quiet life of studying magic (and occasionally using it to aid the patrols of the Elven Court).

Twenty summers passed, and then came the day Ilythyrra was slain by adventurers seeking magic they could carry off. Taruele, arriving as her mistress died, pursued the bravos and slew them one by one—until, her spells exhausted, she faced and fought the last one barehanded. Their fight was fierce but short: the warrior fell into a ravine and Taruele snatched up a rock and dashed out his brains.

Grimly taking up Ilythyrra's magic and possessions, Taruele returned to life in Deepingdale only to be found, by chance, by her former family the Taprylorns. Her

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brothers promptly attacked her, and in the battle that followed, Taruele laid low many of her kin and their servants, but was cornered, wounded, and facing certain death when the fledgling Company of the Catlash came to her rescue. Taking the surname of her mother, Taruele joined them and a life of adventure.

Aims: Taruele is eager to see the wonders of Myth Drannor (a sacred place to the elves she aided while mastering magic), and is thrilled to have friends and companions, and a rightful place among them. She goes where they go, and does what they do—and in meetings with strangers, is on her guard, but follows the cue of fellow Company members.

Kaldura Othmeir

Female dwarf, AL CN; AC 4 (dex bonus,

chainmail); MV 12; F8; hp 77; THACO 13; #AT 1; Dmg by weapon (throwing axe: 1d6; morning star: 2d4; mace: 1d6 + 1; or war hammer: 1d4 + 1, strength bonus not added to these damages); S 17 (+1 to hit, +1 on damage), D 15, C 17, I 13, W 12, Ch 12, ML 20. Age 62, height 4'1", weight 104 lbs., curly blonde hair and beard, amber eyes, built like a barrel, with bulging biceps and thighs. A skilled gemcutter and appraiser and an adequate miner and stonemason, Kaldura scorns the use of magic, feminine garb and ways, and the company of males. Her boots can sprout toe-dagger blades (1d4 damage from a kick, +1 for her strength) if she unclips catches at their tops, and clipped inside the collar of her chainmail shirt is a snake-shaped mesh purse holding 8 cp, 14 sp, and 7 gp.

Kaldura also carries gems (in a cloth bag inside the codpiece she wears): 14 matched black opals (each worth 2,000 gp), 1 emerald (worth 6,000 gp), and four polished, cabochon-cut turquoises (worth 44 gp, 26 gp, 16 gp, and 10 gp).

Kaldura is bad-tempered and gruff, with a fierce joy of battle. The last of her family, she wandered the Realms in search of (her own) death or adventure (she cared little which), until she met the Company of the Catlash in a tavern brawl in Scardale (where they rescued her from a probable demise). Now among friends for the first time in her life, she will fight to the death for them, but is still struggling to set aside her rough, truculent manner.

Aims: Kaldura cares nothing for Myth Drannor's magic, but wants to see the stonework of its ruins, still legendary among dwarves for the bold, thin and flowing-sculpted arches and rails—more like elven building than dwarven, but crafted by dwarven masters. She goes wherever her companions wish, and defiantly eyes each

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stranger as a trickster or killer aiming to part her from her friends.

Chaldara Immerstar

Female human, AL CG; AC 5 (chainmail); MV 12; P7 of Tymora; hp 48; THACO 16; #AT 1; Dmg by spell or weapon type; S 13, D 14, C 15, I 16, W 18, Ch 14, ML 18. Age 32, height 5'8", weight 97 lbs., short, early-greying black hair, amber eyes, lush, solid figure. A careful, methodical planner, Chaldara is an adequate artist and a superb cartographer and calligrapher.

Chaldara's spells are 3,3,2,1, and she normally carries *cure light wounds* (×3)/*find traps*, *flame blade* (×2)/*dispel magic*, *pyrotechnics* and *cure serious wounds*.

She is armed with a morning star (2d4), a mace (1d6 + 1), and a war hammer (1d4 + 1). The latter two weapons hang at her belt, and the morning star is worn around her neck when not in battle, its ends clipped to carry-rings on the front of her chainmail shirt.

At her belt, Chaldara carries a leather-wrapped scroll bearing three *purify food & drink* spells, and two wax-sealed, cork-stoppered steel vials: *potions of extra-healing* (each heals 3d8 + 3 hp, or yields three 1d8 doses). Her belt also bears a purse holding 6 cp, 24 sp, and 36 gp. The inside lip of her helm's overhanging "tail" (rear) has 8 platinum pieces tucked into it, stuck in place with tree-gum.

A former temple scribe, her hunger for adventure overcame the satisfaction she gained organizing and running the business affairs of the temple of Tymora at Arabel.

Dedicating her fortune to the glory of the Lady of Luck, Chaldara set out to find adventure—and aided several female warriors fighting off orcs east of Mistedale. They invited her to join the Company they were forming, and she did—plunging into a

happy career of adventuring.

Aims: Chaldara wants to have many more splendid adventures—before, someday, settling down with a devout male priest of Tymora to found a large and successful temple in some hitherto dangerous, frontier land, somewhere in Faerun.

Jandeth Ilmura

Female human, AL CG; AC 7 (studded leather armor); MV 12; P6 of Tymora; hp 36; THACO 18; #AT 1; Dmg by spell or weapon type; S 14, D 14, C 12, I 14, W 18, Ch 16, ML 19. Age 29, height 5'11", weight 106 lbs., long brown hair, blue eyes, slim, graceful figure, an accomplished actress and seamstress.

Jandeth's spells are 3,3,2, and she normally carries *cure light wounds* (×3)/*flame blade* (×3)/*protection from fire*, and *pyrotechnics*. She is armed with a morning star (2d4), and a mace (1d6 + 1), both carried slung at her belt.

A soft-spoken, demure beauty from the backrooms of a bawdy theater in Ordulin, Jandeth has always dreamed of a life of bold adventure. At length she summoned the courage to pray to Tymora in an all-night vigil—and was promptly rewarded by witnessing a robbery of the theater by night. Slipping out after the thieves with some hazy idea of catching them, she watched them literally run into several priestesses of Tymora. A fight ensued, and Jandeth clumsily aided the Tymorans. They rewarded her with a place in Tymora's service, once they learned her desires.

For the next decade, she adventured in the Dales and Moonsea North, guarding temple-sponsored caravans and aiding the unfortunate and lone travelers beset by monsters or misfortune.

On a rare caravan run into Sembia, she

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met a happy, high-spirited band of lady adventurers, the Company of the Catlash—and promptly heard a voice in her head, bidding her to join them. Taking this message as the will of Tymora, she did so, and has been a happy member of the Company ever since.

Aims: Jandeth lives for the moment, exulting in adventure and in seeing the marvels of Faerun. She hopes to someday achieve power enough to go on adventures that really influence life (for the better) in the Dales. She tends to give strangers the benefit of any doubts, seeing good before evil.

The Masked Marauders

This ruthless, evil band of skulkers had to leave Thay rather rapidly, and came (by way of Impiltur and an ill-fated merchant ship voyage from Calaunt—intended for Saerloon, but forcefully diverted by the Marauders to Scardale) to Myth Drannor, to see what could be gained from the ruins—or taken by force from the adventurers known to be traveling thence.

The Marauders are four strong: two thieves (brother and sister), a fighter, and a wizard. Their statistics are summarized hereafter.

Gaurldar Ravenhand

Male human, AL LE; AC 0 (dex bonus, full plate armor); MV 12; F12; hp 116; THACO 9; #AT 1; Dmg by weapon type (halberd: 1d10, broadsword: 2d4, battle axe: 1d8, or dagger: 1d4 (two carried, in boot sheaths, both treated with venom—first strike forces save vs. poison or fall asleep for 2d4 rounds, onset time 1d2 rounds; strength bonus of +1 to hit and +1 on damage not added to weapon damages given here); S 17, D 15, C 18, I

14, W 14, Ch 14, ML 16. Age 33, height 6'2", weight 196 lbs., short black hair, hazel eyes, heavily muscled, a skilled forester. A cruel, hard-drinking man who loves killing, good wine, and women, he'll do anything to become rich and powerful, lord of a hold of his own.

Gaurldar carries a heavily-wrapped stone on which a *continual light* spell has been cast (for night lantern use, and casting into the midst of enemies, in the dark), a coffer holding 33 cp, 45 sp, 67 gp, and 9 pp, and a belt purse of 3 cp, 4 sp, and 16 gp.

Ilueth Dragonil

Female human, AL CE; AC 7 (dex bonus; no armor worn); MV 12; W9; hp 22; THACO 18; #AT 1; Dmg by spell or weapon type; S 11, D 17, C 9, I 18, W 17, Ch 17, ML 15. Age 27, height 5'6", weight 89 lbs., long, glossy black hair, emerald-green eyes, and a slim, graceful figure. She has a talent for creating new spells, and duplicating those she has seen cast, from fragmentary knowledge. She enjoys the company of men—and seeing them die bloodily. She is fascinated by magic and by monsters, and will travel far to see either.

Ilueth wears a *ring of shooting stars* and a *ring of fire resistance*, and carries a *wand of magic missiles* (66 charges left), a set of *iron bands of Bilarro*, and a *potion of extra-healing* (in a steel belt flask; it heals 3d8 + 3 hp, or yields three 1d8 doses).

Her spells are 4,3,3,2,1, and she usually carries *change self*, *charm person*, *magic missile* (× 2) (5 missiles per spell)/*blindness*, *flaming sphere*, *web/fireball* (× 2), *lightning bolt/charm monster*, *polymorph other*/and *feeblemind*. She also carries a scroll bearing three spells: *detect invisibility*, *invisibility*/and *wizard eye*. Her traveling spellbook contains all the spells listed plus 1d12 first-

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level spells and 2d4 spells for 2nd through 5th level.

Irlon Shalstarr

Male human, AL NE; AC 4 (dex bonus, leather armor); MV 12; T7; hp 35; THACO 17; #AT 1; Dmg by weapon type (shortsword: 1d6; 3 daggers (forearm and belt sheaths, Irlon is skilled at throwing these): 1d4 each, darts (6 at belt): 1d3 each; S 14, D 18, C 16, I 16, W 13, Ch 16, ML 15. Age 24, height 5'6", weight 101 lbs., short brown hair, black eyes, slim, graceful figure, and cocky, cruel manner. A skilled forger, calligrapher, and maker of inks and cosmetics; a born salesman.

Irlon wears an *amulet of dramatic death* that protects against death by magical fire (detailed in PHBR2, *The Complete Thief's Handbook*; DMs lacking this source should replace it with an *amulet of proof against detection and location*), and carries (in a boot sheath) a *potion of extra-healing* (in a steel belt flask; it heals 3d8 + 3 hp, or yields three 1d8 doses). Irlon carries only 6 gp, 2 sp, and 2 cp on his person; his blackened treasure coffer holds Treasure Types Q and R.

Llurella Shalstarr

Female human, AL NE; AC 4 (dex bonus, leather armor); MV 12; T7; hp 32; THACO 17; #AT 1; Dmg by weapon type (shortsword: 1d6; 2 daggers (forearm sheaths, Llurella is skilled at throwing these): 1d4 each, darts (8 at belt): 1d3 each; S 12, D 18, C 15, I 14, W 12, Ch 17, ML 16. Age 22, height 5'4", weight 86 lbs., long brown hair, black eyes, very slim, graceful figure, sister to Irlon.

Llurella is a cold, merciless killer who is an



accomplished dancer and acrobat, an adequate singer, and a sometime lady of the evening (she carries two rich gowns so as to take the guise of a noble lady in need of rescuing). Her belt is a doubled 6' length of chain that she can unclip in 2 segments to wield as a lashing weapon (two-handed weapon, does 1d4 + 1 damage). Llurella's boots carry two hidden surprises: a garotte, which does 1d4/round to barenecked beings only; victim can break free of this strangulation with a successful bend bars or attack roll (made at -2); and (in an outside-slit, reinforced metal sheath), a steel piece—made to look like a silver piece coin—with a razor-sharp edge, ideal for cutting rope, leather, and even wire. Llurella carries 9 gp, 4 sp, and 1 cp in a belt pouch; her nondescript coffer holds Treasure Types Q (× 3) and Y.

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The Knights of Myth Drannor

DMs with access to the FR7 *Hall of Heroes* sourcebook can also bring The Knights of Myth Drannor into play; their patrols into and near the ruins often bring them onto the scene when a band of adventurers is in dire need of aid. The Realms novel *Spellfire* shows the characters of the individual Knights, and FR7 details their game statistics. Since that sourcebook was published, the Knights have continued to gain levels, and are now:

Doust Sulwood: P9 (of Tymora)
Dove Falconhand: R12
Florin Falconhand: R10 (his magical shield, *Reptar's Wall*, is detailed in FR4, *The Magister*)
Illistyl Elventree: W6
Islif Lurelake: F9
Jelde Asturien: P9 (of Lathander)
Jhessail Silvertree: W8
Lanseril Snowmantle: D10
Merith Strongbow: F6/W6
Rathan Thentraver: P7 (of Tymora)
Sharantyr: R4
Torm: T7

These statistics continue to alter (both Jhessail and Merith are currently on the verge of level advancement), and encountered Knights each command $1d4 + 1$ magical items, including the most powerful sorts. If the Knights are too powerful, an encounter could be with $1d4$ of them, perhaps accompanied by $1d3$ Harpers of lesser levels.

The Presence of Lathander

This chapter is useful to DMs bringing NPC priests of Lathander in Myth Drannor to life, and to players whose characters worship Lathander anywhere in Faerun (for example, in the temple that appears in FRQ1, *Haunted Halls of Eveningstar*).

Lathander, the Morninglord, is the god of spring, dawn, birth, and renewal. Ruined Myth Drannor has always represented both a challenge to rebuild and a shining example of what can be achieved to his faithful. A century ago, Lathander appeared to certain of his clergy, commanding them to found a temple in the ruined city, and giving them the Dawnstone for their altar.

The faithful he appeared to became a special order, The Seekers of the Dawn. They journeyed to Myth Drannor, braving its many perils to build a temple, The Dawnspire.

Under the protection of the Dawnstone, the Seekers have flourished ever since, diligently cleaning and repairing areas of the city that they can safely reach, and supporting themselves by their brilliant farming skills.

The Dawnspire

The temple consists of a simple conical tower erected by the priests, that rises above an oval walled compound perhaps five acres in extent. Except for a small clear space in front of the tower (used for erecting new experiments and inventions), the compound is crammed with growing things: the garden, fed by a network of pumps and channels, that feeds the priests.

Some priests are always to be found here, tending the garden. Poles throughout the garden support both beanstalks and other plants, but allow warriors' shields and a few precious glass panes to be erected above certain plants. The cellars of the Dawnspire itself contain much stored food, mushroom

growing areas, and rooms where priests work on restoring recovered Myth Drannor items, or devising new things.

The walls are guarded, both by priests and (on patrol outside) the giant beetles they magically control. Priests venture forth from the compound daily, to explore Myth Drannor and scavenge from the ruins and the growing forest about. The size of the compound is dictated by the size of the Dawnstone's magical effects.

The Dawnstone

This smooth rose-crystal sphere is as large around as most shields. It floats above the raised chancel, in the innermost, holiest chamber of the temple, where the rays of the dawn can reach it on every clear morn.

It glows with an internal light, and is a thing of magic, not a real gemstone: those who touch it find that their hands pass freely into and through it. It can be moved only by magic, or the hand of Lathander, or a priest of 12th or greater level faithful to him.

Beings touching the Dawnstone (even with gloves, or using a pole or weapon as a probe) are affected as follows:

- Worshipers of Lathander are healed of all wounds, their bodies purged of any diseases, poisons, foreign objects (these are forced out, falling to the ground), afflictions (including lycanthropy, feeble-mindedness, insanity, and blindness), and magical (or psionic) compulsions, *fear*, and curses. Other beings of like alignment may also be so aided, at Lathander's will. The stone cannot raise beings from the dead without the appropriate priest spell being cast, but if it is touching a corpse of the faith of Lathander when such a spell is cast, resurrection survival is automatically successful.

- Priests of Lathander also receive a

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brief message, series of revealing images, or feelings to guide them in Lathander's service. They pride themselves on touching the Dawnstone as little as possible, so as not to disturb the Morninglord overmuch.

- Anyone of evil alignment, or any being touching the stone with the intent of destroying it or stealing it away from its service to the faithful of Lathander, is affected as if by a wizard's *energy drain* spell. Beings transformed into ju-ju zombies by this means serve Lathander, protecting the stone and doing the bidding of any priest of Lathander commanding them. If taken beyond the range of the stone (out of the compound), they crumble into dust and bones.

The Dawnstone's chief benefit to the Seekers is its limited power over the Mythal and all magic: within its spherical area of effect, it prevents all wild magic, and allows any magic used by those of the faith of Lathander to be of maximum power (the highest possible duration, damage or beneficial hit-point or other effect allowed by a spell or magical item discharge). In addition, it causes all dweomers to glow with a white aura visible to all creatures (including items disguised by magic, and magical items whose powers normally conceal their dweomer).

Once between every dawn and dusk, the Dawnstone, at the bidding of a priest of Lathander touching it, can shoot forth rosy spheres of fire equal to a wizardly *meteor swarm*, which travel at the bidding of the priest up to a mile distant. By tradition, only the High Priest (or acting head cleric) of the Seekers calls upon this power.

Once every turn, the Dawnstone can also shoot two rosy-hued rays up to 100 yards distant, equal in effects to a *flame strike*. These rays can be guided and bent by a priest of Lathander touching the stone to strike at desired targets (who must be visible to the summoner), but can be deliber-

ately or inadvertently intercepted by other living beings—and stop as soon as they strike a living creature. The rays can both be hurled at the same target, and one can be slowed at the summoner's will, to strike a round later than the first (so that if a bodyguard blocks the first ray, and falls, the second ray can get past to strike at the intended being).

This temple is the only known center of worship to Lathander to have such a powerful gift of the god: most have lesser stones possessing only the first two touch-powers listed above, or no token of Lathander at all.

Lathander has been known to manifest his power in Myth Drannor, as a rosy radiance surrounding the bodies of those he favors. These brief manifestations confer the following benefits:

- All of the touch-powers conferred by the Dawnstone (see above).
- *telekinesis* of the bodies of favored beings for short distances, to safety (i.e. they may be lifted out of a trap, or out of the reach of enemies).

The god usually manifests only when a non-priest faithful to him, or acting for him, calls upon him in great need, or prays to him with great fervor and generosity of purpose (and of offering). The Morninglord may also manifest to aid a champion, but seldom directly aids his clergy; instead, he speaks through the Dawnstone, and aids them through the bestowal of spells in answer to prayer.

A Simple Creed of Lathander

The charge given to most novice postulants to the faith of Lathander is as follows: "Strive always to aid, to foster new hope, new ideas, and new prosperity, of all humankind and allies. Perfect thyself, and

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guard ever against pride, for it is a sacred duty to foster new growth, nurture growing things, and work for rebirth and renewal. Be fertile in mind and body; consider always the consequences of thine actions, that the least effort bring the greatest and best reward. Wherever you go, sow seeds of plants, tend the growing things you find, and plant seeds of hope, new ideas, and plans for a rosy future in the minds of all. Whenever possible, see each dawn."

Aims of The Seekers of the Dawn

The specific strivings and plans of the Myth Drannan temple of Lathander are to repair what of the city can be repaired, and rebuild or build anew, driving out evil, so that ultimately a city will live again—a populous city, with the same harmony of races dwelling together, and love of arts and the advancement of things, that the old Myth Drannor had.

To do this, the Seekers battle the baatezu and other monsters that they meet, and encourage and aid visitors to the city, be they adventurers, pilgrims, or just lost folk.

They carefully gather Myth Drannan magical items, recharging and repairing them when necessary and within their powers, and hiding them behind loose stones all over the Dawnspire. In the event of violence within the temple, the Seekers do not hesitate to break out and use such items, which may well include many magical rings and weapons detailed in the *DUNGEON MASTER™ Guide*, as well as the various magical items detailed in this boxed set.

Anyone settling in Myth Drannor is aided by the priests on an ongoing basis, so long as they return such aid, and are of good align-

ment (the priests tirelessly offer them the blessing of Lathander—"the Morninglord loves you, and wants you to love him"—if they are not of the faith of Lathander, but do not insist on their conversion, or withhold aid if it does not occur or is refused). Those of Lathander's faith are expected to make regular offerings (of ideas, inventions, coin, discovered artifacts, or food) to the temple. Much more valuable offerings (such as magical items, or lots of gold) are demanded of non-faithful in return for special services (such as raising from the dead or rescue missions). Priests of Lathander often rescue adventurers, but the cost in magic can be high.

The Ranks of the Seekers

The Seekers are led by Abbess Alaecathra Shuinrond (NG hf P16; DEX 17, W18, CHA 17; AC 7; hp 84; THAC0 10; #AT 1; Dmg 1d6 +5 *mace* +4; ML 20). She's a bright-eyed, enthusiastic, kindly, diminutive yet commanding leader, who knows no fear, and will sacrifice herself without hesitation if she can serve Lathander best that way.

She leads a priesthood of 14 adventuring priests (5th to 14th level, all experienced in finding their ways around Myth Drannor), 24 non-adventuring clerics (all skilled gardeners and foragers), and 26 lay followers (including seven fighters, of levels 3rd through 6th).

Prominent among them are Gundlar Ironcrown (NG hm P14, Prior of Dawnspire; ST 17, DEX 16, W 18, CHA 16; AC3; hp 86; THAC0 12 (+1 to hit); #AT 1; Dmg 2d4 +4 *morningstar* +3 and strength bonus; *bracers of defense* AC3; ML 18); the Sub-prior Baerant Telcharr (NG hm P12, the grim leader of many battle-forays into Myth Drannor); and the Cellarer, Szuldas Andlath (NG hm P9).

Guests are often escorted by a veteran adventurer and experienced diplomat (once

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stationed in scheming Westgate), Hand of Lathander Danreth Tallathern (NG hm P8), who's very good at reading expressions, and very knowing in the tricks and stratagems of adventurers and shady folk—even when he's not using his psionic wild talent of *ESP* (he has 36 PSPs, enabling him to use this ability for 6 rounds).

Danreth is aided, when necessary, by a trio of enthusiastic, vivacious, innocent-seeming beauties who are both capable adventurers, and every bit aware of how they can manipulate men: the priestesses (officially Sisters, they are often collectively known as “the Fingers,” because Danreth's title is customarily shortened to “the Hand”) Shandel Iribar (NG hf P6), Jathalaera Sire (NG hf P4), and Arleera Landreth (NG hf P4).

Rituals and Tenets of Dawnspire

In the rugged, isolated life of this temple, daily rituals, etiquette and dress tend to be simpler than at other temples, adhering to the basics of Lathander's clergy.

The most important ceremonies of worship are the prayers to Lathander at dawn, traditionally performed out of doors by the entire assembled clergy, who attend unclad (even in the coldest depths of winter), facing east, to watch the dawn. Opened by a plain-song and the drinking of well water that has been touched by the light of dawn on an earlier occasion, this ceremony continues with a prayer by the Abbess or Prior. A junior member of the clergy declaims one of the sayings of Lathander (“From death, life,” “There is always another morning,” or “In the dawn, beauty reigns, and the way is clearer” are favorites), and the Abbess or Prior continues with an address to the assembled about the day's tasks or business. This may turn into a discussion; it is ended

by the donning of a rose-red robe by a chosen singer, who performs a solo prayer in song to the god. All present then perform the Sunrise Chant, and the service ends.

This ritual is followed in importance by the Twilight devotions (performed in robes, with a similar format to the Dawn service, the address replaced with a plea to Lathander for forgiveness of any shortcomings to his service), with an optional prayer and song at Highsun.

To these daily devotions are added special prayers said when offerings are presented at the altar, and when priests call on Lathander for guidance (divination spells) or aid (when raising the dead, for example). Most clergy are not raised unless they are needed to complete a task: for clergy, death is considered a reward, in “going to Lathander.” Funerals are not held for those who are to be raised; for others, they consist of a solemn, sad candlelit ceremony called The Going Down, which follows the Twilight Service, and is followed by a wake, lasting until Dawn service.

Far more importance is placed on acting in the service of Lathander by helping, encouraging, and aiding than in strict adherence to rituals, rules, and the dictates of superior clergy. This point of view is shared by Lathander and his senior clergy.

Only a few priests at Dawnspire own the gold-trimmed sun-ropes common at most temples. During the day, the priests dress practically (most adventuring priests wear chainmail, the only identifying mark of Lathander being a rose-red circle on their shields and helm-brows), donning robes for Twilight service and for special occasions.

The ritual robes used at Dawnspire (and in most rural temples of the Inner Sea North, such as the one at Eveningstar) are simple cassocks, with a color scheme by rank: outsiders wear grey or their own clothes; novices and postulants wear

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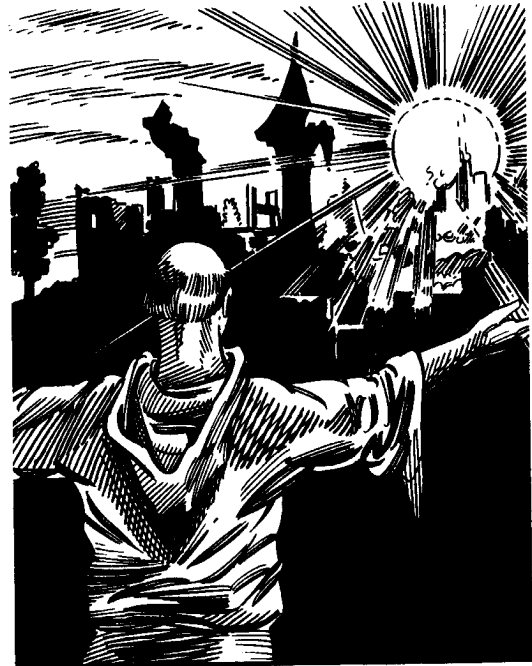
brown; adepts and underpriests wear russet and crimson; senior priests wear scarlet; sub-priors and those of higher rank wear rose-red, and the leader of the temple (the Abbess, in this case) wears white.

The Magic of the Morninglord

Priests of Lathander are allowed to wield a wide variety of spells, with the accent on healing and helping magic. Major sphere access is granted to: all, astral, charm, creation, elemental, healing, plant, sun, wards, and weather; minor spheres are combat, divination, and guardian. Note that the spells named for Lathander are exceptions to these restrictions.

Within these broad restrictions, Lathanderian priests can pray for and receive all the spells in the *Players Handbook* and *Tome of Magic*. In addition to such widely-known magics, Lathander grants specific spells to his faithful, in answer to their prayers. Some of these appear hereafter; note that the *censure* spell is used by many faiths in the Realms.

As part of Lathander's dictates to help others, priests of Lathander (in exchange for suitable offerings) are willing to teach the necessary prayers to PC priests for all of the spells listed below (except those with Lathander's name in the spell name; they are to be taught only to clergy of Lathander). They may also sell these spells on scrolls, for 1000 gp per spell level of each spell on a scroll (faithful of Lathander may receive a discount, at the priests' option).



Lathanderian Priest Spells First-Level Spell

Rosemantle (Alteration, Necromancy)

Sphere: Protection

Range: Touch

Components: V,S

Duration: 2 + 1d4 rounds

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

This spell causes the affected being (who must be living, and may be the caster) to glow with a soft, faint rosy radiance. Until the spell expires or is dispelled, the spell recipient can move and function with the same freedom a *ring of free action* grants, and is temporarily released from any negative modifiers or activity restrictions due to

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naturally or magically induced pain, nausea, fear, or venom effects (effects of the latter sort are suspended by the spell, but not negated or lessened in any way).

Second-Level Spell

Rosetouch (Alteration)

Sphere: Creation

Range: Touch

Components: V,S

Duration: Permanent

Casting Time: 2

Area of Effect: Object touched (one item, which cannot be larger in volume than the caster's body)

Saving Throw: None

This spell causes the caster's hands to glow with a bright rose-red radiance. At any time after the spell is cast (until the priest casts another spell, loses consciousness, or dies), the caster can choose to mend any one item.

The item must be touched by the caster, who must deliberately choose to affect it (items cannot be restored by accident). The item may have been once living or even presently living (the spell closes gaping wounds—even over a foreign object—and closes off veins and arteries to prevent further blood loss, but cannot restore lost hit points, life-force, or functioning organs, nor knit together severed limbs).

As the item is mended, the rosy glow pulses brightly, surrounds the item, and then fades—and at the end of the round in which the *rosetouch* is bestowed, the item is whole.

This spell is often used to mend broken weapons or tools; although it cannot restore the dweomer of a magical weapon, its repair work is permanent: if a *dispel magic* is later cast on the repaired weapon, its former damage does not reappear. A weapon that

has been *rosetouched* gains no attack or damage bonuses, but counts as a magical weapon for purposes of what can be hit by it, for 1 round per level of the caster of this spell.

Third-Level Spell

Sunrise (Evocation, Alteration)

Sphere: Sun

Range: Touch

Components: V,S,M

Duration: 1 + 1d4 rounds or Special

Casting Time: 3

Area of Effect: 5-foot-sphere centered on one being

Saving Throw: Special

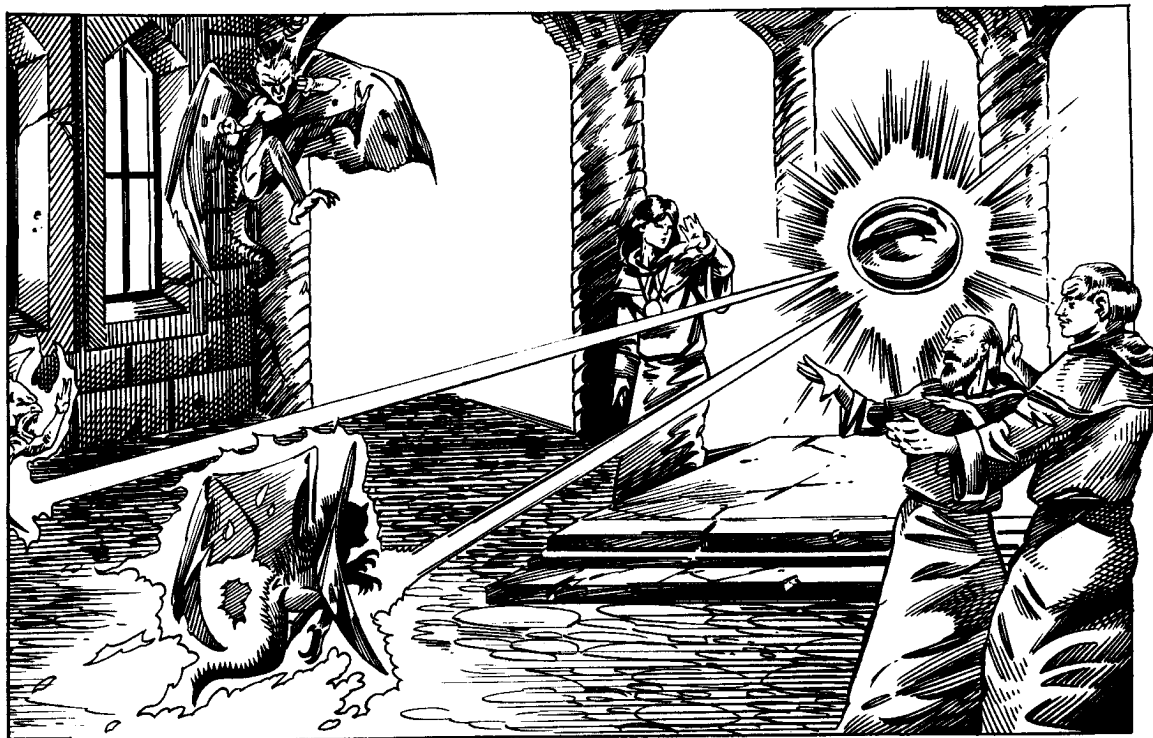
With this spell, the caster can evoke a dazzling sphere of light around himself or a touched being or item, equal to natural sunlight. All beings in contact with the sphere lose the use of infravision for 2d4 rounds (half that if a save vs. spell is successful).

Vampires and other undead, fungoid creatures, and subterranean fungi in contact with the sphere suffer 4d6 damage (half if a saving throw is successful), and upon their first contact (only) with the dazzling radiance are affected as if by a *confusion* spell on the round following contact (they may continue an attack or fighting actions that bring them into the light, but on the next round hesitate, unable to attack or take any deliberate action).

Creatures harmed by sunlight are affected as if caught in actual sunlight (undead destroyed by sunlight receive a saving throw to avoid destruction).

The caster of this spell can choose to have it "hang fire," not taking effect until a word of activation (whispered during casting) is spoken (again). The spell can be centered on another being, who must be touched during

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casting.

The spell effect occurs at any later time when the word is spoken (unless the touched being dies first, or is affected by a *dispel magic*). If the spell is cast to “hang fire” centered on the caster, it may be activated by silent force of will alone; no word need be spoken. The spell is not affected by other spellcasting or magical activity on the part of the caster, but its delayed effect cannot be unleashed in the same round as the caster activates a magical item or casts a spell.

The material components of the spell are an aster seed and a piece of sunstone (aventurine feldspar).

Fourth-Level Spells

Boon of Lathander (Conjuration/Summoning)

Sphere: Combat

Range: 0

Components: V,S

Duration: 2 rounds

Casting Time: 4

Area of Effect: One being

Saving Throw: None

This spell acts on the caster or on one touched being. On the two rounds following the round of casting, the spell recipient receives bonuses of +1 on attack rolls and +1 on all saving throws, and is allowed 1 extra attack per round. The spell recipient glows with a rose-red *faerie fire*-like radiance during this time of augmented ability.

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Censure (Alteration, Illusion/Phantasm)

Sphere: All

Range: Touch

Components: V,S,M

Duration: 66 turns/level

Casting Time: 4

Area of Effect: One being

Saving Throw: Neg.

To enact this spell, the caster must touch a target creature with his holy symbol (a successful attack roll is required). If the touch is made, the priest can then choose to unleash the spell, "casting out" the touched being by word and gesture.

If the target being fails a save vs. spell, the *censure* succeeds. The being receives a magical mark visible only to the caster and those of the same faith. To them, this mark is always brightly visible; disguises (including heavy clothing, invisibility, other magic, and shapeshifting) cannot conceal it.

Priests of a different faith but the same alignment as the caster of a *censure* cannot see the mark, but instinctively react with fear, hatred, and aversion to the *censured* being, and won't trust or willingly aid it.

All beings of the same faith as the caster of a *censure* instinctively know the mark for what it is, and refuse to aid or even approach a *censured* creature, ignoring it if it tries to deal with them (though they aren't prevented from hearing its speech or sounds, and seeing its gestures). They can strike at it (at -1 on all attack rolls), and are driven to do so, to drive the *censured* being away, if it tries to enter a building, lair, or 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. It shines bright-

ly enough that worshippers can readily spy upon and follow a marked being, even in crowds or dark places.

The mark can be revealed to others by a *detect magic*, and readily removed by a *dispel magic*. Priests are warned that misuse of such a spell brings about swift divine disfavor.

The material component of this spell is the caster's holy symbol, which is not consumed in the casting.

Control Aratha (Enchantment/Charm)

Sphere: Animal

Range: 100 yards/level

Components: V,S,M

Duration: 1 turn + 1 round/level

Casting Time: 4

Area of Effect: One giant insect

Saving Throw: Neg.

This spell was developed by the priests of Dawnspire to enable them to control local giant "killer beetles," or arathas, to serve as temple guardians. It works on all magical insects who fail a saving throw vs. spells. Only one insect can be controlled per spell; the caster must possess a scale, piece of chitin, or body part of the same type of insect for the spell to work. This material, which is consumed in the casting, can be a dried husk or remnant, and may be from any size of related insect (a giant wasp could be controlled by a spell using the wing of a normal wasp as its material component).

The insect cannot be used as a steed by the caster, because of the particular nature of the magic, which enables the caster to precisely control the insect from afar. This magical telefactoring involves the caster making movements that are imitated as precisely as possible (given differing body types) by the insect. Thus, a priest could force a beetle to follow a complex route, pull

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a lever, push chess pieces about on a board, and perform other complex tasks, to the limits its body allows.

Fifth-Level Spell

Shield of Lathander (Conjuration/Summoning)

Sphere: Guardian

Range: 0

Components: V,S

Duration: 1 round

Casting Time: 5

Area of Effect: One being

Saving Throw: None

This spell acts on the caster or on one touch-

ed being (if the recipient is unwitting or unwilling, and engaged in combat, a successful attack roll may be necessary to make contact; this must be done within 3 rounds of casting, or the spell is wasted and lost). It protects the recipient creature from all damage due to purely physical means on the round following the touch.

The protected being takes full normal damage from spells and magical item discharges, but the physical component of an enchanted weapon attack is negated: a *long sword +2* striking a protected recipient of this spell would do only 2 hit points of damage (due to its magical bonus). Enchanted weapons lacking pluses do only 1 hp damage.

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Sixth-Level Spell

False Dawn (Evocation)

Sphere: Sun

Range: 0

Components: V,S,M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 30-foot-radius sphere

Saving Throw: None

This spell consumes a clear, red- or yellow-hued gemstone (or stones) of not less than 1000 gp total value, that fades away to nothingness in the caster's hand. It calls into existence a bright reddish light, as if a sunrise were occurring, within the area of effect. This light is bright enough to read by, dispels magical *darkness*, and persists for the spell duration despite any attempts to dispel it (or establish magical *darkness* in the area).

Beings within a *false dawn* are affected as follows: all undead suffer 7d4 points of damage (no saving throw allowed; if this destroys them, the remains instantly crumble, and can never again be animated to undeath), and act as if confused on the round after the *false dawn* appears (they cannot move, launch attacks, or use specific magical powers of their own volition); all creatures using infravision have it foiled during the dawn and for 1d4 rounds after it ends or they leave its area; and creatures of evil alignment make attack rolls at -3.

The caster cannot choose to exempt any creatures from these effects, which can affect unintended or unknown beings (the spherical area of effect extends below the caster's ground level, and into the air above).

Seventh-Level Spell

Greater Shield of Lathander (Conjuration/Summoning)

Sphere: Guardian

Range: 0

Components: V,S

Duration: 1 round

Casting Time: 7

Area of Effect: One being

Saving Throw: None

This spell acts on the caster or on one touched being (if the recipient is unwitting or unwilling, and engaged in combat, a successful attack roll may be necessary to make contact; this must be done within 3 rounds of casting, or the spell is wasted and lost). It protects the recipient creature from all damage (magical and physical) on the round following the touch (and suspends the functioning of any magical geas, quest, or other compulsions on that being, including psionic controls and attacks).

Note that protected beings in, or placed in, damage-taking situations during the round of protection (pinned under water), leaping off cliffs, or buried under rockslides or collapsing buildings) are not rendered immune to damage: on the next round, they suffer the full normal damage that the situation dictates. Beings can, however, use the round of grace caused by this spell to activate healing or escaping magics.

The Nagara

The nagara who dwell in Myth Drannor are dark nagas (the lawful evil species of naga-kind). They came to the city as slaves of the Phaerimm, but most are now fiercely independent—and even those still serving Phaerimm masters are loathe to attack their free fellows.

The nagara can roam freely in the forest, and sometimes seek it when beset by baatezu, or when hungry for forest game. Otherwise they keep to the Mythal's confines, hunting down adventurers for food and sport—or to take them captive, and strip their magic from them.

The nagara are trying to amass sufficient magic to rise up and destroy the Phaerimm with some hope of success—and they'll take potions, scrolls, items, spellbooks, wizards (who are kept as valued captives, in subterranean lairs under the city), and anything else they can, to do it.

The nagara are ruled by the Seven, a council of 9-Hit-Die nagas who venerate Ssharstrune "the Ghost Naga," a wraith-like apparition who appears only above a certain altar and speaks to the Seven in a hissing whisper. (This entity is actually a deception worked by the lich Druth Daern, who uses this means to manipulate the nagara into leaving him alone, and attacking the Phaerimm—something they hunger to do anyway. It is only a matter of time before the nagara have enough magic to discover Daern's trickery, but in truth the revelation of Ssharstrune's non-existence will have little effect on the plans of the nagara, except to add Daern to their list of beings to destroy.)

With Daern's help, slain nagas are brought back to serve their living kin as bone nagas (a new undead monster, detailed in this boxed set). Daern takes care that the incantation used in their creation ensures that they can never attack him.

In addition to their undead fellows, the na-

gara surround themselves with venomous snakes (whose poisons they are immune to), who serve to herd prey to the nagara, disable or deter attackers, and to slither over their naga masters in a sensual ballet of skin rubbing against skin (akin to the enjoyment brought to hard-working humans by a massage).

The dark nagas are INT 16; AL LE; AC 6; MV 13; HD 9; THACO 11 (13 for smaller, 7-HD individuals); #AT 2; Dmg 1d4 (bite), 2d4 (tail sting: to physical damage add poison—save or take 1d2 additional hp damage and fall into a drugged sleep for 2d4 rounds, on-set time 1 round); SA spell use (as 6th-level wizard, spells: 4,2,2); SD immune to all normal and magical acids, venoms, and poisons (can swallow poison and then spit it 10' or transmit it with a bite); SZ L (up to 12' long); ML 15; XP 4,000; MC11.

They have constant 80'-range ESP (hampered by the mythal), and use verbal-only spells (choose from basic wizard spells and the Phaerimm spells presented in this sourcebook; the nagara originally learned their magic from their Phaerimm masters). They can swallow items temporarily, carrying these in a bag-like internal organ that shields magic inside it from detection.

A typical nagara spell load follows: 1st: *dancing fire**, *magic missile* (× 3) (3 missiles per spell)/2nd: *toothed tentacle**, *web*/3rd: *dispel magic*, *lightning bolt*. Asterisks mark spells in this book.

Bone nagas are INT 16; AL LE; AC 6; MV 11; HD 7; THACO 13; #AT 2; Dmg 1d4 plus 1d4 chill (physical bite damage and save vs. spell or lose 1d4 additional hp and lose 1 strength point, identical to 1st-level wizard spell *chill touch*), 2d4 plus 1d4 chill (tail sting); SA spell use (as 6th-level wizard, spells: 4,2,2; spells set when created, regained without study); SD immune to gases, acids, venoms, and poisons, same spell immunities as zombies (see MC1 zombie en-

The Nagara



try); SZ L (up to 12' long); ML 20 (fearless, must serve nagara or other master absolutely); XP 4,000; detailed in this boxed set.

The snakes are of the "poison, normal" variety, and are INT 1; AL N; AC 6; MV 15; HD 2 + 1; THAC0 19; #AT 1; Dmg 1 plus poison; SA poison (for effects see table in MC1 entry); SZ S (up to 5' long); ML 8; XP 175; MC1. Some may be mutations with two heads, forked tails, or snail-like "horns," but all share the same basic characteristics.

Over the years, the nagara have gathered several caches of magical items (they can use any magical items they can carry in their jaws or prehensile tails, or that they can prop on something, touch to aim or trigger, as they speak the command words for), coinage, and gems. A typical nagara treasure cache is guarded by 1d12 snakes and 1d4 nagas (each of which has a 20% chance of bearing a magical item they know how to use). A cache consists of either 3d4 magical

items (most minor, such as scrolls, potions, statuettes bearing dweomers, *feather tokens*, and the like) or treasure types A, B, I × 6, R, Y, or Z.

The nagara are willing to trade with foes they cannot defeat, or even offer money to persistent and successful foes, to leave them alone. They are extremely reluctant to surrender magic—and trade worthless things, or lay traps and ambushes to regain the lost items.

Druth Daern

One of the chief irritants to the Alhoon and baatezu alike, as they explore the ruins of Myth Drannor, is the insane, unpredictable master of magic known as Druth Daern.

Druth (sometimes he renders his name as "Druuth," which is how it sounds) was a brilliant, evil human archmage who was preparing himself for lichdom when the city was attacked. He hid during the final battle, and then ransacked the ruins for magic. When he later became a lich, his undead nature was twisted by the mythal as it was forming, into something more than most liches.

Today, Druth Daern commands an army of skeletons and zombies, most of them formerly adventurers who came to the city. He uses them in his endless struggle for control of the city, and possession of its magic, against the Alhoon and baatezu. (Alhoon who try to contact or attack his insane mind psionically are themselves rendered temporarily insane—and even when they or the baatezu do manage to destroy Druth Daern's form, his spirit animates another corpse or undead, somewhere near the city, and he returns, to fight on.)

Druth Daern's lichnee nature is different than most: his phylactery is hidden somewhere far from Myth Drannor, and until it is destroyed, he cannot rest; even if his body is *disintegrated*, his spirit animates another host, transforming it until it has all the powers his last body did (a process requiring 2d10 days).

This gives Druth Daern no fear of oblivion, and makes him a deadly opponent. His abilities are greater than those of most liches, too: he is Int 19; AL CE; AC 0; MV 12; HD 21; 96 hp; THACO 14; #AT 1; Dmg by spell or weapon type; SA spell use (as 21st-level wizard: 5,5,5,5,5,4,4,4,2—and his links to the mythal make his magic very likely to succeed: there is only a 1 in 6 chance that any magic wielded by Daern twists out of

his control); SD insanity gives him complete immunity to telepathic psionics, undead spell immunities; MR 20% (in other words, his links to the mythal make any magic used against him 20% likely to go "wild" even after it has passed all of the usual hurdles described in "The Mythal" chapter); SZ M (6' tall); ML 18; XP 6,000 (unless destroyed forever: 8,000).

Druth Daern has no use for coins and gems, except as spell components (and he has access to more material components in the ruins than most mages ever see, in their entire lives).

Druth Daern always carries magical items and spells (a typical roster appears below), and is usually accompanied by 2d4 skeletons, 1d6 zombies, and 1d3 ju-ju zombies (or, if trying to attack stealthily, 1d6 ju-ju zombies only). He hurls them recklessly into battle, caring nothing for what befalls them—and due to the nature of the mythal, control of them can never be wrested from him, nor can they or he be turned (or dispelled) while within the mythal.

Druth Daern can be met with anywhere in the ruins, usually skulking or strolling casually about, apparently alone. He sings, cackles, and chuckles softly a lot, but can adopt a fearsome, powerful manner when he wishes to impress newcomers.

He always wears at least one magical ring, and carries 1 or 2 wands plus a rod, staff, or 1d4 items of miscellaneous magic. The DM should choose items for any encounter, but typically, Druth has: a *ring of blinking* and a *ring of fire resistance*, a *rod of smiting* (33 charges), a *wand of frost* (74 charges), a *wand of paralyzation* (16 charges), a *brooch of shielding* (can absorb 86 hit points before exhausted), and several *beads of force* (all of these items are detailed in the *DMG*). Even if he doesn't carry a magical staff, Daern always bears a showy-looking staff of black wood (he may toss it carelessly away to im-

Druth Daern

press foes, or to lure one of them into trying to reach this non-magical item, and coming within reach of one of his spells).

A typical roster of spells carried by Daern, by level, is as follows (spells in italics are found in the *Tome of Magic* sourcebook; spells marked with an asterisk appear in this set):

1st

feather fall

fire burst

magic missile × 3 (each spell generates 5 missiles)

2nd

flaming sphere

levitate

Maximilian's earthen grasp

pyrotechnics

web

3rd

alacrity

dispel magic

fireball

lightning bolt

protection from normal missiles

4th

Evard's black tentacles

greater malison

polymorph other

thunder staff

weave mythal*

5th

cone of cold

far reaching III

passwall

telekinesis

wall of iron

6th

chain lightning × 2

death spell

Forest's fiery constrictor

7th

delayed blast fireball

forcecage

limited wish

reverse gravity

8th

incendiary cloud

polymorph any object

power word, blind

Serten's spell immunity

9th

meteor swarm

power word, kill

Daern also usually carries 1d4 scrolls. A typical assortment consists of *fireball*, *Maximilian's stony grasp*, *minor malison*, and *wizard sight* (each spell, has its own scroll, but all of the scrolls bear the same spell repeated thrice). The latter three spells all appear in the *Tome of Magic* sourcebook.

The Spell-Tome of Daern, the lich's main spellbook, floats amid traps in a hidden lair somewhere near Myth Drannor, guarded by monsters and also home to lesser spellbooks and magic items—but *not* housing the lich's phylactery.

The Spell-Tome of Daern

The main working spellbook of the lich Druth Daern, this volume is as large as many shields, and as thick as a man's hand (its pages are sheets of stamped and graven metal). Druth Daern adds sheets as he perfects and writes the spells, so this book has no blank pages.

The Spell-Tome of Daern levitates (an innate property of the book, when commanded) in a hidden lair somewhere near Myth Drannor, surrounded by various alarm spells. A trained watchspider lurks above it, trained to pull the trigger of a *wand of paralyzation* that Druth has enspelled to go off without his touch or speech. This wand, hidden in a wall near ceiling height, is trained on the book, and enables the spider to freeze at least one thief before it attacks. It clings to a thin, black cord hanging from the ceiling, and can descend by this cord to just above the spellbook (watchspiders do not spin or use webs, but can climb walls and cling to ceilings as most spiders do).

If any hand but Daern's touches the book, wall panels slide open by the entrance to the room, and eight monster zombies emerge. They attack anyone holding the book until destroyed. One has been given the power to cast a *paralyze* spell (must touch victim, save vs. spell or be paralyzed for 2d4 rounds) by means of an *imbue undead with spell ability* spell (which appears in the *FORGOTTEN REALMS® Adventures* sourcebook). These magics were worked by an apprentice of Daern, since imprisoned in a former halfling-hole in the forest near the ruined city, so that Druth need not continually lack one of his third-level wizard spells.

The watchspider is INT 7; AL LN; AC 6; MV 18; HD 2 +2; 16 hp; THACO 19; #AT 1; Dmg 1d6 (bite); SA poison (if bitten, save vs. poison at +1 or be paralyzed for 2d4 turns, onset time 1d2 rounds); SZ M (6' in diameter); ML 17; XP 420; FOR2.

The monster zombies are INT 0; AL N; AC 6; MV 9; HD 6; hp 46, 44 × 6, and 41; THACO 15; #AT 1; Dmg 4d4; SD undead spell immunities; SZ L (8' - 12' tall: formerly ettins, bugbears, and an owlbear); ML 20; XP 650; MC1.

Druth Daern may well have other, more sophisticated traps set up to guard his lair. Druth has all the spells from the Spell-Tome stored elsewhere, in a variety of scrolls and lesser volumes, in case the book is stolen; but should it be "liberated," he will *not* be pleased, and will bend all of his magic to tracing the thieves, and sending various evil creatures to slay them and regain the book.

The Spell-Tome is bound in black, scaly, swamp wyvernhide, and is emblazoned with a brass eye that bears a minor enchantment allowing it to open, close, blink, and shift its gaze around to survey various nearby things—such as moving beings. A *magic mouth* hisses "Beware, for Druth's curse is upon you!" whenever any hand but Daern's touches the book, but both eye and hand are harmless scare-off-thieves devices.

The Spell-Tome currently has 160 pages, and holds that many spells (one to a page). They are listed below (spells in italics appear in the *Tome of Magic* sourcebook, spells marked with an asterisk appear in this boxed set, and spells in boldface appear in the *FORGOTTEN REALMS® Adventures* sourcebook). Spells from other Realms sources appear with the product number in parentheses after their names. It is immediately apparent that Druth Daern has mastered spells from all schools of magic; DMs should consider the possible effects on play of allowing PCs access to these spells before allowing them any possibility of gaining access to the book.

The Spell-Tome of Daern

1st

affect normal fires
alarm
catapult
color spray
comprehend languages
dancing lights
deflection*
detect magic
dreamspeak (FRQ1)
feather fall
fire burst
gaze reflection
hold portal
identify
light
magic missile
mending
message
phantasmal force
read magic
sleep
spider climb
unseen servant

2nd

Agannazar's scorcher
blindness
blur
continual light
darkness, 15' radius
detect invisibility
flaming sphere
flying fist
knock
know alignment
levitate
Maximilian's earthen grasp
magic mouth
mist magic (FA1)
poisonstar*
protection from cantrips
pyrotechnics
ray of enfeeblement
ray of Ondovir (FRQ1)

rope trick
shatter
strength
undead mount
vocalize
web
wizard lock

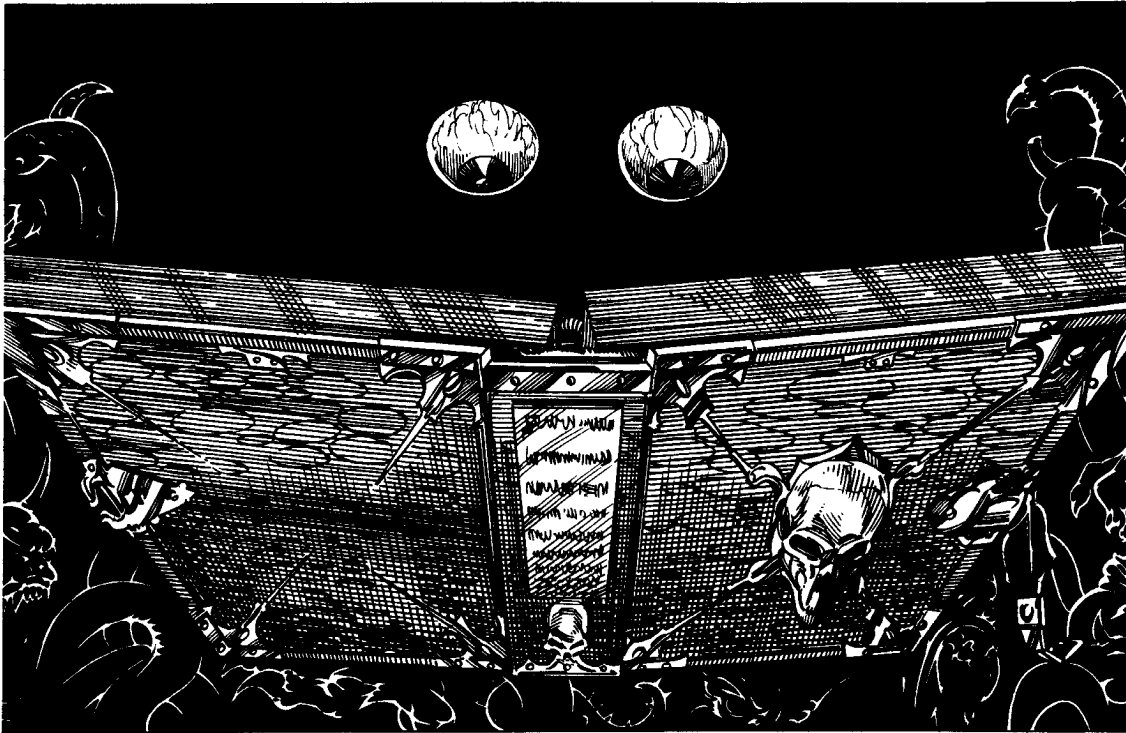
3rd

alacrity
call undead (FA1)
dire charm
dispel magic
dispel silence
feign death
fireball
hold person
hold undead
infravision
lightning bolt
Maximilian's stony grasp
minor malison
paralyze
protection from normal missiles
skull watch
squaring the circle
tongues
waves of weariness
wizard sight
wraithform

4th

Beltyr's burning blood
Caligarde's claw
confusion
detect scrying
Evard's black tentacles
fire trap
greater malison
Ilykur's mantle
mask of death
minor creation
missile mastery
polymorph other
Rary's mnemonic enhancer

The Spell-Tome of Daern



remove curse
speak with dead (FRQ1)
spectral wings
thunder staff
wall of ice
weave mythal*
wizard eye

5th
animate dead
cloudkill
cone of cold
disguise undead
far reaching III
feeblemind
hold monster
improved skull watch
ironguard
magic jar
magic staff
major creation
Nulathoe's ninemen

passwall
Presper's moonbow
sending
shroud of flame
telekinesis
teleport
wall of iron
wall of stone

6th
anti-magic shell
blade of doom
chain lightning
death spell
enchant an item
eyebite
Forest's fiery constrictor
globe of invulnerability
Grimwald's Greymantle
guards and wards
imbue undead with spell ability
power word: silence

The Spell-Tome of Daern

permanent illusion
programmed illusion
reconstruction
reincarnation
repulsion
teleport dead
true seeing

7th
banishment
control undead
delayed blast fireball
forcecage
limited wish
Malec-Keth's flame fist
power word, stun
reverse gravity
shadowcat
spectral guard
spell turning
spelltrap
suffocate
teleport without error

8th
binding
demand
incendiary cloud
Otto's irresistible dance
permanency
polymorph any object
power word, blind
Serten's spell immunity
sink
symbol

9th
imprisonment
meteor swarm
power word, kill
spellstrike
spell invulnerability
time stop

scribed in the chapter on Alhoon spells in this sourcebook. Another, *weave mythal*, appears below:

Fourth Level Wizard Spell

Weave Mythal (Alteration)

Range: 60 yards
Components: V,S
Duration: 1 turn
Casting Time: 4
Area of Effect: 30'-radius sphere or special
Saving Throw: None

This spell renders magic wielded by the caster, or another chosen being (wherever the magic takes effect, and regardless of the movements of the caster or chosen being), or all magic cast in a specific 30'-radius sphere to be free of mythal influence for the spell duration. In other words, the magic is free of mythal prohibitions, wild magic, power fluctuations, and augmentations (see the chapter on "The Mythal," in this sourcebook).

If a *dispel magic* is cast on the caster or affected being, or in the area in which the *weaving* has taken effect (even if the *dispel* is not specifically directed at this spell), the *weave mythal* effects immediately end—and a random wild magic effect occurs, even if no magic is currently operating or being cast.

Elminster warns that Druth Daern is constantly working on new spells—beware!

Some of the spells in this tome are de-

Shaundakul, Rider of the Winds

Of old, in the city of Myth Drannor, many gods were worshipped: it was a time of tolerance, of new beginnings, and of many strange, now-forgotten faiths. The evil god Moander was venerated in Sembia and the Moonsea North; altars were built to Garagos the Reaver in Westgate and the Vilhon (before that scarlet-cloaked, many-armed war-god was destroyed by mighty Tempus); Southern wizards prayed to Savras the All-Seeing—and in Myth Drannor, men called upon Shaundakul to aid them.

Shaundakul, the Rider of the Winds, was sometimes called The Helping Hand. He was a keen-eyed guide, who pointed out the hidden lodes and ways of the North, and brought luck and battle-valor to worshippers in need.

Shaundakul's worshippers were humans and a few half-elves, mostly rangers and miners exploring the Moonsea North. He was a god for brave adventurers and travelers (including, notably, caravan-merchants). His major temple in the Realms was Shaundakul's Throne in Myth Drannor, though he had many shrines in the North (if you find a stone dais atop a high place, crowned with a stone seat or throne and accompanied by one or more stone pillars pierced with holes that the wind whistles through, you have found one of them).

When Myth Drannor fell and its people were slain or scattered, Shaundakul's worship dwindled. All of his clergy and most of his faithful perished in the final battle against the Army of Darkness; only a few prospectors and caravan-merchants still worship him today, in a quiet, underground cult or fellowship.

His only known priests today are Juxril Thammarcast of Waterdeep (hm P9), who can be found worshipping at The Plinth; Eldrisel Tylosar in Huddagh (hm P6); Aszerra Untlimmer in Ordulin (a fat, motherly hf P6); Phelos Mistarn in Hillsfar (an elderly,

grim hm P7, a noted scholar on the history of the Dragonreach); Maurith Slindearyl in Elventree (a beautiful, very young hf P4); and Waertin Nanszrai (an aging, bespectacled half-elven male P8) in Elmwood.

Shaundakul's avatar may still appear in answer to a priest's cry for divine aid from a threatened altar, or the dying or sacrificial plea of a faithful worshipper who has performed heroic and spectacular feats. As in all divine matters, a little goes a long way; discretion is advised, and if a manifestation can serve better than an avatar appearance, use the former!

Roleplaying Notes: Shaundakul is a god of few words; he lets deeds speak for him. He is kind and yet stern, but often displays a rugged sense of humor—very much like a larger-than-life human ranger. Although he has been known to appear to lost or injured worshippers at their campfires by night, and even to stand and fight (with a great two-handed Sword of Shadows) when wolves, orcs, or worse menace a worshipper who has called on him, he is more likely to manifest himself as a glowing, speaking hand surrounded by whirling winds, to point the way.

Statistics: AL CN; WAL travelers, miners, and explorers in the North (human and half-elven, all alignments); SY an upright left hand, palm out and fingers together, its wrist trailing away into rippling winds (and sometimes depicted on a background of circling winds). The hand is silver, and the background dark (black or deep purple).

Shaundakul's Avatar (Fighter 14, Wizard 12, Priest 12)

Shaundakul appears as a tall (6' to 18'), handsome man of dark hair and regal manner, clad in a swirling dark cloak that is always whipped as if by swirling winds, and

Shaundakul, Rider of the Winds

blurs the outlines of his figure (usually only the head and arms are clearly seen). He is plainly dressed in the leather armor favored by most rangers, and his booted feet never quite touch the ground, so that he walks in silence, but for the keening whistle of winds that is always with him.

He is armed with a *sword of shadows* (a +5 two-handed sword that grows from 6' to 14' long, depending on the avatar's present size, that does triple damage to undead, and double damage to giant-class creatures and all goblin-kind, such as orcs, hobgoblins, kobolds, and the like). Shaundakul uses spells of all schools, but primarily acts to heal and protect worshippers or to show them the way to success (employing healing, abjuration, and divination magics).

Str 19	Dex 17	Con 20
Int 18	Wis 18	Cha 18
MV 12 Fl 36	SZ M to H	MR 25%
AC 0	HD 14	hp 112
#AT 1	THAC0 7	Dmg 1d4 + 7 (fist)
		(+3 to hit) to 1d67 (when 15' in height)

With his *sword of shadows*, Shaundakul is +8 to hit, and does 1d10 + 7 points of damage (3d6 + 7 to L-sized foes except 2d10 + 7 to all giant-class creatures, and 3d10 + 7 to all undead).

Special Attacks/Defenses: Shaundakul (with his sword and all other items he carries) can instantly become a swirling, shadowy figure of winds in any round in which he uses no magic. In this form, he suffers only half damage from purely physical attacks. It takes him a round to solidify. He can use magic while in wind-form, but cannot make physical attacks.

Shaundakul can cast a spell and make a single physical attack in the same round. He regenerates 1 hp/turn, and can cast a *gust of*

wind as often as he desires. His avatar can be slain, but the demigod can create another in 2d20 days. His home plane is Gladsheim, due to the element of goodness in his nature, and there his magic resistance is 50% and he regenerates 1 hp/round. On Gladsheim all sorts of weapons can affect him, but in the Realms only magical weapons can harm him. Natural extremes of heat and cold have no effect on him.

As with other Faerunian avatars, no *glyph* or *symbol* magics have any effect on Shaundakul, except to attract his attention. He can hear any of his names spoken anywhere in Faerun, and the next nine words spoken by the speaker, along with the speaker's voice-likeness, distance, and direction (although he usually ignores the ceaseless babble this creates). He can send an audible reply of nine words or less to a speaker, on a wind of his own making. In one of his temples or shrines, there are no limits on his hearing or speech. The DM can freely modify and augment such minor powers to account for spectacular magical effects, physical feats, powers, and so on.

Shaundakul manifests his displeasure with faithful by creating a *wind wall* in their path. He may aid faithful worshippers by creating moving *wind walls* to guard them in battle situations, or even turn a trapped worshipper into *wraithform* to allow escape.

If PCs explore his temple, Shaundakul speaks to them (initially as a disembodied voice), explaining who and what he is. If PCs try to pillage or vandalize the temple, the windghosts who serve him (a new monster, detailed in this set) attack. If PCs are foolish enough to destroy one while still in the temple, Shaundakul appears and attacks, demanding a service from them in exchange for their lives.

Shaundakul is eager to gain new worshippers, and tries to persuade any ranger, fighter, wizard or thief of any chaotic, neutral or

Shaundakul, Rider of the Winds



good alignment to join his chosen. He does not demand that other gods be set aside by those faithful to him—but some other deities do not find shared worship acceptable.

He can manifest anywhere in Faerun, and is attentive to the aid and needs of new worshippers, to gain their loyalty. His avatar sometimes appears in Myth Drannor, striding to the rescue of otherwise doomed parties beset by the Alhoon, the Phierimm, or other perils of the ruins. If he saves PCs

from certain death, he demands as a service that each one of them destroy or drive out of the city at least one baatezu, Alhoon, or Phierimm.

Shaundakul is lonely, and enjoys a good chat—especially if he can trade jokes. He knows about as much about Myth Drannor's history, the mythal, and the Alhoon and Phierimm as this sourcebook presents, and if they ask about such things, tells PCs as much as the DM deems right.

NPCs of Myth Drannor

Many strange and dangerous folk can be met with in or near the ruins of Myth Drannor. Most are adventurers or mages hoping to get what treasure they can; most are expecting trouble, and are ready to fight to the death.

Here, a handful of such characters are presented for use in Myth Drannor encounters. Note that some of these folk may aid player characters instead of attacking them. If the DM desires, these NPCs can be met with as the leaders of adventuring bands they have joined, rescued, or met with in the ruins.

Elsura Dauniir: female human, AL NG; AC 7 (6 in cat form); MV 12 (16 in cat form); W19; hp 49; THAC0 14; #AT 1; Dmg by spell or weapon type; S 14, D 17, C 18, I 18, W 17, Ch 16, ML 19. Age 37, height 6', weight 120 lbs., long black hair, gold-green eyes, sleek figure, can shapeshift into cat form.

Carries a *necklace of missiles* (2 4-die globes left), *+1 dagger* (enchantment on it makes it invisible to all but Elsura and beings able to *see invisible*), *wand of magic missiles* (19 charges left), *2 potions of extra-healing* (in steel vials), and a *teleport* spell scroll (strapped to garter on thigh, under robes), and monetary treasure of 1-20 gp, 1-12 sp, 1-10 cp, and 1d8 gems (DM's choice of type and value).

According to many who travel the Sword Coast North, Elsura is "a shapeshifting witch." She is said to be unpredictable and whimsical, with a temper as black as her long, raven-dark hair when aroused. Elsura is known to hate slavers and those who hunt for sport and not the feast. She is also said to prowl the wilds often in the shape of a mincing black cat. When in this form, Elsura can be distinguished from feral common cats by her

distinctive gold-green hued eyes.

Born in Silverymoon, Elsura grew up in the company of elves and Harper folk, playing in the old, deep woods just north of the city walls. She was always adept at recognizing plants, and knowing where she was in the forest, and was never afraid of forest creatures or of wandering alone.

While still a youth, Elsura met and befriended the old archmage Tasirin, and soon became his cook and constant companion. Some in Silverymoon whispered that she was more to the kindly old mage than that, and efforts were made to confine Elsura within the city walls and forbid her to see Tasirin.

One night she vanished, and was not seen in any city for many a year, returning only at the death of her father, Aumar "the Lion" (a guardscaptain of Silverymoon famed for his battle-valor and reasoned leadership). At Aumar's funeral, Elsura, now a tall and mysterious beauty, appeared as the tomb in cat-form. While still a cat, she cast a *wall of stone* spell to seal her father's resting-place.

Alustriel, High Lady of Silverymoon, befriended Elsura at this time, and invited her to learn Art with mages of the Harpers. The adventuress Sharanralee taught Elsura much of the trails and hiding-places of the northeastern wilderlands, but found her "a wild thing," moody and shy and very slow to trust.

Elsura remains a friend to many Harpers, and aids Harpers she meets, but is fiercely independent of any ruler, band, or authority.

In cat form, Elsura is AC6, MV 16 (able to leap up to thirty feet), and can both speak and cast spells. She retains her own intelligence, but gains a better sense of smell, 90' infravision, and ultravision.

NPCs of Myth Drannor

The origin of Elsur's feline shapeshifting ability is unknown. Elminster believes it to be the result of an ancient and powerful curse-spell, of a sort used in long-ago Netheril.

Change from form to form requires 1 segment, and never involves System Shock. Weapons, items, and clothing cannot make the shift in form; Elsur customarily wears only a waist-and-baldric pouch for material components, which magically shifts size to fit both her forms snugly. By touch and will she can make it *invisible* for up to 4 turns, or use *telekinesis* (by will, not requiring a spell) on it for up to 3 rounds. Both such powers of the pouch can be utilized once every 9 turns. In the pouch Elsur typically carries material components, a pair of sandals, a pair of leather leggings, 1-20 gp, and the possessions noted above.

Trappers and hunters in the forests of the North often report meeting a black cat that sings or hums as it prowls. Most salute it and pass on, knowing they face Elsur. Those less wise—and such creatures as kobolds and quicklings, who regard the cat as a meal—soon learn wisdom, to their cost.

Elsur has come to Myth Drannor hoping to find enough powerful magic that she can by force found a stronghold, and build around her a refuge of folk devoted to her; more than anything else in the Realms, she seeks friends she can trust, and a home and family she can belong to.

Baelam "the Bold": male human, AL CG; AC 6; MV 12; W12 (formerly T10; dual-class); hp 51; THACO 17; #AT 1; Dmg 2d4 metal hand, or by spell or weapon type; S 15, D 18, C 15, I 18, W 15, Ch 13, ML 19. Age 31, height 6'1", weight 207 lbs., black hair, hazel eyes, burly build.

Wears a *ring of the ram* and a vampiric *ring of regeneration*, carries a *+3 dagger* (when grasped and ordered, can *blink* for up to seven rounds, once every 200 turns), *rope of entanglement*, *potion of healing* (in a steel vial), and monetary treasure of 2-20 gp, 1-12 ep, 3-30 sp, 2-20 cp, 60% chance of 1-10 gems (DM's choice of type and value).

Baelam "the Bold" was once an infamous thief of the Sword Coast lands. He was very successful, and grew very rich—until, of course, he robbed the wrong person.

In Baelam's case, it was the mage Throthimm Blacksilver. Blacksilver's hoard included many traps and guardian creatures, which Baelam adroitly avoided or destroyed. It also contained a chest that chopped off all hands entering it. Baelam lost his left hand, and barely escaped alive. Hurt and beset by the mage's guardian creatures, the thief dropped all his other loot to seize up a man-sized metal automaton, and bore it away.

The automaton soon came to animated life and nearly slew him, but Baelam used a precious item of magic to destroy its head and sever the still-deadly limbs of the wizard's strange metal golem. He then took the golem's still-moving left arm, and sought out the mage Irritym Wonderstar of Waterdeep.

The process he demanded was long and difficult, and took most of Baelam's treasure—but when Irritym at last was done, Baelam had a dextrous, perfectly controlled metal left hand and wrist mated to his own flesh.

The hand cannot be removed. It is considered a *+2 magical weapon* for purposes of what it can hit, can be made to glow with blue or amber *faerie fire* as Baelam wills, is ACO, and has 66 hit points

NPCs of Myth Drannor

of its own (it takes that much damage before being hampered in any functions, and can fight on, animated by Baelam's will, even if severed from the wizard's body or upon his death or disintegration).

The hand strikes for 2-8 points of damage, and can handle extremes of heat and cold without impairment of function or discomfort on Baelam's part. Acid and electricity affect it. Baelam went through much pain during the grafting of the hand to his own flesh. Now, he cannot be adversely affected in combat by severe pain or nausea. He has also given up thievery for study of the Art. Admiration of Irritym's care and intelligent seeking after knowledge blossomed into an interest in magic—first for what it could do, and then for the Art itself.

Irritym was later slain by thieves seeking to plunder his house of magic. An enraged Baelam found and bloodily slew them, but lacked the Art necessary to bring Irritym back to life until it was too late. The grieving Baelam then sat down to learn all he could of Irritym's Art.

For months he studied, learning little. Then he hid many of the mage's most powerful grimoires somewhere beneath the city of Waterdeep, and began a careful program of trading away the lesser items and tomes he found in Irritym's home, in return for training at the hands of others. In between, Baelam roamed the Sword Coast cities slaying thieves known to him, and taking their stolen wealth to further finance his training. In the process he made many enemies, including the sorcerer Garthagul of Calimport, and the infamous thief Ssilban "The Silent" of Theymarsh.

In the end, a band of lesser thieves gathered in Waterdeep to slay Baelam and seize Irritym's remaining treasure. One

night, they swarmed into the mage's nondescript house, armed to the teeth with magical protections and weapons.

In an epic battle still told of in the taverns of Waterdeep, Baelam slew them all. Much of Irritym's house was destroyed in the process—and Baelam's mastery of the Art was convincingly revealed, with all in the city that night as witnesses.

When it was all over, Baelam strode through the smoking streets in the morning sunrise to Blackstaff Tower. There he gave what was left of Irritym's Art to Khelben "Blackstaff" Arunsun, apologized for the mess he had made (much of the remains of his attackers were strewn about the streets and alleys around Irritym's house), and vanished from Waterdeep.

Baelam wanders the Realms, aiding those he wishes to, and smiting thieves and evil mages alike, seizing their treasure for his own. The DM should use rare and unique spells extensively in determining Baelam's spells; he is said to use "strange magics" gleaned from his many sources. He has come to Myth Drannor seeking its lost, fabled magic. In battle, he is a deadly, wary foe—but he'd rather avoid fighting, if he gain magic by trading and sharing. He has been known to rescue adventurers from the clutches of baatezu and alhoon in the ruins, and has found an old book whose clues to the whereabouts of magic in the ruins he's eagerly following up.

Baelam appears as a tall, broad-shouldered man with jet-black hair and a hooked nose. He is grim and black-humored, but can be both gentle and courteous if he so desires.

Emrock Uerngulphim: male human, AL CN (kindly, whimsical); AC 6 (dexterity bonus; except for a helm and gauntlets, no armor worn); MV 12; T11; hp 61; THAC0

NPCs of Myth Drannor



15; #AT 1; Dmg by weapon type +1 (strength bonus); SA telepathic link with Vleem (see below), thieving skills: PP 45%, OL 70%, RT 85%, MS 90%, HS 50%, DN 70%, CW 85%, RL 90%; S 16, D 18, C 16, I 15, W 16, Ch 15, ML 20. Age 52, height 5'8", weight 169 lbs., steel-grey (formerly brown) hair, hazel eyes, stout build.

Wears a *ring of spell turning* and a *vampiric ring of regeneration*, carries a *dagger +2* (glows with a blue-white or red *faerie fire* when grasped and willed, hue of wielder's choice), *potion of gaseous form*, *potion of extra-healing* (in a steel vial) plus 1d4 additional potions (DM's choice of type) and monetary treasure of

1-100 pp, 10-1000 gp, 2-20 ep, 5-50 sp, 2-20 cp, 90% chance of gems (DM's choice of type and value), also many riches carried (see below).

Emrock is skilled in the use of dagger, scimitar, shortsword, dart, and garotte, at fighting in the dark and in the air, good with knots and ropes, and seems always alert.

He is known as "the Mad Merchant" in the Inner Sea lands of the Realms. (In the South, he renders his name as "Imrock.") Formerly a thief, then a caravan-guard and later caravan-master, Emrock is a more honest man these days. He makes a good living with a messenger and delivery

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service across the North, having a secret lair somewhere in the Vast and another in the North, near Sundabar. Emrock deals only in relatively small items of high value, such as gems, unique items, magical items, documents, sigils, letters and gift or payment parcels.

Emrock is famous (or infamous) for his steed and companion: a gigantic, intelligent mantari (see Volume 14 of the *Monstrous Compendium*) or aerial ray known as Vleem. Emrock and Vleem are partners and friends rather than man and servile beast. They communicate telepathically (90' range), although Vleem understands Common speech, and Emrock has learned to interpret the "veep" warning cry that Vleem emits, as well as his "chuckering" anger sound and his droning croon of pleasure or amusement.

Other giant air-rays are known in the Realms, particularly in the jungles of Chult, but they are very rare. Vleem is of an even rarer variety: the "snow ray" or cold-blooded northern variety. Summer in the human-inhabited lands of the North is too warm for Vleem's liking, and the ray sleeps much of the time in deep, cold caverns. In winter, the ray is often the only creature who can travel through blizzards and sleet-storms, across icy wastes of water and leagues of deep snow. The high fees Emrock can command for safe delivery of valuables at such times keep him well-fed indeed.

Emrock rides Vleem from a high-cantled saddle, to which are strapped long leather streamers of pouches. For large cargoes, Vleem has been known to tow a boat or sledge from just above ground- or water-level.

Emrock encourages clients to protect precious cargoes with seals, magical glyphs, or mechanical traps; he won't try

to open them. Emrock prefers to travel in bad weather or darkness, and seems to enjoy a good fight. Such tendencies, plus his droll, pranksome humor, have earned him his "Mad Merchant" nickname.

Emrock was born in Mirabar, and spent his youth exploring the North with his parents, who were prospectors. Orphaned in an orc raid, Emrock wandered south and took to thievery, adopting the profession of caravan guard as a means of getting fed and paid to travel from place to place (to find new victims to steal from). Prudence often forced him to curtail his thievery, but Emrock kept his eyes open and learned the ways and the lay of many lands, from Calimshan to the borders of Thay, north to barbarian lands and endless ice from the steppes to the Sword Coast.

In time he found himself the leader of a surviving remnant of a badly-mauled caravan, and decided to become a caravan-master in earnest. His thievery became more astute and his loot more valuable, and at length Emrock was forced to flee from some angry acquaintances who had more magic than he'd reckoned, even after he'd stolen much of it from them. They pursued him a long way, employing summoned monsters and hired mercenaries, until Emrock went up into remote peaks to escape. There the pursuit ended, for his pursuers were certain that the orcs would soon slay him.

But there were no orcs in those mountains—because snow rays love orc-flesh. Emrock met and somehow befriended Vleem. Perhaps the telepathy between them is natural, or perhaps the giant rays have magical powers of their own unsuspected by most. Whatever its origins, the teamwork between man and ray has lasted a good twenty-six seasons

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now, and Emrock has hidden away much gold indeed (and not a few magical items, with which he pursues any who rob or injure him and then escape).

Emrock is a shrewd trader, an excellent gambler (a master at spotting all known forms of cheating) and bluffer, and is experienced in battle. Cool, dispassionate, and yet entertained by a good contest (be it mental, physical, or political), Emrock enjoys his career.

Grey-bearded and paunchy, with white streaks now appearing in his wavy grey hair, Emrock is calm and genial. He wears a belt with a large round brass plate as a buckle: set into the body-side surface of the brass is a concealed lockpick and a flat metal vial containing a *potion of extra-healing*. Emrock has friends and contacts across the North, and he has at least one lover: the widowed Jhaele Silvermane, innkeeper of The Old Skull Inn in Shadowdale.

He flies over Myth Drannor often, keeping an eye on goings-on there, and has been known to swoop down and rescue adventurers in peril (especially lone wizards who can afford to pay him for their lives), or take messages to folk in the Dales, Cormyr, Hillsfar, or Sembia (sometimes for free). Though few know this, he is good friends with Azoun, Vangerdahast, and Alusair Nacacia of Cormyr, and is welcome in Suzail.

Emrock has also been known to plunge headlong from the skies into battle with baatezu, gargoyles, and even Phaerimm amid the ruined towers of Myth Drannor, bellowing lustily and swinging his scimitar. More than one despairing adventuring band has been astonished at the arrival of this rather unconventional rescuing cavalry!

Vleem

'Snow ray' variant great mantari; INT 14; AL LN; AC 4; MV 1, Fl 17 (C); HD 12; hp 92; THACO 9; #AT 2; Dmg 2d4 (bite), wing or tail buffet for 2d4 (or can ram, or can wield weapon with tail; SA ram (2-12 damage plus save vs. death magic or be *stunned* for 1-2 rounds); SZ H (12' long with a 10' tail beyond, and a 26' wingspan); ML 20.

Vleem is neutral in alignment and largely unaggressive; his kind rarely hunt or fight. He seems both fearless and stubborn, and never abandons Emrock in dangerous situations. He fights by dealing foes crushing damage from slaps of his wings or tail, or uses his stingless prehensile tail to wield a weapon. He can so employ all weapons (including those of giants) for normal damage +6, due to his great strength.

Vleem eats organic matter of all types, living or dead. Often he munches on tree-top greenery or rock lichens of the high peaks, or wallows in battlefield carrion. Vleem is a mottled green, grey, and dun in color, has bony brow-ridges that protect his eyes, and a small, fanged mouth. Vleem glides, rippling or beating his body edges and tail when necessary for steering and propulsion. Buoyant internal gas cavities are believed to aid such rays in flight.

Vleem's kind are very rare, and lair in ruins; he likes Myth Drannor as a potential home, and hopes to someday bring a mate here.

Bucklal "Buttons" Boldover: male halfling, AL CE (manic, unpredictable, cruel); AC 6 (dexterity bonus; no armor worn); MV 12; T8; hp 61; THACO 15; #AT 1; Dmg by weapon type +1 (strength bonus); SA thieving skills: PP 85%, OL 60%, RT 25%, MS 90%, HS 90%, DN 20%, CW

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50%, RL 5%; S 13, D 18, C 16, I 14, W 12, Ch 15, ML 20 (insane). Age 26, height 3'2", weight 66 lbs., black hair, green eyes, burly build. Wears a *ring of jumping* and a *ring of shooting stars*, and carries a *ring of sustenance*, a *wand of magic missiles*, a *wand of negation*, a *horn of blasting*, a *wand of wonder*, and a set of *iron bands of Bilarro*, all but the last plundered from the ruins, as well as unknown monetary treasure (almost nothing carried, but has hidden small caches all over the ruins and in many places in the woods nearby).

A sometimes-giggling, sometimes stealthily flitting crazed imp of the ruins, this halfling is the sole survivor of a band

of his kind who came seeking easy riches. Forced to eat the remains of some of his fellows to survive, and to battle spiders as large as himself barehanded, something in Bucklal's brain snapped. Ever since, he has exulted in his rat-like existence in the ruins, tormenting and stealing from adventurers, blasting small prey with his wands, and burying baatezu under falling rubble with well-placed blasts from his horn. Bucklal knows the passages and rooms of the city like no other living being, but he is too insane for others to control or read his thoughts with either magic or psionics; attempts merely awaken his most murderous attention.

The Magic of Myth Drannor

Much of the magic known in present-day Faerun has come down from the magical splendor and might of Myth Drannor at its height. A few of the thousands of magical items that still lie in its ruins are described here.

In the entries, "XP Value" is experience gained by a being who makes (enchants) a magical item, not by one who merely comes to possess it. The ways of making most of these items have been lost down the ages. "GP Value" is a guide for DMs trying to determine a typical market price for the item (to a buyer with a use, interest or market for the item, who does not sense that the sellers are desperate for cash). Keep these values secret from players; PCs in the Realms do not normally know the going market rate for any magical item.

As well as the new magical items described here (such as the masks devised by the well-loved Myth Drannan mage Lady Shandalee), almost all of the more widely known magical items (described in the *DUNGEON MASTER™ Guide*) were made in Myth Drannor. Some Myth Drannan specimens of these well-known items, particularly rings, can be overloaded, or use charges that can run out, whereas the more modern specimens most wizards in Faerun are used to, today, are permanent items that don't use charges.

Dungeon Masters with access to the Realms sourcebook FR4, *The Magister* or to issue #115 of DRAGON® Magazine can include in play more harps of Myth Drannor than the two given here. Many other issues of DRAGON Magazine detail magical items that can be used as Myth Drannan treasures.

Staves

All of these items appear as plain wooden walking-staves, are usable only by all sorts of wizards (unless otherwise noted), and (with exceptions noted) are fairly numerous in Faerun.

Staff of Battle

XP Value: 1,000

GP Value: 9,000

This sort of staff is a +3 weapon that cannot be cut by any blade. Its magical speed enables its bearer to strike first in any round, and it attracts all missiles (even *magic missiles*) passing within ten feet of any part of it. Such missiles avoid striking any living being, but enter the staff and are absorbed harmlessly.

If a *staff of battle's* attack roll (adjusted with its bonus) is 20 or greater, any armed opponent that it strikes must make two successful dexterity checks or be disarmed, his or her weapon flying out of immediate reach.

The preceding functions are all automatic and continuous. They do not drain charges.

A *staff of battle* can *repel* (as in the sixth-level wizard spell, *repulsion*) all creatures within ten feet. This power drains 2 charges per use, and can be exercised only once in every six-round period. The *repulsion* lasts only 2 rounds, after which affected creatures are free to return.

Once per day (144 turns), a staff-bearer can designate any successful hit to be a "Thunderstrike." The decision must be made immediately upon the staff striking home, and instantly drains 8 charges from the staff (insufficient charges prevent this option from occurring). A "Thunderstrike" is heard as a deep, booming noise.

A "Thunderstrike" releases magical force

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sufficient to deal double damage to any opponent of M-size or smaller (no saving throw), and triple damage to all larger creatures. Any creature struck must make a successful dexterity check to avoid being thrown to the ground, and also make a successful strength check or be *stunned* (reeling helplessly, at -3 AC, unable to attack, cast spells, or even concentrate, and liable to drop any held weapons or other objects unless a successful dexterity check is made for each) for 1-2 rounds.

If used against non-living objects, a "Thunderstrike" does forces any object struck (e.g. a door, sword, shield, armor, or even a castle wall) to save vs. crushing blow at -3, or be shattered.

Staff of Displacement

XP Value: 6,000

GP Value: 25,000

This magical staff functions at all times as a *cloak of displacement* (q.v., *DUNGEON MASTER™ Guide*) upon any being(s) touching it. This +2 protection cannot be turned off, and drains no charges.

The staff can also, on command (a silent act of will not requiring gesture or utterance), enable a single creature grasping the staff to *jump* (as the first-level wizard spell). This function drains 1 charge, and may be activated as often as desired, once per round.

The staff can also, by touch, *part water* in a five-foot-radius cylinder. This cylinder is centered on the staff, and extends four feet beyond either end of it, enabling beings to breathe air while submerged. Magical processes replenish the air continuously to keep it fresh, and drain 1 charge per round from the staff while performing this function. This function requires the utterance of a secret command word to activate the staff; the function ceases upon mental command

of any being grasping the staff, and may be used as often as desired.

All *staves of displacement* can also temporarily negate (not destroy) *wizard locks* and *hold portal* magics, regardless of the level of the being who created them. The touch of the staff causes the guarded door or portal to glow with a faint radiance for 1d4 rounds, and during this time all creatures who wish to do so may pass freely through the guarded area. When this free passage ceases, any creatures caught passing through the guarded area may proceed, but must suffer a System Shock roll. This function operates automatically, whether passage is desired or not, and drains 1 charge per level of the caster of the *hold* or *lock*.

Staff of Divergence

XP Value: 1,000

GP Value: 9,500

This sort of staff is a defensive weapon. Upon its crafting, this staff must be set to guard against one type of attack (typically "fire" or "lightning"). It is effective against only the chosen type of attacks, of both natural and magical origin, and regardless of intensity.

Any attack of the chosen type directed within nine feet of any part of a *staff of divergence* is automatically turned away, to a spot or target within 90' chosen by the staff-bearer. If no one is holding the staff, or the bearer does not choose a destination for the attack, determine where it takes effect randomly. This function of the staff drains 3 charges per use, and can be used only 6 times in any 24-hour period.

Divergence is effective against spells and magical item discharges employing the attack form guarded against, but it cannot guard against "all spells" or "all poisons." It could be crafted to ward off "all acids," but all flaming attacks and all electrical/energy

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discharge attacks are by far the most common attack types guarded against by such staves.

A *staff of divergence* has an additional power, usable at will and requiring no charges. It can emit a *faerie fire* radiance of any hue desired. The staff must be held to change the intensity and color of the radiance, or to end it. These processes require concentration that precludes spellcasting, but can be accomplished within a round.

Staff of Miracles

XP Value: 4,000

GP Value: 32,000

These staves were once common, being made in great numbers in Myth Drannor and elsewhere, but few know the secrets of their crafting today. When grasped and commanded, such a staff glows with a brief blue-white radiance, and allows a +4 bonus on saving throws for all beings touching it at the time. This protection lasts for the round in which the staff is touched and the following round, and drains the staff of 4 charges each time it is activated.

A *staff of miracles* may *heal* (as the sixth-level priest spell) once every 24 hours, a function that drains 5 charges.

It may also be used to *delay death* once every 24 hours. This function, which drains 6 charges, permits a dead being, if touched within 3 rounds of death, to be brought to 1 hp, despite any wounds, system shock roll failures, or bodily dismemberments (even decapitation or the loss of vital organs). Breathing, bleeding, and all life functions are magically halted for 7 turns, and if curative magic or other means are applied to the unfortunate being during this time, actual death may be averted. A system shock roll may apply if the DM judges it appropriate.

Once every 66 days, a *staff of miracles* allows the bearer one *limited wish*, at a cost of

12 charges. (Insufficient charges cause failure of function.) When this function is used, a roll of thunder is heard overhead. The staff-bearer is not aged by use of this power of the staff.

The *limited wish* is akin to the seventh-level wizard spell. If death is involved, it cannot be directly caused by the spell, and can only be undone or reversed for one creature. If the *wish* involves the undoing of acts, spells cast, words said, et cetera, it can only reach back into the immediate past for a maximum of one turn.

Staff of Night

XP Value: 3,000

GP Value: 15,500

A *staff of night* is not (despite folk beliefs to the contrary) an evil item; like all the staves detailed herein, it has no alignment. Anyone grasping this staff is automatically afforded both infravision (to a range of 90') and ultravision. By wordless mental command (and at a cost of 1 charge) this staff can dispel any radiance (*light*, *continual light*, *faerie fire*, but not magical auras that glow) that the staff contacts any part of. Permanent radiances return 2-5 turns after this function is exercised.

The bearer of a *staff of night* can also *cause darkness*, in a sphere of ten-foot-radius centered on the midpoint of the staff. Such darkness is equal in effects to that created by the second-level wizard spell *darkness 15' radius*, and moves with the staff. This function costs 1 charge per use, and can be ended by mental command of the bearer, or continued indefinitely, even if the staff is no longer in contact with a living being.

Once every seven days, the greatest power of a *staff of night* may be used. The bearer of the staff feels (by a faint, continuous tingling) that this power is ready for

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use. A command word must be spoken to activate this power, and doing so drains 6 charges from the staff, each time. Within 1 round, an umber hulk appears. It fights or otherwise performs at the staff-bearer's bidding for 3 rounds, and then vanishes again.

The umber hulk always arrives with 60 or more hit points and obeys diligently and loyally in undertaking even obviously dangerous tasks (however, if directly asked to harm itself it does nothing). While the staff is grasped, its bearer is immune to the *confusion* power of the gaze of all umber hulks. If the umber hulk of the staff is slain while in service to the staff-bearer, the staff will instantly crumble to dust, its power gone forever.

Lord Aumry of Shadowdale (husband of the "witch" Sylune) once bore such a staff. It was stolen from his tomb by Lashan of Scardale, who is thought to still be alive, in hiding, and may well still possess it.

Staff of Scrivening

XP Value: 3,000

GP Value: 14,000

One end of a *staff of scrivening* can *erase* (as in the first-level wizard spell). The other end can animate itself to write down spells and glyphs (even those for which special inks are normally required), and transfer a written spell of any level and type (even a spell forever denied to the staff-bearer for reasons of class) from the original text (which must be touched) to another surface, such as a blank page of the staff-bearer's spellbook.

The *erase* function is by touch, drains 2 charges, and works instantly. The *write* function takes 4 rounds. In the first, the original text must be touched; in the second, the staff must be moved to the surface to be written upon; in the third and fourth, the staff must be continuously touched to the

surface to be written upon. One charge per round is drained, and if the process is interrupted, the charges used thus far are lost, and the attempt to write the spell fails.

Writing requires no special spell inks or movements of the staff, nor even adequate light, and is always an exact duplicate of the original (faults, if any, and all). A spell concealed by a *secret page* magic cannot be written by use of this sort of staff, but the staff can be employed to copy a *secret page* spell itself.

At a cost of 1 charge per round, the bearer of a *staff of scrivening* can *read magic* (as the first-level wizard spell, but without expending such a spell). Note that this power does not reveal the auras of magical dweomers, or identify, activate, or reveal *glyphs* or *symbols*.

Anyone touching a *staff of scrivening* when a *glyph* or *symbol* is discharged is automatically protected against all effects of the *glyph* or *symbol*. This protection drains 6 charges per being protected.

All staff functions are activated by silent force of will, and require physical contact with the staff and concentration that precludes spellcasting.

Staff of Silence

XP Value: 1,500

GP Value: 6,000

A *staff of silence* drains 1 charge per round when activated. It can be used continuously if desired, as long as the activator retains hold of the staff. Activation and de-activation is by silent act of will, and takes only an instant.

This type of staff negates all noises created by the bearer, including footfalls, spell incantations, the sounds made by things the bearer breaks by direct contact (not dropping!), and so on.

The bearer may also invoke a special sort

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of deafness upon himself to provide total protection against *power word* spells, and other spells or monster attacks which rely on sound (e.g. the roar of an androsphinx or the song of a harpy). This deafness also prevents real deafness being inflicted upon the staff-bearer (except by physical damage of auditory organs). Other creatures, even if they touch the staff, are not protected by the staff in any way.

Once per day (once in every 144 turns), the bearer of a *staff of silence* can release the sounds swallowed (and stored) by the staff in a *sonic blast* attack. This attack has a cone-shaped area of effect, extending from one end of the staff up to sixty feet distant, widening from a foot in width at the tip of the staff to a thirty-foot diameter circle at the farthest extent of the cone. It is activated by will, and occurs instantly, its effects ceasing at the end of the round of activation.

The blast sounds like an extremely high-pitched shriek, but does not affect creatures only by sound. It can *cause deafness* (lasting 2-5 turns) and *stun* (lasting 1-6 rounds) all creatures in the area of effect able to hear (i.e. not already deaf) who fail a saving throw against each effect. Both saving throws are against poison.

The *sonic blast* also deals physical damage to living and non-living objects, equal to 1 structural point or 2d12 damage (successful save vs. spell equals half damage). Any small object may at the DM's option be flung away from the staff by the blast. Any creature who fails a dexterity check may be hurled off its feet and thrown up to ten feet farther away from the staff.

There is no known overload point for such staves. A *staff of silence* has never exploded or ceased to function because its stored sounds were not discharged. Activation of a *sonic blast* drains only one charge; the blast itself is powered by the sound energy stored by the staff.

Staff of Spheres

XP Value: 4,000

GP Value: 20,000

This rare and strange sort of staff was devised by Elminster long ago, when he was in Myth Drannor at the height of its greatness. All it does is create spheres: transparent, floating bubbles that glow with a faint silver-blue radiance. These bubbles are six feet in diameter, and upon their creation can be commanded to remain stationary (floating, motionless), commanded to follow or precede the staff at a certain distance, height, and orientation, or set upon a straight-line journey away from the staff-wielder, in any direction.

A bubble can carry anything or collection of things of up to 140 lbs. total weight (if this limit is exceeded, the bubble instantly ceases to exist), including living matter. Any pointed or sharp-bladed objects allowed to contact the surface of such a bubble also destroys it. A bubble gives enough light to read by, but not enough to blind any creature or affect undead.

If cast around a being (or beings), a sphere allows the enclosed creatures clear vision and breathing, and protects them with a *feather fall* if it is directed downwards, or ceases to exist in a location that spills its occupants out for a fall (if the bubble fails due to weight overload, this protection does not apply). A spell or magical item or artifact power of any sort cast into or out of a sphere is negated, but destroys the sphere. If a sphere fails due to such contact, it negates any magic (including spell-like creature powers) entering or leaving its area in that round, not just one spell or effect.

Spheres are not prisons; any conscious, mobile being can easily break a sphere to escape (securely bound creatures cannot, nor can caged creatures, if the sphere is formed around their cage). Mages typically use such

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spheres as travelling storage for coins, food, weapons, or even open spellbooks, which the sphere provides handy reading light for. Spheres can also be used to convey food, treasure, or other items to beings one doesn't wish to approach too closely.

A sphere can travel at up to 16"/round when travelling "free" (that is, not linked to the location of the staff that formed it), but can never develop sufficient velocity to break or move objects in its path, nor to deliver a carried dagger or acid vial in an attack. Spheres can serve to deliver lit oil pots or torches to intended destinations (non-magical flame does not affect a sphere).

Such a staff can create a maximum of one sphere a round. Each sphere drains 1 charge during its creation, which requires an entire round to complete.

Staff of Surprises

XP Value: 4,000

GP Value: 20,000

This type of staff is usable by all intelligent creatures who know the command words of the particular specimen they are holding. Each staff function can be used in combination with all other staff functions, but only one function can be activated (or deactivated, by uttering the command word in reverse) per round. Each function drains 1 charge whenever activated, but programming item functions requires only the necessary spellcasting, speech, and concentration; no charges are drained.

A *staff of surprises* can on command suddenly grow a blade from whatever end is desired (doing 1d8 damage, 1d12 to creatures larger than M-sized, whenever the staff hits). The staff's weight and balance do not change.

Such a staff can also suddenly extend in length up to sixty feet, to serve as a pike, sliding pole, bridging or reaching aid, and so

on. It remains utterly straight and rigid, and can withstand 16 points of direct damage or 777 lbs. of weight before breaking.

A *staff of surprises* can also emit an earlier programmed sound or speech (of up to 7 seconds duration or 15 spoken words). This utterance can be a message, warning, incantation, threat, or an intent to deceive others into thinking a particular being or monster is near. If the sound is a spell incantation, no spell can be cast or set off, but the sound can be an activation word for a magical item, and activates that item if the word alone is sufficient.

A *staff of surprises* can also emit an earlier programmed illusory image, of any M-sized creature or object. The wizard must first create an illusion through use of illusion magic, then speak the image-power command word to cause the staff to absorb the illusion and contain it for later use. The illusion is as good as the original (i.e. ranging from vague and fuzzy to utterly lifelike), and can move, gesture, and act. It cannot speak, be made to react to its surroundings in any way, and lasts for up to 7 rounds (less if the programmer desires or is unable to maintain the illusion for 7 rounds, or if the staff-wielder ends it sooner). Touch does not dispel or disrupt such an image.

Staff of Vision

XP Value: 5,000

GP Value: 25,000

This rare type of staff drains 1 charge per round when activated and held by a living creature. It is usable by all intelligent creatures, and is controlled by force of will.

A *staff of vision* may be activated and used within the same round. Shutting down any power of the staff requires only an instant, but switching from one power to another requires an entire round between uses of the different powers.

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Such a staff can empower the bearer or any creature touching the staff (but only one being at a time) to *detect invisibility* (as the second-level wizard spell, with an effective range of 90'), or use *infravision* (as the third-level wizard spell), or have *true seeing* (as the sixth-level wizard spell, without any use of ointment necessary).

Such staves never allow *X-ray vision*, and cannot be used continuously for very long, as their effects are mentally tiring. A *staff of vision* can be used by one being only for as many rounds as the user has intelligence points. After using such a staff for 6 rounds or more, any user must refrain from using it for at least 4 rounds, or wild hallucinations result (precluding proper use of the staff powers, and possibly guiding the affected being into behavior dangerous to self or companions).

Each *staff of vision* has a secret command word. Anyone knowing it who utters it while touching the staff to any being (including themselves) may call forth the special power of this type of staff: at a cost of 3 charges, such a staff can *cure blindness* (unlike the third-level priest spell, the staff repairs or restores damaged eyes). Insufficient charges cause this special power to fail.

Miscellaneous Magic

Gauntlets of the Valorous

XP Value: 10,000

GP Value: 45,000

Made for the heroes of Myth Drannor, these magical gloves vary in appearance from massive silvery elbow-length war-gauntlets to delicate open versions consisting of five knuckle-rings linked to a

wrist-bracelets by fine chains, along which can be found various ornaments (sometimes including storage lockets for powders, scent, gems, or coins).

If a single gauntlet is worn, the wearer can punch with it in battle for 1d4 + 1 damage, making all attack rolls at +3 to hit. It is supple enough to permit the wearer to cast spells while wearing it, and causes all the wearer's spells to have the maximum possible effects (overriding all magic-affecting powers of the mythal, but not any victim saving throws). The wearer also gains a +1 bonus on all saving throws.

If any two *gauntlets of the valorous* are worn, the pair together has all the powers and properties a single gauntlet does, plus 1d3 of the following powers (determine randomly with a d12 roll; these powers are mentally revealed to the wearer once both gloves are donned, and are not changeable):
01: *regenerate* (as the seventh-level priest spell) by *gauntlet-touch*, twice/day.
02: *resurrection* (as the seventh-level priest spell, cast by a 20th-level priest) by *gauntlet-touch*, once/day.
03: *chain lightning* (as the sixth-level wizard spell, first arc of bolt dealing 12d6 damage) from pointed *gauntlet*, thrice/day.
04: *stone to flesh* or its reverse (as the sixth-level wizard spell) of up to 180 cubic feet in total volume, by *gauntlet-touch*, once/day (i.e. one act of either *flesh to stone* or *stone to flesh*, not once each).

05: *telekinesis* as the fifth-level wizard spell—the single-round version that hurls objects away—as if cast by a 12th-level wizard: i.e. objects of up to 300 lbs. total can be hurled, suffering 12 hit points of damage if they strike solid things in their flight), affecting objects and beings touched by a *gauntlet* within a single round. Multiple objects can be touched and willed to fly away, and this goes on until the weight limit is exceeded. The object that is “over” won't be affected.

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This power is usable twice/day.

06: four times per day, the wearer of the *gauntlet* can unleash a *power blow* when a successful attack is landed: the attack does its usual damage, plus 3d6 points of smiting damage (and the victim must save vs. spell or be knocked down, its hold on weapons, ladders, railings, captives, masts, and the like automatically broken).

07: either one of the *gauntlets* can emit a *flame blade* (as the second-level priest spell, dealing 1d4+4 points of damage plus 2 more if the victim is undead or especially vulnerable to fire, and -2 if it is protected against fire); this power can be evoked a total of twice per day, regardless of which glove is used.

08: by touch, a *gauntlet* can *heal* (as the sixth-level priest spell), once/day.

09: each *gauntlet* can emit *repulsion* as the sixth-level wizard spell) once/day: undead caught in this special *repulsion* effect must save vs. spell at -2 or boil away, suffering 2d4 points of damage to their unlife.

10: a *gauntlet* can *polymorph other* (as the fourth-level wizard spell) once/day, by touch; victim is allowed normal saving throw, and is not required to make a system shock survival roll for the transformation (but unless naturally a shapeshifting creature, any later change back to normal form involves a system shock survival roll).

11: a *gauntlet* can *hold monster* once/day, by touch (as the fifth-level wizard spell, but only one creature can be affected—it gets its usual save vs. spell at -3 to escape the spell effects).

12: both *gauntlets* can, upon command, emit electrical discharges that they conduct directly to foes with punch attacks, or that is added to the damage done by any weapon wielded by either *gauntlet*; the damage done is 2d4 points of extra; this power can be used once/turn, and last one round each time—but can affect both *gauntlets* if de-

sired, so that a high-level fighter employing two weapons, one in either hand, during the same round would gain 2d4 extra damage on both (weapons and struck items normally requiring an item saving throw vs. lightning are forced to make such throws, so that the *gauntlet* wearer can easily destroy his own weapon unintentionally).

When a matched pair of *gauntlets of the valorous* is used in a certain way (e.g. to swing a magical sword) or to do a certain thing (e.g. to slay a baatezu or a dragon), they attain *fulfillment*. This purpose, set when they were created, is rarely known to the wearer, and cannot be divined by magical means.

Upon *fulfillment*, the gloves blaze with light and vanish, healing their wearer, and removing from him all afflictions as an *elixir of health* (detailed in the *DMG*) does. Their wearer also gains 1d4 permanent hit points, a 1-point gain on any ability score (randomly chosen, not player's choice), and another permanent ability (choose randomly from the following table, rolling 1d8 and re-rolling if it's an ability the being already possesses):

01. *infravision* (as the spell), whenever concentrated on.

02. being gains +40% to base success rate for climbing (see pg. 122 of the *Player's Handbook*).

03. being gains a bonus of +1 on all attack rolls with a particular type of weapon (e.g. long sword, but not a broader category such as "sword").

04. being gains a 40% chance to notice traps (as a thief finds traps), even when not concentrating (a being already having this ability gains a +40% bonus).

05. being gains the same chances to detect depth and grade as a dwarf has (see page 21 of the *Player's Handbook*; note that the dwarven miners' aptitudes for detecting

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new construction, sliding or shifting areas, or traps are *not* gained).

06. being gains a base chance of 40% to move silently (as a thief; a being already having this ability gains a +40% bonus).

07. being gains the ability to *dimension door* (as a 7th-level wizard does, but without any spell).

08. being can *pass without trace* once/day (as the first-level priest spell—but no magical trail is left).

Note that these *fulfillment* benefits are permanent, and do not depend on alignment, behavior, presence of the mythal or proximity to where the gloves vanished.

The Hooded Crown

XP Value: 5,000

GP Value: 30,000

This item is either rare or unique. It is a gem-encrusted crown or diadem with bejeweled "skirts" or a hood of cloth that surrounds the back and sides of the wearer's head. The crown's jewels wink and sparkle constantly, but this is an illusion; it is actually a plain adamantine circlet, devoid of skirts and gems. It has two sorts of powers: those that always function, and those that operate only while the crown is within, or in contact with, the mythal (the crown can direct its powers up to 90' outside of the mythal).

The first sort of powers are: the wearer has immunity to all petrification, *polymorph*, and electrical or lightning attacks and effects; can *levitate* or *feather fall* at will; and can cast the following spells (as a 9th-level wizard): *color spray*, *magic missile*, *unseen servant/detect invisibility*, *ESP*, *know alignment*, *locate object/minute meteor* (like a *Melf's minute meteors* spell, but creates only 1 meteor per use, counting as the crown's spellcasting for the round), *non-*

detection, *tongues*, *water breathing/minor creation*, *remove curse/wall of iron*.

The crown can cast only 1 spell per round (and once any spell is used, it can't be called on again until 3 turns have elapsed), but the *levitation* and *feather falling* powers, and the immunities can be used at the same time as a spell. Use of crown powers in a round prevents the wearer from casting any spells of his own (if he is a spellcaster), but not from unleashing magical item discharges or combat.

The second sort of crown powers operate in the mythal, and consist of the following: the wearer can *fly* at will, can cast (as a 14th-level wizard) *repulsion*, *delayed blast fireball* and *teleport without error* once/day, and can use all crown powers, personal spells, and wielded magical item powers entirely free of the mythal's wild effects (i.e. all have normal effects).

If a wearer is brought to 6 or fewer hit points, his or her *hooded crown* will *dimension door* by itself, in a random direction and distance (up to a limit of 700'), to halt *levitating* roughly six feet above any surface there. It reflects all magic cast at it 100% back at the source, and defy all psionics, until touched again by a living being. Otherwise, its powers only work when it is on the head of a living being.

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Harps

Many harps were devised by elven, half-elven, and human craftsfolk in long-ago Myth Drannor. They are small and triangular, with curving fore-pillars and 20 to 36 copper, brass, or electrum strings. Their resonance and close-spaced strings require that a harpist be very skilled to get pleasant music out of one—but a being of any race or alignment able to touch their strings can call forth their magical powers (which survive re-stringing, but not breakage of the harp-frame).

Two of the nine known sorts of surviving Myth Drannan harps are detailed here.

Dove's Harp

XP Value: 500

GP Value: 2,500

This harp has gained its current name because Dove Falconhand of The Knights of Myth Drannor owns one (its earlier name is lost). While it is playing, beings within 20' are temporarily freed from any insanity afflicting them, and are instantly and permanently freed from *fear*, *despair*, *discord*, *rage*, *terror*, and *hopelessness* of any sort. The harp music also lightens black moods and grief, and calms fretting and anger.

The music of *Dove's harp* also *cures light wounds* (1d8 hit points) once in any being within 20' who listens to it for 2 successive rounds. This curing works only once every 9 days for a particular being. While such a harp is aiding any being, the harp and harpist radiate a faint white nimbus or *faerie fire*.

Valarde's Harp

XP Value: 1,000

GP Value: 6,000

The player of this harp can cause either of

two effects (identical to the third-level wizard spells) to occur at the end of a complete round of playing: a *gust of wind* moving outwards from the end of the harp's base, or a *wind wall* of 20' square, lasting for 3 rounds (or less, if the harpist's will ends it). Tiny points of radiance appear, flicker, dance, and wink out along the strings of this harp, and around the brow or head of the harpist, while this harp's strings are in motion.

Masks

The magical masks of Myth Drannor were almost all devised by Shandalee, the Lady of the Stars, an archmagistress of power and grace. They are buried in many tombs throughout the Realms, and are usable by all creatures able to wear them about the eyes, and can be distinguished from each other only by shape and ornamentation: all are of some silky-grey fabric whose making is now lost.

Weapons and claws pass through this cloth as if it does not exist (not harming it), and it cannot be burned or harmed by cold, acid, water. Electrical energies can destroy a mask by dealing it more than its hp (20 + 1d12). Mask powers may be over-matched by superior magic, or negated for 1d6 rounds by *dispel magic* or for 2d6 rounds by the touch of a beam from a *wand of negation*, but are never altered in scope or power by circumstances or magic. A mask either works fully or not at all (it cannot "lose power," or be "damaged but not destroyed").

A Myth Drannan magical mask radiates a faint *dweomer*, and shifts in size to cover a face from nostrils to brow and ear to ear, leaving the eyes uncovered, when placed on the face. It clings without need of ties or adjustment, until torn away (at the grasp and pull of bare flesh, it readily peels away, regardless of the wearer's wishes).

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The types of masks discovered thus far are as follows.

Fanged Mask

XP Value: 250

GP Value: 500

The bottom of this mask is cut in the shape of downward-pointing fangs or teeth, like those of a great cat. When worn, the wearer can bite in combat for 1d4 points of damage (if the wearer's natural bite does appreciable damage—i.e. the wearer is not human—the mask's damage is added to the usual damage dealt). The mask allows the wearer to bite even astral, and ethereal targets, as well as creatures normally struck only by magical weapons (including beings from other planes). The bite *stuns* (saving throw vs. spell negates) a victim for the round following a successful bite.

Such a mask does not augment any blood-draining abilities the wearer may already possess, and (contrary to popular belief) does not allow the wearer to drain blood from victims. Bite attacks must be delivered by direct contact with victims—and the mask does not protect the wearer in any way from the attacks and abilities of victims.

Horned Mask

XP Value: 250

GP Value: 2,500

So-called because it sports two horns curving up from its upper outer edges, this mask allows the wearer 90'-range infra-vision and the ability to clearly see ethereal creatures, the undead known as shadows, and all creatures seeking to hide in shadows. The wearer can see through flames, mist, fog, smoke, and other opaque vapors or conflagrations (through the eyes of the mask, these view-barriers appear only as faint outlines or disturbances).



The wearer cannot be blinded, dazzled, *charmed*, hypnotized or *stunned* by magic or very intense light displays. The wearer is also enabled to track as a 1st-level ranger (if already able to do so, tracking abilities receive a +1 bonus).

The mask's protections can't be extended to other creatures, and its wearer cannot see invisible creatures, or detect illusions or disguises.

Mask of Magic

XP Value: 200

GP Value: 400

This sort of mask is always perfectly circular. While it is worn, the wearer has continual, involuntary magical sight: magical dweomers and auras emit a clear glow.

The intensity of the radiance gives clues as to how recent or powerful the magic is, but the mask's sight otherwise only reveals the

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location and precise outline of magical objects (even surfaces or areas bearing *symbols*, *glyphs*, and the like). The mask does not allow its wearer to *read magic*.

Mask of Silence

XP Value: 300

GP Value: 1,000

This mask has a trailing veil that flows down to cover a wearer's mouth, moving by itself to always cover the lips (thus, it must be removed for the wearer to eat or drink).

By will, every fourth round of continuous wear, the wearer can magically *silence* one being within 50 yards per round. This silence lasts one round, and the target gets a save vs. breath weapon to escape the effect.

If the save is successful, the target is unaffected, but the mask's power has still been used, and the wearer can't try to use the *silence* power again until three intervening rounds of mask wearing have elapsed.

If the save fails, the *silence* prevents all noise from the victim (movements and sounds caused by body weight or actions, not just speech, shouts, and spellcasting). The mask-wearer can use *silence* on himself, but must make a saving throw against the mask's magic regardless of his wishes.

Mask of Winds

XP Value: 350

GP Value: 700

This mask is shaped like a point-downwards, vertical bellows. It allows the wearer to influence the movements of gases and vapors within 60', by silent act of will. Once every 6 rounds, wind can be woven strongly enough to create the equivalent of a *gust of wind* or *wall of wind* spell. The mask's power is strong enough to break up such spells, when used against the mask-wearer, and the mask can also turn aside gale-force winds, smoke, convection cur-

rents, poisonous gas, beings in gaseous form, and scent-laden breezes. Temperature effects that are due to air movement (for example, hypothermia caused by winter winds) can be lessened or avoided, and fires can be dampened (but only small ones put out) by use of the mask: it cannot steal enough oxygen to asphyxiate beings or cause a vacuum.

Mirror Mask

XP Value: 300

GP Value: 800

This mask takes the form of a circle with two eyeholes, covered with dark lines radiating outwards from a focal point at the wearer's nose. Anyone gazing directly at the wearer does not see the mask or the head that is wearing it, but instead sees their own head, looking at them! (Beings not looking directly at the mask see it.)

The mask reflects all gaze attacks back with full force, and its wearer can meet the eyes of any creature without being affected by *awe*, *fear*, *charms*, *suggestions*, hypnotic effects, or the like.

Skull Mask

XP Value: 500

GP Value: 1,000

This mask covers the entire face, and transforms it while worn to resemble a skull: the teeth and gums are bared, and dark sockets appear around the eyes and nose. The wearer of the mask is immune to *fear*, all diseases, and paralysis, and can instantly recognize any beings seen as dead, undead, alive (including petrified or in suspended animation), or never living (i.e. even the most lifelike stone statue can be distinguished from someone using magic to appear as a stone statue).

Undead are drawn to such a mask, attack-

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ing its wearer in preference to all other creatures. The mask gives its wearer immunity to undead chilling, life energy-draining, aging, and strength draining undead attacks—but not to poisonous or purely physical attacks. It does not give the wearer any control or influence over undead.

Veil-Mask

XP Value: 500

GP Value: 5,000

Named for its appearance and its function, this mask covers its wearer's face in an impassive expanse, leaving only the eyes to convey any expression. When worn, it completely hides and protects the wearer from *charm*, *sleep*, *ESP* and similar mind-reading and influencing psionic abilities and magical spells. Offensive attacks of both sorts are reflected back at the source, for full damage (if this is impossible due to the nature of the attack, it is merely negated).

It also foils any divination spells involving the wearer (such as *detect lie*, alignment aura reading, and the like), but doesn't confer actual or psionic invisibility on the wearer.

Winged Mask

XP Value: 750

GP Value: 7,500

The edges of this mask are cut to resemble rows of feathers. The wearer can *fly* at will, without tiring, as often and as far as desired, at MV Fl 26 (A). The mask wearer can cast spells in flight (and write or perform other intricate tasks), fly upright, hover or stop in midair, or back up without turning—but always glows with a soft white *faerie fire* while in flight (regardless of his wishes).

Up to 50 lbs. of non-living material can be carried (the weight of the mask itself is not considered, but all other clothing and items on the wearer's person are, and if the

weight limit is exceeded, random items in excess of the limit are left behind in flight, regardless of physical ties, packaging, or connections).

The mask's magic never carries more than one living being in flight, no matter how small or light the entities involved are. If another creature touches, grapples with, or is carried by the flying wearer of a *winged mask*, the wearer falls (30' per round: the mask protects its wearer with a *feather fall*, but a second being won't be protected, even if clinging to the mask-wearer's back).

Magical Weapons

Foebane

XP Value: 7,000

GP Value: 35,000

This is the legendary blade borne by Fflar, Captain of Myth Drannor. It lies somewhere in the rubble of Myth Drannor's streets, and is active (i.e. it animates and attacks, when touched). One of six blades crafted by the archwizard Demron, this blade is sometimes known as "Demron's Bane," because a *thief used it to kill him*.

Foebane is a *one-handed bastard sword +4*. In addition to its base damage of 1d8 +4 (1d12 +4 vs. L-sized or larger creatures), it "burns" the life or unlife energy of certain targets so as to deal an additional 1d8 points of damage to all undead creatures, all beings not native to the Prime Material Plane, and all evil-aligned creatures. It glows with a flickering blue flame whenever drawn; this is bright enough to read by.

Foebane's +4 bonus applies not only to its damage and attack rolls, but also to any saving throws made by anyone holding it drawn. It also reflects back magic cast at it or at its wielder: each round, roll 1d8. If hostile magical item discharges or spell effects

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are of a level lower than the roll, they are reflected back 100% at the source. If higher, they have normal effect. If of the same number, both sword-wielder and source are affected, for half damage or results (if the nature of the spell makes this impossible, a "wild magic" effect occurs instead).

Foebane and any creatures touching it (up to a maximum of eight) are affected as if by a *feather fall* spell, and when grasped and ordered, the blade can *jump* itself and up to three beings touching it, twice/day.

Once per day, *Foebane* can "drink" life force, when grasped and ordered. After this power is activated, the next successful attack made by the blade does double normal damage—and these doubled hit points are gained by the blade-wielder as healing hit points. The blade-wielder can't gain extra hit points in this way, and the blade can't create zombies, or drain more hit points than a target has (if zero is reached, the target dies, and is not made undead).

Foebane can be commanded to "guard" whenever its owner is touching it. If the owner ceases to touch it after the order is given, the blade remains vigilant—and if the next entity to physically touch the blade is not the owner, the blade emits a very loud singing sound as it animates and attacks that entity, levitating about at MV Fl 24 (A), THACO 6. Consider the blade to have 77 hit points when it is striking by itself. The blade attacks the entity until it does 20 hit points of damage, the entity dies, or its owner reclaims it. This power was typically used to guard against the theft of the blade from a sleeping owner.

Lastly, the blade was intended for use by warriors. If wielded by a fighter, paladin, or ranger, they strike at one THACO better than usual for their present level; if wielded by any other class of character, they strike at one THACO worse than normal.

Blade of Banishing

XP Value: 4,500

GP Value: 5,000

This *dagger +2* twists magical barriers, protections, and illusions that it touches awry. Whenever it touches or impinges on a being or an area under an illusion, protective magic, or barrier, there is a percentage chance of the dagger destroying the magic.

The weapon has a base chance of 60%, plus a random bonus of 1d20%, and minus 10% per level of the magic contacted (e.g. a *shield* spell is a first-level magic, and gives a modifier of -10%). A result of 99% is unsuccessful; the blade must achieve 100% or more (note that spells of 8th level or greater can never be affected).

Consider all magical item effects to have the level of the item's creator, if known—and otherwise, one level greater than the level of any equivalent spell. The DM may choose to consider all unknown defensive magics to be 7th or 8th level, and (if present in the campaign) all artifacts to be 12th level or greater.

To act, the dagger need not be drawn or wielded. Its destructive nature is constant (regardless of the caster's wishes) and need not be activated or invoked. If thrown or thrust through a barrier that it does not bring down, the blade (and wielder, if in contact with it) suffer the magic's full normal effects. If the blade destroys the barrier, no damage is done to the wielder, no matter how spectacular the failure is.

Chill Blade

XP Value: 2,000

GP Value: 1,000

This weapon appears (and can be used) as a normal weapon. Up to three rounds in any turn, its magical *chill* power can be activated, causing the blade to glow with a pale,

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ghostly white radiance. When so empowered, a *chill blade* does an additional 1d4 points of damage per strike (no save to avoid), and forces the struck being to save vs. spell.

If the save fails, the victim's attack rolls are made at -1 for the next hour (further successful attacks cause a greater penalty, as follows: three attacks cause a -2 penalty, five attacks a -3 penalty, and so on). Any *chill blade* strike that is successfully saved against does not count in this numbering.

Undead suffer only 1 hit point of damage from a *chill blade* strike, but must save vs. spell each time they are struck, or be forced to flee for 2-5 rounds.

Activation is instantaneous, and by will of the wielder. Activated or not, a *chill blade* itself saves against normal and magical cold, ice, and chill effects at +2. It does not confer such bonuses on its wielder.

The enchantment of a *chill blade* requires a finely-made dagger with a blade of ferrous metal, a piece of rock crystal, a snowflake or piece of ice, some sort of lightning or electrical discharge, and the casting of a *chill touch* spell.

Dagger of Defiance

XP Value: 3,500

GP Value: 1,000

This dagger is of normal appearance and damage, but any one being grasping it is instantly aided against certain magical effects and attacks.

The wielder of a *dagger of defiance* is immune to all forms of *fear* and *repulsion*. A +3 bonus to saving throws against all enchantment/charm attacks is also gained, as well as a +1 bonus to saves against all polymorph and petrification effects. These protections last as long as the dagger is touched, and cannot be exhausted, but they can never extend to more than one being.

The enchantment of a *dagger of defiance* requires doppelganger blood and a distilled essence of xorn flesh, and involves the casting of *fear* and *repulsion* spells.

Dagger of Doomwarding

XP Value: 4,000

GP Value: 4,000

This +1 weapon has seven charges when first enchanted. It cannot be recharged, and once the charges are used, it is a simple *dagger +1* thereafter. A charge is drained whenever the being grasping the dagger's hilt wills it (the number of charges left can be felt at all times).

Using a charge from a *dagger of doomwarding* allows its wielder an extra action or chance in bad situations: an extra, additional attack in a given round; an additional saving throw attempt; another bend bars/lift gates roll, and so on (the DM's decision as to what actually occurs is final). Only one charge may be expended per round.

The enchantment of this type of weapon is said to require a powdered unicorn horn or, even better: the touch of a living unicorn's horn to the blade.

Dragonfang

XP Value: 3,000

GP Value: 3,000

This normal-appearing dagger does normal damage unless its power is invoked. It can emit a straight-line, 90' long *lightning bolt* from its tip four times a day (but only twice in any one turn). The bolt does 2d6+1 points of damage to all beings in its path (save equals half damage).

If the *lightning* is invoked as the dagger strikes a being, no bolt is produced but the struck being takes the full *lightning* damage in addition to the dagger's physical one. No saving throw is allowed the being, even if it

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is normally immune to such attacks.

Any *dragonfang* dagger attack does double damage (no saves allowed) to all dragons, including oriental dragons, spacefaring and other-planar dragons, and dracoliches.

Flying Dagger

XP Value: 3,000 GP Value: 15,000

This item was very popular as an animated guardian in elder days. Many different specimens can still be found (a DM can freely alter the statistics of an individual *flying dagger*. The secrets of magically animating such daggers are known to few living mages. 1d12 such daggers are usually found. A *flying dagger* darts about silently, point-first, and is usually nine inches long. The trigger activating a *dagger* can be as general as "attack all intruders" or as specific as the most elaborate triggering conditions of a *magic mouth* spell (q.v.).

An average *flying dagger* is AC 5; MV Fl 24 (A); HD 1+1; hp 9 each; THACO 17; #AT 3; Dmg 1-4; and is considered a magical weapon for purposes of deciding what it can hit. *Flying daggers* cannot be affected by any sort of mental control.

The spells which cause a *flying dagger* to swoop, dart, and detect opponents—it is usually enchanted to attack anything within 60' that moves—also prevent rusting and brittleness due to extreme heat and cold.

A *dagger* that successfully strikes a moving arrow or thrown weapon, deflects it, if a DM desires.

Some *flying daggers* can reflect, or are immune to, certain spells, or have special abilities: e.g. their touch can *rust* metal items as a rust monster's antenna does. Items struck must save vs. lightning or rust. A *flying dagger* strikes metal when it is attacking a target being carrying or wearing something metal, and its attack roll misses by only one

to three points.

Invisible Blade

XP Value: 1,000 GP Value: 20,000

This weapon does normal damage, but appears only as a hilt: its blade cannot be seen. Blood can outline or betray the location of its blade, but even striking a creature does not make the metal itself appear. An *invisible blade* can therefore be concealed in a man's grasp, and carried where weapons are not permitted.

An *invisible blade* is always silent in striking, even when it falls or is thrust against stone or metal. It never reflects light, but can be normally affected by *heat metal* and similar spells, and can be readily seen by creatures able to see invisible objects.

As long as an *invisible blade* is grasped (it need not be drawn), it allows its wielder to see as if using a *detect invisibility* (second-level wizard) spell.

That spell, *invisibility*, *gaze reflection*, and some form of magical *silence* are required for the enchantment of such a dagger; the magic must be worked on the blade as it is forged and tempered.

Jump Dagger

XP Value: 2,000 GP Value: 6,000

This magical weapon looks and functions as a normal dagger, but it has three special powers. One operates automatically, affecting the blade and any one creature grasping it as if by a *feather fall* spell (this power is negated only during the use of the next power described).

The wielder can by will *jump* (conditions as in the first-level wizard spell, one jump only), every other round, so long as the weapon is grasped (it need not be drawn).

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The weapon must accompany the wielder.

The wielder can also move smallish objects about, by touch and will (the size of a simple, adult human's chair, or smaller). An attack roll is required, and the object then *jumps* up to thirty feet away, its distance and direction controlled by the wielder of the *jump dagger*.

This property is often used to pass weapons, keys, and valuables to another being, or snatch them away from an enemy (such as a mage readying spell components!). If it is used to launch an attack (even indirectly, such as a lit torch being directed at a flammable object), the DM should require a successful attack roll to ensure that the object reached its intended target.

If this power is directed at an opponent's weapon (or other firmly held object), the opponent is allowed a strength check to retain hold, breaking the attempt (for that round, at least). If the check succeeds, the opponent retains full control over the weapon, and is not penalized in any attack rolls launched during the round.

If the check fails, the weapon is snatched out of the opponent's grasp (magic weapons are allowed a save vs. spell to be unaffected, with a bonus equalling any pluses they possess). The opponent can never be overbalanced or pulled along by the affected item.

The making of *jump daggers* requires *feather fall*, *jump*, and *levitate* spells, in combination with a special tempering. The oil for the quenching of the tempering process must contain blink dog or displacer beast blood or beholder ichor, stirred and mixed well.

Rust Blade

XP Value: 1,000

GP Value: 750

These rare weapons appear as normal daggers, but they have a constantly-

operating, involuntary power. Whenever the naked blade of a *rust blade* directly touches metal (a successful attack roll is required), the metal rusts, crumbling to useless shards and flakes in 1 round.

Magical metal items contacting a *rust blade* have a chance of escaping destruction equal to 10% per plus (e.g. a *dagger +1* has a 10% chance of being unaffected). Special powers or abilities may, at the DM's option be considered equivalent to additional bonuses. A *rod of lordly might*, for example, has ten powers or forms and functions, and could be considered to have a 100% chance of escaping a *rust blade's* effects, if the DM deems it right. Consider all magical items that are not weapons or armor of some sort to have a 20% base chance of being unaffected.

Note that a *rust blade* cannot be carried in a metal scabbard, and is as much a hazard to the wielder and allies as it is to enemies. The making of such weapons requires some of the flesh of a rust monster antennae.

If a rust monster smells such a blade, it attacks it over all other possible metal meals. A *rust blade* touched by a rust monster antenna collapses into a hot, sparkling grey liquid. The rust monster immediately laps it up and then falls into a doze. The liquid takes 2-5 turns to digest, but acts as a healing agent and growth stimulant, giving the affected rust monster its full possible (40) hp. In rust monsters already at full hp, the devouring of a *rust blade* awakens a strong urge to mate, and causes them to wildly attack all sources of metal in the vicinity, ramming any creatures in the way, or bowling over any creatures wearing or carrying metal, for 2-5 points of impact damage per charge (one charge a round, normal attack roll required, in addition to tentacle attacks).

The Magic of Myth Drannor

Speaking Dagger

XP Value: 1,500

GP Value: 3,000

This dagger strikes and does damage like a non-magical weapon, and appears as a normal blade. When thrown, however, its special power is unleashed. It is +4 to hit only when thrown, and upon impact, emits an audible *message*.

This spoken sending cannot be a spell incantation, nor can it trigger any delayed spell or activate any item or effect by utterance of a command word. It can, of course, convey passwords or instructions. Such a message reproduces the accent and tone of the speaker, can be up to fifty words in length, and is repeated each time the dagger is thrown. (The irritation that a mocking comment can produce makes it a favorite of Calishite torturers, who throw it into the arms and legs of bound prisoners in the darkness, without warning and at irregular intervals.)

Only one message can be spoken over the dagger in a day (or any 144-turn period). A code-word (not part of the message, nor counted in its word length) begins and ends the dagger's recording of a message, which may be emplaced by any being knowing the word and having the power of speech. If the word is spoken twice over the blade without anything being said in between, the blade bears no message.

The making of such blades is known to require the crushing of certain gems, the casting of a *magic mouth* spell, and the utterance of the code-word (which can never be changed, thereafter).

Spectral Blade

XP Value: 3,000

GP Value: 6,000

These eerie weapons were once very pop-

ular. Fashioned from the bones of creatures who died violently, they appear only as hilts carved of bone. When grasped by a living or undead being, a "blade" of glowing white "corpselight" appears from the hilt.

The blade of light is insubstantial, and passes through solid objects: consider targets to be whatever armor class they naturally possess (counting dexterity bonuses and magical protections but not physical armor, unless it is magical). For example, a knight of average dexterity in non-magical full plate armor is AC10 to this blade, not AC1.

Whenever a *spectral blade* hits living flesh, it affects it as a *chill touch* spell does (the victim must save vs. spell or suffer 1d4 points of damage and loses 1 point of strength for an hour, or if not rated for strength, loses -1 on its attack rolls for every second successful attack of the *spectral blade*).

If this sort of weapon is wielded by an undead creature, it automatically does 2d4 points of damage per hit (strength loss still occurs only if the victim's save fails). Undead creatures cannot be harmed in any way by this weapon.

Spider Fang

XP Value: 2,000

GP Value: 6,000

This *dagger +3* is always black or dark purple in hue. Its touch parts all non-magical ropes, bindings, and magical or natural (e.g. giant spider) webs in an instant. Despite the name, this weapon has no effect on poisons, and does not itself employ poison.

Once every 6 turns, a *spider fang* can emit a *web* (as the spell) from its tip. Such webs are in all respects identical to those created by the spell, and last for 4 turns if not destroyed earlier. A *spider fang* can also emit a

The Magic of Myth Drannor

curtain of cobwebs once a day. This shroud-like, oval curtain hangs upright in mid-air, always six feet in front of the point of the dagger. It partially obscures the vision of others, so that they may not be able to identify the wielder of the *spider fang*, and causing all missile attacks against the wielder to be launched at -1.

A *curtain of cobwebs* acts in all respects like a *shield* (created by the first-level wizard spell of the same name), except that it has no effect at all on *magic missiles*. It lasts for seven rounds, moving as the point of the dagger is moved, and may be positioned over a window or portal and left there, if the wielder leaves the dagger on a table or jammed into a crevice, and then moves away.

If a *curtain of cobwebs* contacts any living being who is not at the same time also touching the *spider fang* that created it, it collapses instantly all over the being, doing 1d3 points of corrosive damage. A *curtain of cobwebs* is destroyed instantly by any contact with flame, being consumed with a flash and a roar. If this occurs at the same time that the *curtain* contacts a creature, the creature suffers an additional 2d4 points of fiery damage (save equals half damage).

The creation of *spider fangs* is known to involve the ichor and web-silk of driders or certain types of spiders, *shield* and *web* spells, and a complicated brew of strange ingredients in which the blade must be submerged for several days.



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Advanced Dungeons & Dragons
2nd Edition

FORGOTTEN REALMS

MYTH DRANNOR
ADVENTURES



Myth Drannor Features Table

When random generations of ruin features is desired, roll 1d12 and consult this table.

- 01. Font (pedestal water-bowl).** Filled with wet moss and trailing creepers.
- 02. Wall Carving.** Relief-sculpted scene of: flying dragons with human riders, chasing each other in a circle
or: unicorns and pegasi gamboling
or: a human mage on a height, casting a spell at a circle of stars overhead
or: a pair of eyes staring out of a rising flame.
- 03. Archway.** Free-standing or part of a building wall that has fallen away. Broken or intact (perhaps illuminated by a slowly-cycling pattern of soft faerie fire radiances).
- 04. Spire.** Ornamental stone minaret carved with a pattern of stars chasing (or being trailed by) a crescent moon.
- 05. Well.** Cracked and dry, full of dead branches, crumbling leaves, stone rubble, and old bones, or intact and full of dark, scum-covered water.
- 06. Statue.** Broken or intact. Free-standing (e.g. a dragon curling at ease around a stone ball, or a watchful, armed elven warrior holding aloft a now-empty brazier) or permanently levitating above its base (e.g. stone book floating above the reaching hands of a sage, or a winged man exulting above a wingless woman who is reaching for him).
- 07. Statue, fallen and shattered.** Elven male warrior or female human minstrel. Had gems inset in eyes, but someone has roughly chiseled these away.
- 08. Fountain, either dry or enchanted** (teleports a continuous stream of water in from elsewhere). Myth Drannor folk liked to hide messages and items of value in their fountains (usually in a secret compartment, not under the water); 70% chance of such a compartment,

and 50% chance that it contains something of value (e.g. *pearl of power*, a *Quaal's feather token*, or other small magical item).

- 09. Ornamented Tympanum.** Gable-end of building has relief-carved scene of running elves hunting stags in a forest, or mermaids entwined languidly around each other as they raise goblets in salute.
- 10. Steps.** Broad, shallow, chased and fluted steps going down into rubble (leading to lower levels buried by collapse; by digging, PCs can reach a tunnel or dungeon level but attract many wandering monsters in the process) or going up (ending, broken off, in midair). In darkness the steps glow slightly, from an old enchantment designed to ease those traversing them.
- 11. Seat.** An elaborately-carved stone seat, comfortable and curving, broken and/or toppled or intact and upright (if the latter, 2 in 6 chance of it being a speaking, intelligent "common" Mimic (MC2) that is willing to bargain information about the ruins in exchange for food and not being attacked by PCs.

Mimic: Int 10; AL N; AC 7; MV 3; HD 8; hp 58; THACO 13; #AT 1; Dmg 3d4 (smash); SA glue; SD camouflage; SZ L; ML 15; XP 1.400 MC2.

- 12. Glowing Oval.** A gate to (70% chance) elsewhere in Faerun or to another plane; often used as garbage disposals, these might deposit beings passing through them into the Underdark (see FR11/Dwarves Deep or the Menzoberranzan boxed set) into ancient rubbish heaps that monsters such as roppers may lurk near, to prey on creatures arriving through the gate.

There is a 12% chance that the gate is one of those dedicated to Lathander or another beneficial deity, and heals those passing through it (as well as removing all poisons, and ending the effects of curses, polymorph, paralyzation, petrification, or mind-influencing conditions).

There is a 40% chance the gate takes users to another location in Myth Drannor that is now empty air, above a 1d6 x10' drop (after the collapse or partial destruction of a building that it once entered).

Myth Drannor Encounter Table

Use this table only when PCs are within the Mythal, or when they flee from a monster encounter in Myth Drannor through a gate (a randomly determined monster or group of monsters may follow them). Roll 2d20 and consult this table; the numbers in brackets are the numbers of each monsters that appear, and asterisks denote new monsters introduced in this boxed set. Roll a second die when an "even/odd" result occurs, to determine which monster type is met.

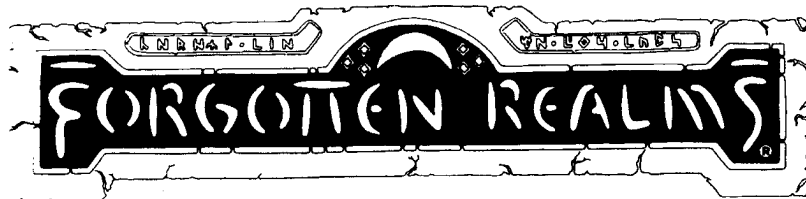
Encountered "Phaerimm Groups" consist of 1d3 Phaerimm (FR13, summarized in this set) + 1d6 servitor undead (skeletons and zombies) + 2d6 other servant monsters (such as ettins, orcs, and hobgoblins). The statistics of Alhoon and Dark Nagas are also summarized in this set.

- 02.** Windghosts (1d12) *
03. Xantravars (1d4) *
04. Magebane (1) *
05. Even: Electrum Dragon (1) *
 Odd: Fang Dragon (1) *
06. Lythlyx (1) *
07. Blazing Bones (1) *
08. Tanar'ri Group: MC8
 1 Glabrezu or Marilith or Nalfeshnee +
 2d12 Manes + (60%) 2d4 Vrock +
 (20%) 1d6 Hezrou
09. Babau [tanar'ri] (1) MC8
10. Even: Ormyrr (1d12) *
 Odd: Phaerimm Group (see above)
11. Gargoyles (2d8) MC2
12. Cambion [tanar'ri] (1) MC8
13. Hezrou [tanar'ri] (1d6) MC8
14. Metalmasters (1d4) *
15. Vrock [tanar'ri] (2d4) MC8
16. Hobgoblins (2d10) MC1
17. Even: Aratha (1) *
 Odd: Skeletons (3d10) MC1

- 18.** Gargoyles (2d8) MC2
19. Dark Nagas (1d3) FR12 + Bone Nagas (1d12) *
20. Doomsphere (1) * or: DM's choice (monster not on these tables, e.g. spider or snake type)
21. Chasme [tanar'ri] (1d6) MC8
22. Even: Wraiths (2d6) MC1
 Odd: Dread (1d6) *
23. Aratha (1) *
24. Even: Feystags (2) *
 Odd: Alhoon (1d4 + 1) Menzo + (70% chance)
 3d4 servant monsters: DM's choice of bugbears, hobgoblins, ogres, orcs, and trolls
25. Erinyes [baatezu] (1) MC8
26. Hobgoblins (2d10) MC1
27. Dark Nagas (1d3) FR12 + Bone Nagas (1d12) *
28. Even: Shadows (2d10) MC1
 Odd: Dread (1d6) *

- 29.** Even: Ormyrr (1d12) *
 Odd: Metalmaster (1) *
30. Gargoyles (2d8) MC2
31. Hezrou [tanar'ri] (1d6) MC8
32. Vrock [tanar'ri] (2d4) MC8
33. Erinyes [baatezu] (1) MC8
34. Even: Xaver (1d4) *
 Odd: Skeletons (3d10) MC1
35. Gargoyles (2d8) MC2
36. Even: Wizshade (1) MC7
 Odd: Will-o'-wisp (1d3) MC1
37. Even: Lythlyx (3d6) *
 Odd: Blazing Bones (1) *
38. Even: Baelnorn (1) *
 Odd: Phaerimm Group (see above)
39. Even: Fang Dragon (1) *
 Odd: Phaerimm Group (see above)
40. Baatezu Group: MC8
 1d2 Cornugons + (40%) 1d8 black Abishai + (70%) 1d6 Spinagons + (50%) 2d6 Barbazu + (30%) 2d4 Hamatula

Advanced Dungeons & Dragons®
2nd Edition



Myth Drannor Adventures

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Running Adventures in Myth Drannor

Many come seeking, armored in greed
But few return again from fair, fey
Myth Drannor, broken city of beauty,
lair of lurking death
The pride and splendor of long ago
still lure foolish and brave alike—
and the grinning skulls
of those who've gone before
coldly watch another band of fools
find a waiting grave.

Tanthlin Starshann,
Bard of Berdusk

The DUNGEON MASTER™ who examines this set will discover there are a lot of things to keep track of. The wise DM reads through everything in a module or campaign setting before play, of course—not just to avoid missing something vital until it's too late (and the party's dead because she or he forgot about the room with the magical items they needed to defeat the four liches but remembered the six beholders that attack from behind in the same encounter!), but also to get to know the places, mentally picturing things and formulating ideas of what to do.

When using this set, it is crucial to prepare beforehand (DMs without Volume 8 of the *MONSTROUS COMPENDIUM*™ will have to make major revisions to adventures, for example). The effects of introducing many powerful elements into a campaign must be considered. The loot obtainable here is considerable, but the mythal and its manyfold effects should dominate play; without it, Myth Drannor becomes too easy a challenge even for mid-level adventurers, and starts to achieve the tense boredom (as experienced players know, that's not the contradiction it sounds like) of an endless "monster gauntlet," with PCs wading through one bloody encounter after another.

On the other hand, many AD&D® game adventures begin with the warning that random encounters should be used with caution, so as not to ruin a party's chances by overwhelming them before they get anywhere. Apply no such caution here! If your PCs start to feel like rocks bouncing down a mountainside during

an avalanche, you're doing it right!

From the moment an adventurer enters Myth Drannor, the danger should mount. Although an eerie silence may prevail over much of the ruins at the outset, most intruders are driven to seek shelter in the ruins (or underground) by the sheer volume of attacks they take on the surface.

A gargoyle or winged baatezu or tanar'ri often sights adventurers and swoops to the attack. Unless part of a group, it usually keeps silent to avoid drawing competition for its intended victims—but if the PCs make too much noise, take too long to deal with it, or let it escape, other attackers will show up. The adventurer Steelshorn of Selgaunt's favorite tavern-tale is of hacking his way through the many heads of a hydra that grew new ones as fast as he could chop only to look up and see two wyverns, six gargoyles, an owlbear, two ettins, three spinagon baatezu, and a small band of hobgoblins converging on his band, all eager for sport before turning on each other!

Most expeditions into Myth Drannor turn out as Steelshorn's did; adventurers run a continual gauntlet of monsters, getting as far as they can (and snatching what booty they can find) before hurriedly turning around and fighting their way back out again! Those who would survive must keep eyes on their means of healing and spells remaining and never explore too deeply.

This laudable strategy is complicated by a feature of Myth Drannor that makes it easy for any DM to land a party in frying-pan after fire after sizzling skillet (and also to snatch them from the jaws of total destruction after they've been thoroughly scared, beaten, and brought to the very doors of death): the many *gates* that function in Myth Drannor, despite the mythal. If adventurers go in a direction the DM hasn't prepared for, or he prefers to run a certain adventure that they're avoiding the setup for, an unavoidable *gate* or even a *teleport* trap that encompasses an entire large chamber can dump them into the intended peril!

Many forays into Myth Drannor follow this

Running Adventures in Myth Drannor

general script: the party heads for the intended goal (if they're wise, a single specific building they want to explore, with a known escape route or plan), and is ambushed or otherwise meets with a "warmup" encounter with the less intelligent foraging monsters in the ruins.

The battle attracts more formidable foes, and the PCs are forced to retreat, perish where they stand, or flee into an unintended area where they find themselves in the midst of an adventure or encounter the DM prepared beforehand. Wise adventurers think of how to get out the moment they find themselves in unfamiliar territory—amid the bones of those who didn't spare thought for such details.

The many hazards make it impossible for most folk to adequately explore the ruins—or even pause for a breath or two to gawk at its grandeur (let alone examine anything thoroughly). Racing through piles of fascinating junk and fallen buildings while engaging in more-or-less constant running fights is how most adventurers explore Myth Drannor. The DM who keeps things this way will instill a healthy respect for Myth Drannor in players, and avoid having to exhaustively detail every fallen tile and carved molding to satisfy the painstakingly studious examiner-of-all-surroundings.

That's a good thing, because it's impossible to detail all of the beauty that was Myth Drannor in even a dozen boxed sets this size. Consult the "Features and Treasures" tables on the inside cover of this booklet, and the "Ruins Rubble Table" (on its own cardsheet) to get some idea of the endless bric-a-brac that can be found in the ruins. For DMs who've always wanted to sneak a favorite "wacko" item into play, from a jewelled croaking frog or animated rubber ducky to a sword that bends limply when drawn in a fight and talks back to its wielder—well, here's their chance. The trick is to maintain an air of wonder, strangeness, and fallen grandeur, and not to let things slip into silliness.

If a DM is careful to play intelligent monsters and rival adventuring bands as long-term PC

foes (letting them use their superior knowledge of the ruins to flee, escaping when they lead PCs into a trap where other monsters must be fought, for example), adventures begin to set themselves up: PCs decide what they're going to do and set about it, and the DM determines what these foes have decided in the interim, and what the PCs will run into. It's a long way to reach food (except for PCs generous in their offerings to Lathander), so PCs doing any extended exploration of Myth Drannor will have to break off to hunt (take a look at the "Encircling Woods Encounter Table;" they'll spend most of their time fighting for their lives, not cutting up food for the cooking fire)—or seize food from others (which is what the others will, of course, try to do to them!).

Here are some of the threads a DM can weave, if there is any extended play in Myth Drannor.

PCs must fight several foraging monsters on their first entry into the ruins. They are seen by creatures who serve an Alhoon and by those who serve a Phaerimm, as well as by gargoyle and lesser baatezu or tanar'ri (or both).

All of these spectators report back to their superiors. Plans are made to lay ambushes for the PCs on their next foray, or to pursue them to wherever they are camped to size their goods and take them as slaves or meals.

PCs are stalked and attacked by at least one of these planned raids. On their next foray into the ruins (or the next day's continued exploration), two of the groups planning to trap the PCs run into each other, and a fight (which the PCs notice) erupts. The noise attracts other spectators; if the PCs withdraw or keep hidden, the fight will end after a few large predators (a fang dragon and a metalmaster, perhaps) are drawn by the activity and show up to dine. If PCs show themselves or become embroiled, they put themselves on the enemies lists of any surviving members of the battling groups—and are noticed by other inhabitants of the ruins, such as two or more rival Phaerimm. Some attempt to lure the PCs into finding powerful battle-magic and then in-

Running Adventures in Myth Drannor



to a confrontation with others who are long-term foes or obstacles to those doing the luring; others simply see new victims to attack that night or when weakened by a hard battle.

Undead servants are sent to wear the PCs down and deprive them of time to rest and regroup; the resulting battle brings the attention of other foraging monsters, or patrols of baatezu, gargoyles, or tanar'ri. So it goes, until PCs die, retreat, or find (sometimes inadvertently, by means of a *gate*) a way out of Myth Drannor.

The attentions may continue outside the ruins if PCs ever reveal that they've been into Myth Drannor and got out alive (they need not do this deliberately; all it takes is one merchant who knew or suspected where they were going, and later sees them in public again). Sages, thieves' guilds, and brotherhoods such as the Zhentarim and the Merchants League will be interested in hiring them to learn of their exploits. The former group and its evil rivals, such as the Cult of the Dragon, will be inter-

ested in poisoning or using mind-influencing magic on the PCs, to gain their enforced service as agents, and/or the treasure they've already taken from the ruins; the latter group will want to hire them as guides and as inspirational speakers at merchant conventions and councils. Local drunkards and bullies in taverns where PCs stop may slink away—or may try to challenge weary PCs to bolster their own reputations.

To have explored Myth Drannor and survived to bring back riches, like making it alive out of the deeper levels of Undermountain, is a mark of distinction among adventurers and mercenaries in the Realms, allowing PCs to raise the fees they charge for guard and guide duties, and even making them the subjects of ballads and tavern-talk. This in turn invites the unwanted attentions of thieves and unscrupulous wizards, plus possible life-long (not necessarily very long!) jobs as hirelings of wizards who want rare and exotic bits of monsters as magical components.

The Crown of Stars

In the dusky shadows of a gaping doorway deep in the ruins, you catch sight of a cluster of tiny, winking lights. They seem to sparkle, shimmer, and move slightly, as if they can see you . . .

For the DM

This adventure features a powerful magic item; if it seems too strong, substitute a lesser one (or have it vanish in battle, as explained below). Alternatively, mages serving the rulers of wherever the PCs live could detect the crown, and send a stream of officials demanding it be turned over to the local king or lord—perhaps in return for a title or land (a gift that in turn plunges the PCs into other adventures).

Story Background

Over sixty years ago, the Shadow Shields adventuring band used powerful magic to avoid the elven patrols and reach Myth Drannor. Under one high house they found a crypt, only to meet a sleepless guardian there: the family baelnorn, once the elven mage Ilrune Symbaern.

The Shields were strong and arrogant; there was a mighty battle. Treasure was blasted to dust and flying shards, pillars hurled aside and earth torn asunder—and House Symbaern collapsed, burying the crypt. A few of the Shields managed to flee; the rest perished. When silence returned, almost all the treasure was lost, buried—but the baelnorn had gained the Crown of Stars from the crushed skull of the warrior Rauthlor Grymmund, leader of the Shields.

Some of the Shields, including Rauthlor, rose as undead, and tried again to defeat Ilrune. Far overmatched, they retreated in frustration, digging up to the surface to find other victims, other treasure, and beings to lure down to battle the baelnorn. They could fall on the weakened survivor of such a fight, and triumph at last.

Ilrune would also like to lure powerful intruders to the crypt, to destroy the Shields be-

fore they find some way to overcome him.

The Adventure

Read the “twinkling eyes” boxed text to PCs several times before the adventure, so they feel they’re being watched. If PCs investigate the lights, they wink out, leaving a faint, dissipating magic aura (forming a faint trail towards the buried crypt). Ilrune is observing the PCs, and trying to draw them to him.

When PCs draw near the crypt, the eyes are seen again—closer than before, and clearly moving towards a dark opening (an entrance to the tunnels cleared by the undead Shields). If PCs follow, they are attacked by what is left of the Shields: a group of wights.

Wight Warriors

There is sudden movement in the rubble; dust rises, and out of it rear men whose eyes blaze with a strange light. They wear dangling tatters of long-neglected armor over grey, mummified flesh. Their hands are sharp claws, raised to strike as they clamber out of the tumbled stones towards you.

There are five wights: three former Shields and two recent victims; half-strength servant-wights. These newer undead wear banded mail that is still salvageable and still protects them. One has a belt pouch full of rotten food, mold, and a cloth bag holding 6 gp, 8 sp, and 4 cp. Under the pouch, forgotten, is a *dagger* +2 with a silver-plated blade that is invisible except during the round after it strikes, or when bloody.

The wights attack viciously; if battle goes against them or they are turned, they flee into the tunnels. They have no other weapons. If the fight is equal, they also retreat down the tunnels, hoping to lure the PCs into battle with Ilrune.

Wights (3): Int 10; AL LE; AC 5; MV 12; HD 4 + 3; hp 31, 27, 24; THACO 15; #AT 1; Dmg 1-4 (claw); SA level drain (each hit drains 1 level

The Crown of Stars



from victim); SD immune to poison, paralyzation, sleep, charm, hold, and cold-based attacks, hit only by silver or +1 or better magic weapons; SZ M; ML 14; XP 975 each; MC1.

Half-strength Wights (2): Int 8; AL LE; AC 4; MV 12; HD 2+2; hp 16, 14 [both HD and hp double if 2 if the true wights are slain]; THAC0 15; #AT 1; Dmg 1-4 (claw); SA level drain (each hit drains 1 level from victim); SD immune to poison, paralyzation, sleep, charm, hold, and cold-based attacks; SZ M; ML 14; XP 485 each [rises to 975 if their HD double]; MC1. These particular half-wights can be hit by any weapons until they become true wights, but can't be turned until then, either. They make the first attack on the PCs, blocking any PC charge at the true wights.

The Tunnels

The unmapped ways down through the fallen house are narrow, irregular tunnels that rise

and fall as they traverse the tilted, smashed rooms of the fallen house. Spiders and snakes move (harmlessly) aside as PCs explore; the only dangers are undead ambushes and the chances of a collapse from the "ceiling" of shifting rubble above, or a fall through the "floor" into hitherto unrevealed cavities below (blind pits with no way out but to clamber back up into the tunnel).

In normal exploration, PCs are skillful enough to avoid falling rubble or unsafe footing; but each round in which a PC is hurrying or fighting, he must make dexterity and intelligence checks. If either fails, the PC takes 1d2 damage from a falling piece of rubble, slips (MV reduced by 2 that round), and must make another dexterity check. If it fails, a collapse of ceiling (even roll) or floor (odd) occurs. All beings within 10' of the PC must make a dexterity check or suffer 3d4 points of falling or impact-from-above damage; the PC triggering the collapse takes 4 + 2d4 points of damage.

In the tunnels, two fleeing wights hide be-

The Crown of Stars

hind a stone slab they pull shut behind them, so it appears part of the wall, and wait there to ambush PCs returning or fleeing from meeting the baelnorn, from behind. Additional wights (even if previously turned) attack PCs again.

In two places, the tunnels open up into large rooms, each home to 1d4 skeletons. If PCs trigger more than two floor collapses, the third and fourth pits they fall into also have undead skeletal occupants—who get one free attack on any PC entering the pit.

Skeletons: Int 0; AL N; AC 7; MV 12; HD 1; hp 7 each; THACO 19; #AT 1; Dmg 1-6; SD half damage from pointed/piercing weapons, immune to fear, sleep, charm, hold, and cold-based attacks; while in the magical radiations of the House where they came to undeath, they can't be turned, commanded by evil priests, or dispelled; SZ M; ML 20; XP 65 each; MC1.

The labyrinthine tunnels cross, rejoin, and twist in as complex a manner as the DM desires, but lead to only two places: the surface (in at least six spots, at least two of which should land PCs in other adventures), and the crypt.

The Symbaern Crypt

The departed of House Symbaern once slept undisturbed in a long, low stone chamber with a fan-vaulted ceiling. Its rear end is now buried in rubble, but the baelnorn waits for intruders there, amid the four stone coffins that remain accessible (with exceptions noted below, none hold undead, treasure, traps, or any dangers, only crumbling remains). A circle of floating skulls (his warning guardians; as PCs pass certain points in the tunnels, the teeth of particular skulls chatter, or jawless skulls bob down to rap against the stone flooring; this is a spell, not undeath on the part of the skulls).

The open part of the room is 50' × 50' square, and contains a forest of stone pillars (on a grid map of the room, a pillar stands at

each 10' line-junction). Four closed, unmarked stone coffins are clear of the rubble along the western wall. The baelnorn stands just in front of them, facing PCs calmly.

In undeath, Ilrune Symbaern remains slim, agile, elegant, polite—and deadly. He enjoys battle, but speaks to intruders politely, bidding them state their business, in peace.

If PCs do so, the baelnorn truthfully says few treasures of his House remain accessible, in locations known to him, since its collapse, but he can offer them some coins—"things those who sleep here now have no use for, and whose loss won't diminish their honor" if they'll destroy the wights and skeletons who plague him, cleaning out the tunnels.

If the PCs do so, Ilrune will be true to his word; he instructs them to break open a certain pillar (by smashing a coffin lid into it) to reveal a secret compartment, in which are sixteen unlocked coin storage tubes (see the "Myth Drannor Treasures Table"), each containing 300 gp. He tells the PCs to take what they can carry, but warns them he will be forced to fight them if they try to despoil any tombs or search further in the family vault. Ilrune also politely asks if any PCs are mages. If the reply is affirmative, he beckons them to approach, and in lowered tones apologizes for asking, but he'd like to know their alignment (if more than one PC wizard is present, he adds: "alone, in confidence, of course"). Ilrune has already cast a wizardly *detect lie* spell of his own devising.

To any PC mage revealing himself truly to be of good alignment, Ilrune gives the *Crown of Stars* (if there is more than one, Ilrune gives it to a lawful good wizard; if there are two, to the one who seems more prudent and less aggressive) in return for the promise that it be used for protection and upholding the causes of good in battle, not for grave-robbing. Ilrune falsely adds that most *Crown* powers won't work in this vault, and correctly that he has cast spells on the *Crown* that allow him to control it, even against someone else wearing it, in the vault (this will prove to be true!).

If there are no PC wizards of good align-

The Crown of Stars

ment, Ilrune does not surrender the *Crown*. To get it (or the only other surviving Symbaern treasure, a flat coffer holding 20 matched 5,000 gp-value rubies, hidden in a niche in a coffin lid), PCs will have to fight him.

Ilrune also battles PCs if they attack him at any time. He begins by stepping on a certain stone that topples a vault support pillar onto the PCs, causing a small ceiling collapse.

The room shakes, and the ceiling comes down with a roar. All PCs must make a dexterity check and a strength check. If both succeed, they are only blinded by dust for 1 round (during which Ilrune slips away; see below). If only one succeeds, the PC takes 2d4 hp damage from falling stones. If both fail, a piece of the pillar smashes the PC for 4d4 damage.

The dust clears enough to see by the end of the next round, but still drifts about for a turn. Only about a three-foot thickness of stone has come down, leaving loose rubble overhead (not any sort of opening or revealed treasure).

Under cover of the dust and confusion, the baelnorn opens a coffin and gets inside, pulling it closed. Then he uses a *telekinesis* spell to hurl his floating skulls at the PCs, as 50' range (THACO 11) missiles that burst into flying bone shards when they hit, each doing a struck PC 1d10 magical chilling damage.

From inside the coffin, Ilrune then uses his *project image* ability to create an image of himself appearing behind the PCs (in the tunnel they entered the crypt by, nowhere near the coffin where he really is), and via this image hurls spells at the PCs. (He can't use crown powers through his image.)

In life, Ilrune was a W15; his spells are 5,5,5,5,5,2,1. By this point, he has cast two fifth-level spells, his *detect lie* and *telekinesis*, but still has his other spells: *magic missile* × 5/*blindness*, *levitate*, *locate object* × 3/*fireball* × 3, *fly*, *slow/charm monster*, *ice storm* × 2, *polymorph other*, *wall of fire/animate dead*, *hold monster*, *wall of force/flesh to stone*, *repulsion/forcecage*.

Ilrune Symbaern (baelnorn): Int 19; AL LG; AC 0; MV 9; HD 9 + 6; hp 69; THACO 11;

#AT 1; Dmg 1d10; SA spell use, project image power; SD + 1 or better magic weapon needed to hit; MR 50%; SZ M; ML 20; XP 10,000; MD. Ilrune uses variant spells he has devised that don't require material components. His spellbooks are lost, buried deep in the collapse of the House; he is using scrolls kept on his person. They must make item saving throws according to any PC attacks on Ilrune.

Unless the PCs find him by tearing open the coffin, Ilrune remains inside it, atop the bones of a long-dead relative. There are no other hollow pillars or traps in the crypt.

The Crown of Stars

XP Value: 9,000

GP Value: 36,000

This rare, possibly unique magical item is a circle of floating, apparently unattached gems: palm-sized emeralds, rubies, sapphires, and diamonds of at least 14,000 gp value each. They glow with faint, twinkling magical radiances that can't be magically masked or dimmed (and show even through magical darkness). From afar, they are often mistaken for ioun stones.

Invisible fields of magic bind the gems together in a ring that can't be broken by any known physical attack or magical means short of a successful *limited wish* or *disintegrate* spell (the *crown* saves vs. spell as if it was a W20).

Crown powers can only be used by a being wearing it. In a day (24 hour or 144-turn period), it can unleash the following powers nine times each (range and effects as if cast by a W20, except as noted): *dispel magic*, *lightning bolt* (9d6 points of damage, 90' range), *unseen servant*, *Evard's black tentacles*, *wizard eye* (a variant; the user's spectral eye appears as a wraith-like, intangible head, encircled by the twinkling lights of the crown; the user can't be attacked through this image, but can be identified). It can also unleash a *death* spell and a *meteor swarm* once per day, but using either of these greater powers permanently reduces a randomly chosen attribute of the wearer by 1 point, and there is a 3 in 10 chance that it will vanish, shifting to another plane (without the wearer), immediately after the power takes effect.

The Wyrms Below

For the DM

This adventure involves a dragon's lair—with a dragon, of course, but also with powerful treasure. Please consider the effects of this loot on play, and alter things to best suit your campaign before play begins (the treasure presented herein can of course be used in other situations and adventures, when detailed treasure items are needed in a hurry). The shaft leading to the lair can be placed anywhere you desire in the devastated "rubble" areas of ruined Myth Drannor.

Story Background

Few are the dragons mighty enough to survive in Myth Drannor, with the magical restrictions of the mythal and the perils of organized intruders such as the baatezu, tanar'ri, nagara, phaerimm, and alhoon. Narlgathra is such a one, a female red dragon of experience, cunning, and power. She has established a lair here, and held her own against many attackers. She views intruders into her lair as meals and potential contributors to her ever-growing treasures, and has set things up to both beckon and properly welcome them.

The Adventure

In a depression in a area of tumbled rubble, PCs come upon a circular, 90' diameter opening—the top of a shaft descending into the depths. Light comes up from it—a flickering, blue-white through purple-white, changing and dancing radiance.

The radiance is coming from a lit area part-way down the shaft: a field of light in which hangs a massive, motionless form.

The field is a mighty spell that works despite the mythal: the shaft, and the huge hall it reaches, are immune to all mythal effects (and wild magic of any sort, including the spells of wild mages).

The field holds a young red dragon in stasis,

hanging motionless in the shaft, eyes closed, wings half-furled in the act of beating to hurl the dragon upwards. If the shaft is entered by any item bearing a dweomer, any spell, or any living being, the stasis is ended. (In other words, PCs can pepper the dragon with non-magical missile attacks without awakening it, or get in one "free shot" spell attack, before it is released.)

If PCs wake the dragon, the adventure begins. (If PCs move on, and come back to check on the shaft at a later time, they'll still find the young dragon in stasis.)

Dragon Attack

The eyes of the dragon below you snap open, blazing with angry fire. The half-furled wings clap, and the huge form leaps upwards with terrifying speed, right at you!

The dragon breathes fire at the adventurers it can see as it reaches the top of the shaft, and continues climbing aloft as fast as possible, to get out of spell range until (2 rounds later) it can breathe again—whereupon it plunges out of the sky and attacks. It fights until the PCs are all dead or it is reduced to 20 hp or less, whereupon it tries to flee, flying high and far, heading for the Thunder Peaks to find a ledge and there lick its wounds.

This dragon, Sssurist, is too young to have spells or a magic resistance, speaks only dragon tongues, and is fanatically devoted to its mother, Narlgathra (it cannot be made to attack her by any means).

Sssurist (young Red Dragon): Int 15; AL CE; AC -2; MV 9, Fl 30 (C), Jp 3; HD 11; hp 76; THACO 5; #AT 3; Dmg 1d10 × 2 (claws), 3d10 bite, +3 combat modifier; SA fiery breath weapon usable every 3rd round, for 6d10 + 3 dmg, can affect normal fires thrice/day; SD immune to fire; MR Nil; SZ G (40' body, 28' tail); ML 18; XP 6,000; MC1.

If PCs overcome Sssurist and venture into

The Wyrms Below

the shaft, they discover it goes down 400' (the stasis field is 80' down, and 60' thick). If they enter this field, the next encounter occurs in the field. If PCs use a *dispel magic* on the field, it flickers out, but a spell trigger causes this encounter to occur around the source of the *dispel magic*.

A Cutting Welcome

The air around you is suddenly full of whirling blades! Hundreds of edges flash and glitter, mirroring your horrified gaze!

A *blade barrier* has come into being. Part of the field, it is cylindrical, 90' in diameter and 60' thick, and does 8d8 damage/round (it lasts for 2 turns, or until another *dispel magic* is used on it). PCs trying to escape must state where they're trying to go (up or down), and make a saving throw. If this is successful, they take only 4d8 damage that round—but unless flying or falling down the shaft, a PC near the midpoint of the field will need at least another round to get out (with the same damage and saving throw). If PCs are climbing down a rope, it must make ten saving throws per round (against “magical fire”) or be severed; consider the first save to be at the top of the field, the second six feet lower, and so on, to find out where (PCs below that point will fall with it).

Falling from the bottom of the field to the floor of the hall below causes a PC 20d6 points of damage. If Sssurist is fighting the PCs while the *blade barrier* exists, note that it knows about this effect, and cannot be tricked into diving down the shaft into the blades (although a PC spell might force the young dragon into such a plunge).

If PCs get past the field and reach the hall alive, they see the following:

Lair of Doom

A huge hall opens out around you, its far reaches lost in darkness. All you see, far off, are two eyes, like large yellow lamps. Then you hear a deep, rolling chuckle . . .

The eyes and the amusement belong to Narlgathra, who lies upon a bed of treasure 600' away from the PCs. The hall (which is linked to no other rooms, unless a DM elects to provide a way out by having fissures where the dragon's digging has opened ways into ancient crypts and storage cellars) is a vault-ceilinged hall decorated with relief carvings of huge (life-sized) flying dragons. It is 90' high, 120' across, and 1600' long, with the shaft 100' from one end, and the dragon 300' from the other.

Narlgathra, alerted, has already cast a *wall of fire* between herself and the PCs. She lies behind it, and speaks to any PCs who appear, promising to levitate them back to the top of the shaft (she reveals that “magic works here”) if they do not attack her, and leave behind everything they wear and carry. Any PCs who do so, she lifts clear of their items and promptly fries with her breath (if the *blade barrier* is still functioning, she'll raise them through that, instead—and then cease her levitation, so they fall back through it a second time, and plunge to the hall floor—and if they rise from such a fall, she'll promptly breathe on them).

Narlgathra can communicate with any intelligent creature, and has the spells: 2,2,2,1/1. She paid six wizards and priests handsomely to create the defenses of her lair—and then paid adventurers even more to hunt down and kill those mages and priests. She fights until brought to 30 hp or fewer, and then tries to escape by either flying up the shaft or using the *gate* (see below; she'll use whichever route is less exposed to PC attack), to get her revenge on the PCs later.

Narlgathra (venerable red dragon): Int

The Wyrms Below

16; AL CE; AC -9; MV 9, Fl 30 (C), Jp 3; HD 19; hp 141; THACO ; #AT 3; Dmg 1d10 × 2 (claws), 3d10 bite, +10 combat modifier; SA fiery breath weapon usable every 3rd round, for 20d10+10 dmg, can affect normal fires, 100'-radius detect gems, kind and number and use *pyrotechnics* thrice/day, *heat metal*, *suggestion*, and *hypnotism*, all once/day; SD immune to fire; MR 55%; SZ G (40' body, 28' tail); ML 18; XP 18,000; MC1.

Narlgathra's spells are cast by silent thought, take effect as if she were a 9th-level spellcaster, and are *magic missile*, *unseen servant/levitate*, *web/dispel magic* × 2/*wall of fire*, and the priest spell *cure light wounds* (will use on self).

If the DM has access to the *Tome of Magic* rulebook, change Narlgathra's spells to: *charm person*, *magic missile/Hornung's baneful deflector*, *ESP/alternate reality*, *dispel magic*, *wraithform/Rary's mnemonic enhancer* and *cure light wounds*.

Concluding the Adventure

If PCs defeat Narlgathra, they can get at her treasure (allow thief PCs a chance to steal items during the fray), and explore her lair.

This hall was once a temple to Aumrathar the Greater Dragon (a now-vanished human cult). Behind the vast heap of treasure that Narlgathra lies on is an altar, made of a single block of stone carved into the shape of a great circular bowl 20' across; 4' above it floats a sphere of everlasting fire, and in the sphere float four large dusky-red ovals: red dragon eggs.

The sphere is simply permanent magical flame (unless a *dispel magic* is used to destroy it; all other spells are absorbed as energy to continue the conflagration). It destroys non-magical items at the end of 1 round of exposure, forces magical items to make "magical fire" saving throws for each contact, and does 2d12 points of damage per contact (or round

of continued exposure) to beings—permanent damage forever removed from the hit point total of the being!

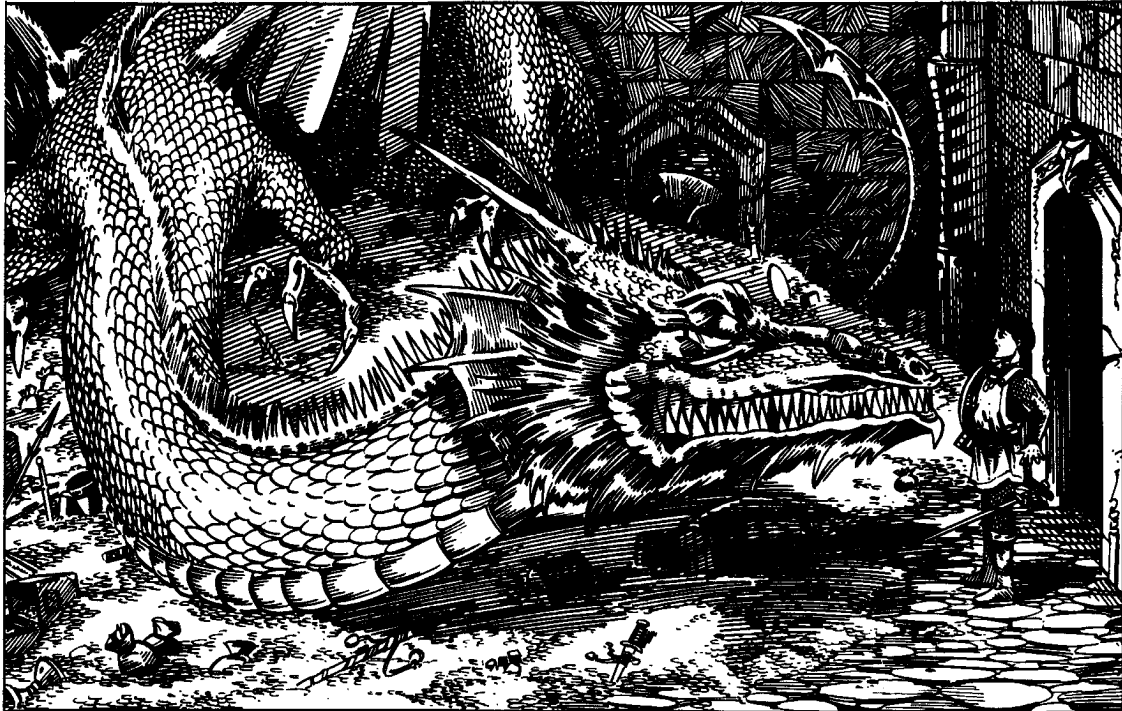
The eggs can be pushed out of the flames by using weapons, but they will hatch if allowed to fall (if caught, catching PCs take 2d4 points of heat damage each) or if they cool: 12 + 1d12 rounds after removal from the flames, the first egg cracks, and the others open within 1d6 rounds of the first, emitting hungry hatchling red dragons!

Hatchling red dragons (4): Int 15; AL CE; AC 0; MV 9, Fl 30 (C), Jp 3; HD 7; hp 36 each; THACO 9; #AT 3; Dmg 1d10 × 2 (claws), 3d10 bite, +1 combat modifier; SA fiery breath weapon usable every 3rd round, for 2d10 + 1 dmg; SD immune to fire; MR Nil; SZ H (12' body, 12' tail); ML 17; XP 3,000; MC1.

Behind the altar is a 80' diameter circle of polished black marble. Faintly-glowing Thorass characters have been etched into its center, forming the word "AUBRATH." If this word is uttered aloud by any being in contact with the marble disc, the *gate* operates: the being is instantly *teleported* to a matching disc in a hanging valley high in the Thunder Peaks. (Its word, for return journeys, is "NAMBAR." It is surrounded by a wall of bones to deter intruders, and trolls are known to lair nearby.) This *gate* allowed dragons to enter and leave the temple when Myth Drannor was a living city. If PCs learn of this *gate* and escape the dragon, they may be able to use it to sneak in behind her, later, to steal treasure from her hoard.

If Narlgathra escapes PCs, she attacks them as they try to take any treasure out of Myth Drannor—after the PCs have faced attacks from Phaerimm, Alhoon, baatezu, and tanar'ri groups (see the "Myth Drannor Encounters Table") alerted by the battle, who want the treasure for themselves! Note the sheer volume of treasure; there is little chance that PCs can take much of it . . . and if they get it out of Myth Drannor, their adventures are just beginning!

The Wyrm Below



Narlgathra's hoard consists of a heap of loose coinage, totalling 13,456 copper pieces, 4,000 sp, and 38,000 gp. Mixed with the treasure are 126 human skulls (from the dragon's meals; Narlgathra crunches and devours all the smaller bones of each victim). There are also many more interesting items, detailed hereafter.

Gems: An *everbright* silver-plated suit of plate armor suitable for wear by a tall, thin human or an elf of very tall stature. It is inset with 22 matching, very large, and very blue sapphires (each worth 2,000 gp).

A small, octagonal carved ivory coffer (itself worth 25 gp) containing 30 banded purple cabochon-cut wonderstones (each worth 10 gp); DMs lacking access to the *FORGOTTEN REALMS® Adventures* should replace these with eye agates (of the same value).

A necklace of eight matching seawater-green beljurils ("flashstones"), each worth 5,000 gp; DMs lacking access to the

FORGOTTEN REALMS Adventures should replace these with emeralds (of the same value).

Potions: Eleven vials, all old, ornately-stoppered, and unlabelled; no two are alike in appearance (or contents), and they are widely scattered about the heap of treasure. They are potions of: *clairaudience*, *climbing*, *healing*, *longevity*, *rainbow hues*, *speed*, *super-heroism*, *ventriloquism*, and *water breathing*, and oils of: *disenchantment* and *fiery breathing*

Scrolls: Three scrolls, all containing wizard spells, as follows: 1) *charm monster*, *detect scrying*, *Evard's black tentacles*; 2) *fabricate*, *summon shadow*, *death fog*, *eyebite*; 3) *statue*

Magical items: Unless otherwise noted, these items are fully detailed in the *DUNGEON MASTER™ Guide*.

A chest containing a *helm of underwater action*, 4 iron shoes (*horseshoes of a zephyr*),

The Wyrms Below

and a smaller wooden box containing a rust monster tentacle whip. Not as effective as a living rust monster's tentacle, it's a +4 weapon (doing 1d2+4 damage per strike), and all metal it touches (by a wielder's successful attack roll), rusts; enchanted metals have a base chance of 20% of being unaffected, plus 20% per "plus."

A headless human skeleton wearing a pair of *bracers of archery* and a *ring of the ram*.

A pair of *bracers of brachiation*.

A severed, mummified hand wearing a *ring of shocking grasp*.

A staff-mace.

"Chalice," an intelligent *longsword +4* (1d8+4 damage) that glows with a deep, dim, blue radiance. It holds the soul of a female adventuress of great skills and is romantic, spiteful, whimsical, and fun-loving. "She" is Int 17, CG, Ego 18, can speak (common, elvish, gnome, and halfling) and has telepathy. She can read languages and magical writings, and can detect large traps (10' radius), detect magic (10' radius), detect invisible objects (10' radius), and *heal* once/day.

Art Objects: Scattered throughout the treasure heap (most of them completely buried) are the following items of value:

A brazier of copper, 8' tall, with a bowl atop two twined (helix-pattern) stems. It bears a small enchantment: any fire lit within it can give forth flames of normal hue, green flames, or violet flames, at the will of the last being to touch it (the being must be within sight of the brazier to change the color of the flames by thought); worth 200 gp.

A camping-chest (a locked, domed-lid box attached to two 10'-long shoulder-poles, for servants to carry) of polished duskwood, carved in snarling faces and fanged mouths. The teeth and claws of real creatures have been inset into these designs, and minor enchantments on the chest act as spell turning, preserve the chest, ward off damp, and make the claws clench and move by themselves; worth 250 gp.

A coffer of carved shadowtop-wood with agate inlays. A rust removal enchantment re-

moves rust, discoloration, and tarnish from metal objects placed in it (and prevents them from forming); worth 470 gp (70 gp without the inlay).

A face-mask of beaten, *everbright* copper, 3' tall, in the shape of a teardrop-diamond with eyeholes. It floats in front of a being's face, when released by a living hand, so as not to harm makeup. A word on its inner surface ("LASACH"), when spoken aloud, causes it to sink down (*feather fall* until it reaches a surface); worth 40 gp.

A footstool made of a single piece of "dragon-fire amber" (not real amber, but volcanic glass fused and tinted orange by the breath weapon of a red dragon) to which has been affixed four magically-preserved griffin claws; worth 500 gp or so if shrewdly sold (in Calimshan, Sembia, Suzail, or Waterdeep).

An ivory statuette, 3' tall, of a winged man embracing a swan, glossy-polished and very lifelike: value 90 gp (double that if shrewdly sold in Calimshan, Sembia, Suzail, or Waterdeep).

A tomb-lid of heavy granite, 3' x 7' x 4" thick, carved in the likeness of a sleeping human knight in full armor. The eyes of the effigy glow when a spell is cast or magical item is brought within 10' (a pearly-white color).

If PCs carry off or clear aside all of the treasure pile, they'll find a steel ring set into the floor: the handle of a trapdoor (the stone block the handle is affixed to weighs about 100 pounds, but can be shifted aside) that covers a way down into another room below: the former temple vault.

At the DM's option, there could be more treasure below—or a rough tunnel where a Phaerimm or tanar'ri group broke into the vault, planning to take the treasure there and then mount an assault on the dragon's lair—only to be caught in another stasis field like the one in the shaft. Opening the trapdoor could break this field, so PCs find themselves facing an angry Phaerimm or tanar'ri group (see the "Myth Drannor Encounters Table")!

What We Face in Dreams . . .

For the DM

This adventure features an alhoon (illithilich) and seven magical swords; please consider their effects on campaign play balance before running this adventure. It can occur anywhere on the surface in ruined Myth Drannor where the DM can find a courtyard (and locate a pool in it).

Story Background

When Myth Drannor fell, one of the city's most powerful mages, the sorceress Jlacathra Vorn, was absent and unreachable, engaged on a long exploration of other planes. Frantic apprentices sent word by spell, item, and creature. At last (in a secret chest where she occasionally picked up messages sent from Faerun) she found one of these doom-laden pleading notes.

Not believing that mighty Myth Drannor could fall and suspecting the mention of nycaloth-led armies were a trifle exaggerated, she merely triggered a complex magic she'd been working on with the Circle of the Flame (a cabal of wizards dedicated to exploring the military uses of organized sorcery; some of them later trained the earliest war-wizards of Cormyr), and went on her way. No one knows what became of her; she never returned to Myth Drannor, and may not have made it back to Faerun.

Jlacathra's magic was known as the Circle of Swords, and it took effect well after the city had been ruined, and most of its invaders had gone. It was designed to place magical weapons in the hands of chosen, rightful defenders of the city in time of need, and so included a magical guardian (to prevent the swords falling into the wrong hands). That guardian, "the Face," has protected the swords since it and they appeared in the ruins, above a pool in a garden where fighting-men had gathered, and has been trying to find the warriors of valor it is supposed to give the swords to for a long, long time.

The Adventure

After the PCs have reached the city and been in the ruins or encamped within a few miles of the city for at least two nights, the adventure begins with visions in their dreams on the third night (or whenever they sleep during the third day and thereafter). All PCs will receive the same image (hand each player separately, in secret, the following boxed text as a note, telling them they receive the vision thereon when they dream):

A Face in the Mists of Dreams

Out of swirling mists something approaches; two flames side by side—eyes, blazing eyes in a mask-like, hollow face. The face seems to see you; it draws nearer, and speaks: "Are you the ones? Are you the ones? Long indeed the swords sleep, and I wait, and evil grows stronger." Though the voice is a whisper, the echoes of the face's speech roll through the mist. It fixes you with those eyes of leaping flame, and asks again, oddly pleading, "Are you the ones?"

After this mysterious vision, a second, similar encounter can occur whenever PCs are exploring the city. A mist rolls in from between ruined buildings, and the Face appears, asking the PCs the same question (read the boxed text aloud again). It will not answer queries, and fades away (followed by the mist), ignoring PC attacks, spells, or actions.

The Face Above the Pool

At any time after the PCs have seen the face while awake in Myth Drannor, they can come upon the following scene:

In an open space ahead you see rubble, toppled statues, the withered, stunted trunks

What We Face in Dreams . . .

of long-dead trees, and a large, circular dark pool. Floating above it is a dark, misty cloud.

If the PCs approach more closely (the pool's waters are opaque and still, and it is 80' across), the mists part and dissipate, revealing the mask-like Face of their dreams. It stands about as tall as two men (12'), and floats 20' above the waters of the pool. Around it, in midair, float seven glowing swords, all unsheathed and facing outwards, their blades gleaming.

The Face turns slightly to regard visible PCs (if all are present, it turns slightly, to scan them all), and asks again:

"Are you the ones? Are you the ones? Long indeed the swords sleep, and I wait, and evil grows stronger!" Though the voice is a whisper, the echoes of the face's speech rebound off the ruins around. It fixes you with its eyes of leaping flame, and asks again, pleadingly, "Are you the ones?"

The Face is a magical construct guarding the swords. It can hear PCs speak, and can answer any queries they may have about the buildings and life in Myth Drannor (about the city in the time before it was ruined; PCs can ask where certain places are, and, using the details given on the cardsheet map of Myth Drannor "as it was" included in this set, the DM can give them answers). It won't answer any queries about its own name, purpose, or what the swords are, but simply remains silent.

The Face asks the PCs who they are, and if it hears they are adventurers, or the word "warrior" or an equivalent, it asks, "Do you stand in defense of Myth Drannor?"

If any PC answers "Yes" or any equivalent in the 3 rounds that follow (the Face turns and repeats the question to each PC), the Face does not attack, and one of the floating swords drifts over to each PC answering "yes;" they may safely and freely take the weapons.

If no affirmative answer is given within 3 rounds of its last asking, the Face says sadly,

"You are not the ones," and launch an attack.

The Floating Face is a unique construct. It can't move (save to sink straight down into the water) from its station 20' above the center of the pool, which is 80' across and 80' deep. The pool harbors no creatures or items; its waters drain all dweomer permanently from any magical item touching them (to power the Face's activities; the mists are formed by magical energy coursing between the pool and the guardian).

All spells cast at the Face do it no harm and are absorbed to power it, with the exceptions of *dispel magic* (which does it 2d4 hp damage), and *limited wish* or *wish* (regardless of their wording or intended effect, they cause the Face and the swords to explode, hurling 7d6-damage lightning bolts in all directions; PCs within 100' must save vs. spells at -4 twice, to avoid being hit by one or two bolts, and can't avoid full damage from either bolt).

Lightning spells and natural storm discharges directed at the Face heal it of lost hp, restoring the same number of hit points they would do as damage to a living creature.

The Floating Face is AC4, has a THAC0 of 7, and has 46 hit points. Metal weapons of all sorts do it double their normal damage—if PCs can reach it to strike.

The Face can unleash only one attack per round, but has unlimited daily uses of its two attacks. It emits either a spark shower, or ball lightning, as follows:

Spark shower: a 10'-radius spherical cloud of sizzling purple sparks that moves outwards (at MV 18) up to 100' from the Face and then bursts, spraying sparks outwards into a 30'-radius spherical cloud. Creatures struck by the moving cloud (successful Face attack roll required) take 2d10 hp damage (3d8 if wearing metal armor or carrying a metal weapon). Beings in the area of the burst take 2d8 hp damage (4d4 if wearing metal armor or carrying a metal weapon).

Ball lightning: a single ball rolls out from the Face, at MV 20 (A); the Face can aim and redirect it as a mage moves *dancing lights* about. The ball can travel up to 200' distant from the

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Face, and does any creature it touches (successful Face attack roll required) 4d12 hp damage. If it misses, the Face can redirect the ball in a later round—as well as whatever attack is emitted in that round, so that it gets multiple attacks in this way. If the Face can't hit with the ball in 3 rounds, it dissipates harmlessly.

The Face can use magical equivalents of *dreamspeak*, *magic mouth*, *project image*, and *wizard eye* to send its likeness to beings in the vicinity of Myth Drannor (both awake and dreaming). It can't reach beyond four miles outside the mythal, and can't "hear" any replies made to it except within 200' of the pool.

If PCs answer "yes" to the Face, and are deemed by it to be defenders of Myth Drannor, it will from time to time send its image to them to deliver informative or warning messages while they are exploring Myth Drannor (warning of the approach of baatezu or tanar'ri, for example), and if they are injured and beset by foes, it will urge them to come to it. It can't heal them or help them get to the

pool, but if enemies follow them there, the Face will fight to defend the PCs.

The moment the PCs first pass out of range of the Face's powers after meeting it at the pool (either fleeing battle with it or having been deemed defenders of the city and given blades), the next encounter occurs.

Alhoon Attack

You hear the clattering sound of a dislodged stone somewhere nearby in the ruins, and then another, followed by grunting and what might be a muffled curse. Then other sounds come from another direction—and all around you, creatures are rising from the rubble, armed with clubs! You see two-head ettins, bugbears, and ogres . . . and then, flapping into view from behind a shattered turret and diving towards you, come four gargoyles!

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The attacking monsters are all mind-controlled servants of an Alhoon, who's been trying to get the swords for a long time, but hasn't dared challenge the Face's powers. This illithilich has rivals, too: other Alhoon, with their own monster bands, who will be searching for this Alhoon to see what he's up to, and will probably find and attack the PCs later!

For the time being, however, the PCs will have their hands full disposing of this attack without bringing the attention of more monsters who roam the ruins! (The DM should keep track of how long the battle goes on; after 14 rounds, a flight of four vrock [tanar'ri] shows up, and attacks any survivors; if PCs let any of these creatures escape, they'll report back to a tanar'ri group (see the "Myth Drannor Encounters Table"), and the group will arrive at the battlefield 1 turn after the first vrock escaped the fray (vrock will flee when brought to 16 hp or less). Wise PCs will be long gone by then; the tanar'ri won't have the opportunity to hunt the PCs, because they'll be attacked in turn by a baatezu group (nearby PCs can watch the show in safety if they keep hidden).

The first wave of attackers to reach the PCs are four ogres from the PCs' front left (at the same time as a volley of five hurled hammers—THACO 17, dmg 1d4 + 1 each; struck spellcasters have spells ruined—from the bugbears hits the PCs from the right rear; a round later, five bugbears from the right rear reach the PCs, at the same time as the four gargoyles attack from above.

Two rounds later, two ogres arrive from the front right, followed two rounds after that by two ettins from the front.

The alhoon directing them all watches from the safety of a ruined building nearby; PCs who think this concerted attack by different species of aggressive monsters (who fight PCs to the death, never fleeing) is odd, and say they're looking around for more, or a cause for this, are allowed intelligence checks. If successful, they will notice the watching Alhoon. (Any player who states that his character is looking for a leader or general or someone

watching the battle will automatically see the Alhoon.) The Alhoon will not emerge to attack the PCs; they will only end up fighting it (this time around!) if they chase after it. If the PCs win the battle and wipe out the Alhoon's troops, they will of course have made themselves a new enemy, who'll devote all its time to spying on them, seeking a chance to steal magical items or lead PCs into fights with other inhabitants of the city.

There's also that rival Alhoon, with its private monster army just waiting for their best chance to erupt out of the ruins, too . . .

Of course, if the PCs did the right thing in their meeting with the Face, they'll have some shiny, powerful magic blades (detailed at the end of this adventure) to conduct all these battles with . . .

Ogres (4): Int 8; AL CE; AC 5; MV 9; HD 4 + 1; hp 31, 30, 29, 26; THACO 17; #AT 1; Dmg 1d10 or by weapon; SA +2 Str bonus on weapon damage (these ogres wield large clubs that do 1d6 base damage); SD Nil; MR Nil; SZ L; ML treat as 20 (12); XP 175; MC1.

Bugbears (5): Int 8 (each); AL CE; AC 5 (chain mail); MV 9; HD 3 + 1; hp 22 (each); THACO 17; #AT 1; Dmg 2d4 or by weapon (thrown warhammers, as noted above; then use morning stars for 2d4 base dmg); SA +2 Str bonus on weapon attacks; SD Nil; MR Nil; SZ L; ML treat as 20 (13); XP 120; MC1.

Gargoyles (4): Int 7; AL CE; AC 5; MV 9, Fl 15 (C); HD 4 + 4; hp 36, 32, 31, 30; THACO 17; #AT 4; Dmg 1d3 × 2 (claws), 1d6 bite, 1d4 horn; SA sloop (2 claws or one horn while flying; all 4 attacks only when landed); SD +1 or better magic weapon needed to hit; MR Nil; SZ M; ML treat as 20 (11); XP 650; MC2.

Ogres (2): Int 8; AL CE; AC 5; MV 9; HD 4 + 1; hp 31, 30, 29, 26; THACO 17; #AT 1; Dmg 1d10 or by weapon; SA +2 Str bonus on weapon damage (these ogres wield two-handed swords that do 1d10 base damage); SD Nil; MR Nil; SZ L; ML treat as 20 (12); XP 175; MC1.

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Ettins (2): Int 7; AL CE; AC 3; MV 12; HD 10; hp 74, 68; THACO 12; #AT 2; Dmg 1d10, 2d6 or by weapon (two large spiked clubs, left arm does 2d8, right arm does 3d6); SA Nil; SD surprised only on a 1 (1d10); MR Nil; SZ H; ML treat as 20 (14); XP 3,000; MC2.

Iryxreer Alhixarblot [Alhoon] (1): Int 18; AL NE; AC 5; MV 12; HD 8 + 4; hp 66; THACO 11; #AT 4 (mouth tentacles); Dmg 1d4/round, bores to brain and kills in 1d4 rds (tentacles are AC7, and withdraw to start over boring if hurt for 5+ hp dmg in a round); SA Mind blast, spell use; SD immune to charm, sleep, hold and related magics, holy water and most poisons, also can't be turned; MR 90%; SZ M; ML 18; XP 9,000; *Menzoberranzan* boxed set. This mind flayer lich is a W9 (spells 4,3,3,2,1: *magic missile* × 3 (5 1d4 + 1 dmg missiles per spell), *spider climb/blindness*, *flaming sphere*, *web/dispel magic*, *fireball*, *wraithform/ice storm*, *wall of fire/feblemind* (will use on most threatening PC spellcaster).

Iryxreer is also the equivalent of a 7th level psionicist (see PHBR5, *The Complete Psionics Handbook*) with three disciplines (psychokinesis, psychoporation, telepathy), five sciences (detonate, domination, probability travel, telekinesis, teleport), and fourteen devotions (animate object, animate shadow, astral projection, ballistic attack, body equilibrium [its only psychometabolic power], conceal thoughts, control body, control flames, ESP, inertial barrier, inflict pain, levitation, mind thrust, post-hypnotic suggestion). It has 348 PSPs, a Power Score of 18, often attacks with its mind thrust, and is using its domination to maintain a 'private army' of monsters (the creatures attacking the PCs) while in Myth Drannor. If PCs attack it, the Alhoon will use its inertial barrier as a defense, while employing its spells (resorting to wraithform to escape if it must, passing down through the wreckage into buried passages and chambers the PCs can't reach).

Vrock (4): Int 14; AL CE; AC -5; MV 12, Fl 18 (C); HD 8; hp 66, 64, 62, 54; THACO 13; #AT 5; Dmg 1d4/1d4/1d8/1d6 + 7 Str bonus; SA spell-

like powers, spores, screech, first attack, dance of ruin; SD +2 or better weapons to hit, never surprised; MR 70%; SZ L; ML 18; XP 37,000; MC8.

The Circle of Swords

The seven floating swords guarded by the Face are all detailed in the DMG, and are:

- a bastard sword with a glowing golden blade (a sun blade) [1d8 (or 1d12 vs. L) + 2, 1d8 (or 1d12 vs. L) + 4 vs. evil targets, double damage to beings from or linked to Negative Material Plane, e.g. some undead; sunray power]
- a long sword with a blue blade that often flickers with a dim blue light (a sword + 1, + 2 vs. magic-using and enchanted creatures) [1d8 (or 1d12 vs. L) + 1, 1d8 (or 1d12 vs. L) + 2 vs. spellcasters]
- a broad sword with the 'wavy' etching of a snake curling down the blade (a sword + 1, + 3 vs. regenerating creatures) 2d4 (or 1d6 + 1 vs. L) + 1, 2d4 (or 1d6 + 1 vs. L) + 3 vs. trolls, beings wearing rings of regeneration, etc.)
- a two-handed sword etched with a row of seven eyes down each side of the blade, and the word "Fang" cut into the pommel (a sword + 1, + 4 vs. reptiles) [1d10 (or 3d6 + 1 vs. L) + 1, 1d10 (or 3d6 + 1 vs. L) + 4 vs. dragons, hydras, snakes, wyverns, etc; so against a fang dragon, it would do 3d6 + 5]
- a long sword with a blue blade that hooks at the end, and an *everbright* silver hilt (a luck blade) [1d8 (or 1d12 vs. L) + 1, gives user + 1 on all saving throws, and holds 4 wishes]
- a short sword with a blade that glows with a constant bright white faerie fire (a short sword of quickness) [1d6 + 2 or 1d8 + 2 vs. L, always strikes first in a combat round]
- a long sword of dull, non-reflective grey metal, hilt and blade all forged of one piece, with the words "I Strike True" on one side of the blade, and the word "Quickly" on the other (a sword + 4, defender) [1d8 (or 1d12 vs. L) + variable: any part of the + 4 bonus can be used on attack roll or user's own AC, shifting these values for each combat round if desired]

A Harp at Sunset

For the DM

This adventure can be set anywhere in Myth Drannor. Amend descriptions if it begins underground.

Story Background

It has been said before that a typical Harper has more daring (or reckless foolishness) than a dozen other folk put together. It shouldn't come as a surprise to learn that the moment the elves left, certain Harpers set out for Myth Drannor to seek sheet music, magical instruments, or song-spells (in olden days, many grand halls had permanent *magic mouth*-like spells cast in certain rooms, that played tunes or sang songs when certain things were done or certain words spoken) that might have survived the centuries.

One such Harper fell afoul of a doomsphere (ghost beholder), who kept him captive, interrogating him to learn about events in the lands around (it plans to manipulate Sembian merchants into causing wars and unrest all around the Inner Sea, for its own amusement).

Luckily for this hapless Harper, Myth Drannor has its own Harper haunting: an apparition (not standard undead) sustained by the mythal, akin to a "mythal ghost." This is all that remains of an half-elven Harper, Maerylee Snowdown, who reached Myth Drannor before the elves left and died there. As she did in life, she always harps at sunset, serenading the sun as it goes down.

She can appear (as a shadowy, wraith-like floating form that can gesture silently), and cause the sounds of her harping to be heard. Good-aligned PCs who bid her welcome, or who aid the Harper she leads them to in this adventure—especially if they are bards, have musical interests, or are Harpers—may discover that Maerylee accompanies them when they leave Myth Drannor. All she can ever do is harp invisibly, and appear to PCs to warn or inform by gesture (including in their dreams), but some PCs will recognize that you can nev-

er have too many friends, and count her as one of them. She will gladly stand watch as a guardian, but can only make harping sounds to awaken sleeping PCs.

The Adventure

At any time when PCs are exploring Myth Drannor and sunset occurs, a hauntingly beautiful harping can be heard (Maerylee will travel to encamped PCs as far as three miles distant from the mythal boundaries). The harping is music familiar to PCs if possible, responds to PC reactions (requests for particular tunes or silence, etc.), and sounds as if it is approaching, comes very close to the fire or PC camp, circles the PCs, and then goes away again. If PCs don't follow, it comes back, circles them individually, and then goes away, trying again and again to lead them.

If PCs don't follow, this happens sunset after sunset. If PCs pursue the harping, the adventure begins. If they are exploring the ruins of the city later and happen to come near the doomsphere's lair, the harping suddenly sounds all around them, trying to lead them in.

The adventure starts when PCs come upon a large (12' tall and 14' across), irregular tunnel in the rubble of Myth Drannor. Its floor is strewn with bones (from all sorts of creatures), and it slopes down, bending to and fro as it descends.

PCs who follow it find it is home to several bone-white spiders that look undead (but aren't), and are harmless; they are squashed by any attack, but if they get a chance to bite a PC, or any of their body fluids contact a PC after one has been crushed, the PC will feel a burning numbness for some time. (No hit points are lost, but the DM can give a player a few anxious moments by ongoing mentions of changing—worsening—internal sensations.)

After the PCs have descended for several rounds, they see a flickering light ahead, as if a fire is blazing. Then the tunnel opens out into a large area (a rough sphere about 60' across).

A Harp at Sunset



Bones that Burn

Facing you is a grinning human skeleton. It stands poised as warriors do before a duel, moving with catlike grace. Flames blaze along its shoulders and around its skull, and balls of fire crackle around its hands. Suddenly it collapses, its bones whirling around in a cloud of flames—and from that cloud a ball of fire is roaring towards you!

This is a blazing bones (a new monster, detailed in this set), set here by the doomsphere as a guardian. It has collapsed to generate a firestorm, sending a 6d6 hp-damage fireball at the PCs. Due to the speed of the racing fire and the confines of the tunnel, PCs can't avoid it (but are allowed the usual save for half damage).

A round later, the blazing bones has reformed, and stands blocking the tunnel that leads on out of the chamber. It will fight until

destroyed; priests of high enough level can dispel it, but the doomsphere's control prevents it from being turned.

Blazing bones (1): Int 16 (insane); AL CE; AC 5; MV12; HD 5+5; hp 44; THACO 15; #AT 2; Dmg 1d4+2 ×2 (1d4 to beings immune to fire); SA fire hurling (20' range, 1d6+3 hp dmg balls; each hurl replaces a hand attack that round), firestorm (once every turn, 6d6 fireball); SD immune to fire and heat damage, undead spell immunities, half damage from piercing weapons, water harms but not alcohol; MR Nil, but insanity plus doomsphere control makes PC mind-related spell attacks useless; SZ M; ML 20; XP 1,400; MD (this set).

Any explosive spells used by PCs in the chamber will cause a partial ceiling collapse; all PCs must make a dexterity check or suffer 3d4 points of damage from rubble falling from above; the blazing bones simply collapses (as it would to generate a firestorm) and escapes all damage.

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If the PCs defeat the blazing bones, the doomsphere will know of their victory, and prepare itself. If they continue 80' down the descending, twisting, rough tunnel (through loose rubble) that leads out of the chamber, the next encounter occurs.

From the chamber where the blazing bones stood on, the tunnel is so unstable that each round in which a PC is hurrying or fighting, he must make dexterity and intelligence checks. If either fails, the PC takes 1d2 points of damage from a falling piece of rubble, slips (MV reduced by 2 that round), and must make another dexterity check. If it fails, a collapse of ceiling (even roll) or floor (odd) occurs. All beings within 10' of the PC must make a dexterity check or suffer 3d4 points of falling or impact-from-above damage; the PC triggering the collapse takes 4 + 2d4 points of damage. Ceiling collapses cause rubble to fall, but other rubble simply shifts into the space, and jams again; a hole to the surface won't normally be created. A PC fall through the floor is into blind pit cavities below, with no way out but to clamber back up into the tunnel. Any PC digging or spell use to create new tunnels or hollow out space in a certain direction will cause instant and constant collapses of both floor and ceiling; the DM should show PCs by these effects that persisting will end in entombing themselves.

Armed Danger

Something moves in the darkness ahead of you; something white. Again you see movement, and then make out the shape of—human bones! A skeletal arm floats before you, a sword clutched in its hand. Then, beyond it, you see another . . . and another. The swords lift menacingly as the bony arms drift nearer.

Three dread (a new undead monster detailed in this set) attack the PCs here. Set as guardians by the doomsphere, they will attack until destroyed, unless turned (as shadows).

Dread (3): Int 0; AL N; AC 6; MV 6, Fl 14 (B), Sw 10, Jp 2; HD 3 + 3; hp 25 each; THACO 17; #AT 1; Dmg 1d4 weaponless, 1d6 with long swords; SA Nil; SD immune to charm, hold, sleep, shatter, disintegrate, and all mind-related and polymorph-related spells; MR Nil; SZ S; ML 20; XP 650; MD (this set).

If PCs continue another 120' down the tunnel (the harping music that drew them here will be heard again briefly), the next encounter occurs.

More Inviting Arms

More skeletal arms float ahead, drifting forward as they raise their blades menacingly. You see flashes of white radiance, and their blades begin to glow.

Another nine dread attack. Due to their enchantments, these are unturnable. They are armed with chill blades (fully detailed in the magical items chapter of the *Campaign Guide* in this set), which for the first 3 rounds of combat will exhibit their extra powers (the rest of the time, they do 1d8 hp longsword damage).

When activated, a *chill blade* glows with a pale white radiance, and does an extra 1d4 hp of damage per strike. Struck victims must save vs. spell or suffer attack roll penalties for the next hour: -1 for each strike of a chill blade that is not successfully saved against. If PCs seize one of these weapons and use it against a dread, each successful attack does it only 1 hp of damage—but these particular dread do not save to avoid fleeing, due to the doomsphere's control.

Dread (3): Int 0; AL N; AC 6; MV 6, Fl 14 (B), Sw 10, Jp 2; HD 3 + 3; hp 25 each; THACO 17; #AT 1; Dmg 1d4 weaponless, 1d6 with long swords; SA Nil; SD immune to charm, hold, sleep, shatter, disintegrate, and all mind-related and polymorph-related spells; MR Nil; SZ S; ML 20; XP 650; MD (this set).

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The Hall of Bones

The tunnel runs on another 80' from where the guardian dread waited, and ends in a chamber that is a rough hemisphere 80' in diameter and 40' high at the center. There is a 20' diameter hole in its ceiling. The harping music will be heard loudly, moving towards that hole.

The room is full of bones of all sorts. If PCs enter, and clamber among them, skeletons erupt out of the tangled bones, and attack (PCs who use destructive spells before entering can destroy these undead without fighting them). They are turnable, and wield a variety of pointed bones and rusted-to-fragments weapons (all doing 1d6 damage). They fill the chamber, surrounding PCs in a forest of moving bones.

Skeletons (39): Int 0; AL N; AC 7; MV 12; HD 1; hp 7 each; THACO 19; #AT 1; Dmg 1-6; SD half damage from pointed/piercing weapons, immune to fear, sleep, charm, hold, and cold-based attacks; SZ M; ML 20; XP 65 each; MC1.

The PCs must defeat the skeletons and find some way of reaching the hole. If they take a long time (more than 5 minutes of real time) conferring, resting, or doing something arcane like searching the ruins for long spars or lashing together bones to make a ladder, the doomsphere attacks, aiming its eyestalk powers down through the hole.

PCs trying to clamber up the curving ceiling of the chamber to the hole can do it in 3 rounds—unless a collapse occurs. Each round, every climbing PC must make intelligence and dexterity checks. If either fails, the PC slips, takes 1d2 hp damage from contact with rubble, and must also make another dexterity check.

If it fails, the part of the ceiling the PC is clinging to falls away, smashing to the floor (PCs below must make dexterity checks to avoid, unless they've clearly stated a position out from underneath the climbing area). The falling PC and those trapped below (who failed their checks) take 4d4 damage, and other PCs within 20' of the landing rubble must make a

dexterity check or suffer 1d2 hp damage from flying rubble.

If PCs use blasting spells up through the hole, the doomsphere won't be hit, and a ghostly figure will appear out of thin air: a beautiful, long-haired half-elven lady (the Harper apparition, Maerylee Snowdown) gesturing frantically at the PCs not to send any more magic. If they misinterpret and start to leave, the apparition points frantically up at the hole, trying to get them to go up there.

(If PCs leave, she'll keep trying, reappearing often in the hours and days that follow.)

Battle with the Domsphere

If PCs do get up through the hole, they'll find a 90' diameter spherical chamber above, entirely walled with loose rubble.

Each round in which a PC in this chamber is hurrying or fighting, he must make dexterity and intelligence checks. If either fails, the PC slips (MV reduced by 2 that round), and must make another dexterity check. If it fails, a partial floor collapse occurs, and the PC takes 1d4 points of damage from impact with sharp-edged rubble while lurching or stumbling into the small pit that has just appeared.

At the beginning of the following round, the PC must make another dexterity check. If it fails, the floor collapses completely into the chamber below. The triggering PC and all other non-flying beings within 10' fall with it, taking 4d4 hp damage from the landing and debris striking them. PCs 11'-20' distant must make a dexterity check or slide helplessly into the hole, falling onto the wreckage below for 3d4 damage.

Climbing PCs and spell effects can also cause ceiling collapses; for climbers, make a dexterity check each round. Failure means a fall and 4d4 hp damage (all beings within 10' of the PC's landing must make a dexterity check or suffer 3d4 hp damage from rubble tumbling from above). The falling PC must also make a saving throw vs. death magic; if it fails, a floor

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collapse occurs (effects as given above).

All PCs under a violent spell effect must make a dexterity check or suffer 3d4 hp damage from rubble tumbling from above, but spells won't trigger a full floor collapse (don't tell players this).

On a ledge near the top of the chamber lies the doomsphere's treasure—including the captive, immobile Harper.

Floating nearby, upside down so that its eyestalks have free fire, is the doomsphere itself: a translucent spherical form with ten writhing eyestalks. It will bend all of its eyestalk powers on PCs either while they are hesitating below, or when they enter its lair, concentrating one eye continuously on each PC (until the PC falls, whereupon it tries to animate dead on them to ascertain if they are dead).

The doomsphere pounds PCs with its eyestalk powers for 2 rounds, and then rolls over to hold them in the anti-magic ray cone of its central eye for 2 rounds while it surveys the damage and decides which PCs to hit with which eyestalk powers (it tries to use *boneshatter*, *hold being*, and *undeath assault* to disable all spellcasters).

Then it rolls over again to let its eyestalks renew their attacks (PCs have a chance to use magic again). The doomsphere stays in this configuration until the PCs are all dead or flee, or it has been reduced to 25 hp or less: the moment this occurs, the doomsphere begins to sink towards the hole to leave the chamber, doing whatever it has to get away (rolling over repeatedly to use its anti-magic and then its eyestalk attacks, for example). It tries to hide elsewhere in the ruins, shaking PC pursuit by leading them into the lair of a fang dragon it knows of, and then stalk them, hoping for a chance to attack them when they're weak or engaged with other foes, and get its revenge.

Doomsphere (1): Int 16; AL LE; AC -1 (body)/1 (central eye)/6 (eyestalks); MV Fl 6 (A); HD 12; hp 96; THACO 9; #AT 1 + 10 special; Dmg 3d4 chill 'bite' plus save vs. death magic or lose 1 strength point for 1d4 turns; SA eyestalk powers; SD anti-magic ray (central eye),

hit only by +1 or better magic weapons or beings w/6 + hit dice or magical powers, and has spell immunities; MR two saves (7 on a d20)/round (only) allowed vs. magic; SZ M; ML 18; XP 16,000; MD (this set).

This doomsphere can't be turned in its lair (otherwise, it turns as "Special"). Non-magical weapons pass through it as if it wasn't there (and only do damage if wielded by beings with 6 or more hit dice or levels). It is immune to charm, cold-based, death (and related), disintegrate, electricity, enfeeblement, feeblemind, hold (and related), insanity, and sleep spells, and saves vs. all psionic attacks at 9 (d20). It can't speak, has a 90-degree-arc continual anti-magic ray from its central eye whenever it desires, and has the following eyestalk powers (all 110' long, 4' diameter beams; successful doomsphere attack roll required for strike): *fear* (as wand); *slow* (1d4 + 1 rd. duration); *chill ray* (2d6 dmg, save for half, undead immune); *hold being* (one creature only, 1d4 + 1 rd. duration, save to be slowed instead); *enervation* (as spell: drains 1d4 levels for 1d4 hours); *animate dead* (as W12); *withering* (2d8 + 1 dmg, makes limb useless for 4d4 turns); *boneshatter* (breaks internal bones for 3d6 hp dmg, then 1d8 second rd; save to take 2d6 only; flying creatures lose 1 MC rating, reduces MV by half for all victims); *flesh sear* (3d8 hp dmg plus system shock roll, also save vs. poison or lose sight, hearing, etc. senses for 3d8 turns, save allowed to take only 1d4 hp dmg); *undeath assault* (1d4 + 1 battering damage, make strength check or fall down/be driven back, forced fragile victim item saving throws).

The Harper lies unmoving on the ledge throughout the encounter; he's unconscious and can't move, because the doomsphere has used its *boneshatter* power on him repeatedly (during interrogation, and then to disable him when it was alerted that intruders were coming). It is suggested that the DM prepare a detailed NPC before play, in case the Harper becomes a NPC companion or comrade-in-arms of the party (or use one of the NPCs in the *Campaign Guide*).

The Arm of Valor

For the DM

This adventure involves a magical item in various pieces; if assembled, they form one of the most powerful magical items any PC will ever wield; consider carefully effects on long-term campaign play of introducing even one of these pieces (it is suggested that PCs who take any parts of the *Arm* out of Myth Drannor attract immediate attention from the Zhentarim, the Cult of the Dragon, and various thieves' guilds); keeping ownership of the item should be a constant struggle.

Rulers over any civilized land the PCs reside in will certainly insist that the *Arm* pieces be surrendered to the authorities, if a PC ever reveals their presence by any public use of them. PCs must hastily leave the territory or give in (adroit diplomacy may win lands, titles, or wealth in return for the item—but the DM should make it clear that wearing even a complete power arm won't help an outlaw who faces an army several thousand strong, supported by archmages fearful of their own safety, and determined to destroy this threat to the safety of the land!

Story Background

The Arm of Valor is detailed at the end of this adventure; its making is told of there. Long before Myth Drannor was threatened, its makers (a cabal of wizards who used the collective sigil of a bird whose wings are made up of four-pointed stars) decided to hide its various pieces in guarded areas in Myth Drannor, to prevent their falling into unscrupulous hands.

Much time passed; some of the wizards died or were killed, others moved their abodes to other planes, and still others went elsewhere in Faerun to pursue their own interests.

When the city was attacked, only the piece (the rerebrace, which held a note telling where all the other pieces were) that had been left in the hands of a prominent wizard could be found. He sent his most trusted servant to

gather up the pieces, in the fray, and bring them back to him. Unfortunately, the servant did not survive to reach even the first piece—a building, shattered by magic, fell on him—and the various pieces of the *Arm* were forgotten and missed by both the defenders and the victorious, looting attackers. They remain in the now-open ruins for the PCs to find—if someone (or something) else doesn't get there first . . .

The Adventure

The DM should introduce this adventure before the PCs first visit Lovers' Glade, The House of Song, Shaundakul's Throne, and the street intersection of Sixstar (#7, 14, 16, and 80 on the map of Myth Drannor As It Was, included on its own cardsheet in this set). The adventure can begin anywhere in Myth Drannor where there is rubble and at least one collapsed building.

At that ruined site, one of the PCs will discover a satchel beside the tilted blocks of a fallen building. It is crumbling to dust, and is still clutched in the grasp of a skeletal arm—whose long-dead owner is crushed to powder under those tilted blocks.

In the satchel is a tubular piece of adamantine, with straps and buckles, looking fresh and new. It is the rerebrace of the *Arm* (one of the five pieces; its powers are described at the end of this adventure, and should be consulted by the DM immediately), and on the part of its surface that faces the wearer's chest when it is worn is a square outline, where a latched panel can be swung open to reveal a storage niche beneath (four inches by six by two deep), containing a square of parchment: a note.

On one side of the note is a symbol (a bird whose wings are made up of four-pointed stars), and the other bears the words (in flowing Thorass):

None worthy, so hidden let it be. If the city stands in peril, look: Where wind is worshipped. Where song lives. Where six are one. Where love is worship.

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The PCs may never follow up on this find, or may become embroiled in other things, but the places the clues lead to will be as partially described in this adventure. They are, in the order referred to in the note (their numbers match the map of "Myth Drannor as It Was"):

Shaundakul's Throne (temple; #16)

The House of Song (temple of Oghma; #14)

the intersection of Sixstar (#80)

Lovers' Glade (temple of Sune; #7)

Although they are dealt with hereafter in the order given on the note, PCs need not find the pieces of the Arm in any order. If PCs lose the note or the rerebrace before going after the *Arm* and let some time pass, some other power in Myth Drannor will hunt down the *Arm* pieces and get most of them first.

In Shaundakul's Throne

This temple can be entered via three broad, semicircular steps and a grand set of arched double doors (now hanging askew; they'll fall at the slightest touch) that face down the Street of the Evening Star.

Just inside the doors, at a lower level than the main worship area of the temple (broad steps, inside, lead up to that area, where the windghosts lurk and the magic-dead area is), is an entry hall: a circular room 90' across.

The room is full of tumbled rubble (MV rate for all non-flying creatures reduced to half while in this room) from where the ceiling above fell. PCs will see a dark trail (of recently-spilled, mixed blood and water) leading from a side door of the room (on the east) to an area where the rubble has been disturbed.

Something has been dug up in the disturbed area: a chest, now broken open. Something large, wet, and dead lies beside the chest—and above it hovers an agitated-looking creature that looks like a flying cone, with the large base as its head: a head with fangs and an angry look, as it fixes glowing eyes on you. You hear the moan of winds as it rushes through the air towards you!

The flying creature is a windghost (a new

monster detailed in this set); it will attack PCs who remain in the room. If PCs hastily retreat down the temple steps, it will merely roar angrily past and sweep back up over the temple roof. If PCs then return to the room, it will roar down the interior steps and attack in earnest.

Windghost (1): Int 16; AL LN; AC -2; MV Fl 18 (B); HD 9+9; hp 66; THACO 11; #AT 1 + special; Dmg 3d4 (bite); SA windsong, swoop, swallow whole; SD magic shift, regenerates 1 hp/turn, immune to mind-reading and influencing magic; MR 44% (also applies vs. psionics); SZ H (conical, 8' diameter tapering to length of 24'); ML 20; XP 12,000; MD (this set).

The swoop attack from aloft adds 1d4 + 1 hp to the windghost's bite damage (once done, it must break off fighting for 1 round to go aloft before swooping again). If a swoop attack on M-sized prey is a 19 or 20 (d20) roll, it swallows whole, for 2d6 points of corrosive damage plus forced item saving throws vs. acid (victim must make strength, dexterity, and intelligence checks: if Int check fails, victim is blinded (-4 to hit) for 1d6 + 1 rounds, can't attack until spat out; if prey has ready weapon and makes all 3 checks, can attack when inside for full weapon damage).

The windsong ability requires 2 or more windghosts within 90' of each other; it will only occur if PCs venture on up into the temple. It is a drone that makes spellcasting, hearing normal speech, reading, and concentration impossible; effects begin 1d2 rounds after drone begins, and then last 1d8 rounds; when ended, can't begin again for 1d4 + 3 rounds.

The warp dweomer ability allows the windghost to relocate spell areas of effect (usually back at the caster): roll 1d12. If 3 or less, attempt fails (spell takes normal effect); if 4-6, area of effect shifted in random direction (use Scatter Diagram on DMG p. 63), 4d20 feet distant; on a roll of 7 + windghost can put area of effect exactly where it wants (i.e. on caster or companions).

PCs who only take one glimpse into the room

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(not returning after the windghost's charge) will see all they need to. The dead creature is a scrag (marine troll); PCs who've seen trolls or scrag before will recognize it. They'll also see the chest is now empty, and that the dark trail is fresh.

If PCs press on into the temple, they'll find no treasure, but will run into 9 other windghosts [statistics identical to the first] who will attack—and if they do certain things during the battle, they may inadvertently summon Shaundakul; for details of his avatar, see the relevant chapter in the *Campaign Guide*.

PCs who go along the outside of the temple building will soon find the dark trail coming out a side door, and going into a house next door (to the east). Inside, the trail crosses a dusty, rubble-choked room (strewn with gnawed bones, but otherwise uninteresting) and heads down stairs into darkness.

PCs who follow will find themselves in a 40' × 40' room with a marble floor. A 20'-diameter circular bathing-pool is in the center

of the room, surrounded by a square of stout stone pillars. The trail leads to the black, still waters of the pool, and the room seems otherwise empty.

The pool goes down 70' in a cylindrical shaft, and is home to a hezrou tanar'ri and five surviving freshwater scrag, who serve it. If PCs cast spells into the pool, all of them come up out of it, raging, to the attack (lightning magic does normal damage to the scrag, and none to the hezrou). The pool waters are opaque; PCs can't see creatures even two feet below the surface without introducing a light source.

The scrag can breathe out of water for 1 hour; the hezrou orders them to attack and pursue the human intruders.

Freshwater Scrag (5): Int 7; AL CE; AC 2; MV 3, Sw 12; HD 6 + 12; hp 56, 53, 50, 49, 41 (wounded); THACO 13; #AT 3; Dmg 1d4 × 2 (claws), 1d8 + 8 (bite); SA hurl rubble stones (20' range, do 1d8 points of damage, stationary

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when throwing); SD regenerate: 3 rounds after first wounded, starts regenerating 3 hp/round if immersed in fresh water (fire and acid do permanent damage); MR Nil; SZ L; ML 16; XP 1,400; MC1 ("Troll").

Hezrou (1): Int 14; AL CE; AC -6; MV 12; HD 9; hp 72; THACO 11; #AT 3; Dmg 1d6 × 2 (claws), 4d4 (bite); SA spell-like powers, bear hug (if both claws hit one target in same round: target can't attack, can only escape by making successful half-strength check or if hezrou dealt 20+ hp dmg in a round, hugged target takes 2d4 hp damage/rd, plus hezrou's bite always hits), stench (beings within 10' save vs. paralyzation or be helpless—if save made, stench still causes -2 on attack and initiative); SD +2 or better weapons to hit, take only half damage from non-magical attack forms (e.g. gases) and magical fire and cold, immune to poison, fire, and lightning/ electricity; MR 70%; SZ L; ML 18; XP 39,000; MC8 ("Tanar'ri, True").

The spell-like powers of the hezrou are usable at will, one at a time and once per round, as a W9. They are: *animate object*, *blink*, *darkness*, *15' radius*, *duo-dimension* (3 times/day), *infravision*, *produce flame*, *protection from normal missiles*, *summon insects*, *unholy word*, *wall of fire*. The mythal prevents this hezrou from *gating* in anything or *teleporting* without error, and it's stopped trying.

The pauldron part of the *Arm* (its powers are detailed at the end of this adventure) lies at the bottom of the pool among a litter of bones, some fallen stone carvings, and scattered treasure (taken from the temple chest and scrag victims): a *dagger* +2 and 16 pp, 340 gp, 22 sp, and 8 cp. Everything on the bottom is tangled together and stained with the blood of the wounded scrag (who left the trail); PCs diving for treasure without a light source or magic allowing them to breathe underwater are only 17% likely to grab anything of value (34% if using light of some sort).

In the House of Song

The House of Song is described in the tour of the city found in the "Myth Drannor Today" chapter of the *Campaign Guide*; the DM is free to detail this temple, whose mid- and lower-levels may well still hold spell scrolls, and other beneficial items.

Levitating stone steps (i.e. blocks floating in midair, without railings or supports) curl upwards in a wide, open spiral. This eerie but quite safe (as long as no PC is foolish enough to cast dispel magic on a step, which will cause it to plummet to the floor below) flight rises up a central well of the temple to link the various floors. If PCs reach the uppermost level, they'll find most of the rooms smashed and open to the sky, despoiled by creatures who have entered, and by the rains and snows of hundreds of passing seasons. A short flight of steps lead up to what was once a topmost turret, but is now a shattered, open-to-the-sky perch.

A wyvern has made its lair in this shattered, roofless tower. It hears and smells the PCs approaching, and silently takes wing to perch on another, nearby height of the temple. When PCs appear on the floor of its lair, it pounces, snatching or clawing at prey and directing its tail sting at one PC as it beats its wings and circles aloft, only to swoop down again.

The floor of the lair is thick with rubble and human bones, among them are several shattered, weathered (useless) weapons, a plain brass ring (non-magical), and a rotting purse holding 6 gp, 14 sp, and 8 cp. If PCs dig through the rubble (it's heaped about a foot deep, towards the edges of the walls), they'll find the couter part of the *Arm* (its powers are detailed at the end of this adventure).

Wyvern (1): Int 7; AL NE; AC 3; MV 6, Fl 24 (E); HD 7+7; hp 52; THACO 13; #AT 2; Dmg 2d8 (bite), 1d6 + poison (tail sting); SA poison; SD Nil; MR Nil; SZ G; ML 14; XP 2,000; MC1.

The wyvern's tail is very mobile (can reach targets in front), and stung victims must save or die (wyvern immune to its own poison).

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When aloft, it can swoop to claw opponents (1d6 damage × 2) and snatch them (automatically if talon does damage). In the air, it bites and stings snatched prey at +4 to hit, each round, until prey motionless (then it lands to feast).

At Sixstar

If PCs approach this intersection, they'll see a weird eel-like thing spinning in midair; its body held in an upright spiral.

This is a lythlyx (a new monster, detailed in this set), and it won't attack PCs unless they attack it. If they approach without hurling spells or missiles, they'll be able to see an octagonal paving stone in the center of the street that's tilted askew, as if it's been lifted and not set back down properly (exactly what happened).

Lythlyx (1): Int 10; AL LN; AC 1; MV 6, Fl 12 (A), Sw 8; HD 5 +6; hp 44; THACO 15; #AT 1; Dmg 2d6 body flailing or 3d6 constriction or 1d4/rd/mouth (up to 20 mouths) blood drain; SA psionics (only uses if reduced to 22 hp or less, or psionics used within 90'); SD ingested blood heals: 1 hp regained per 4 taken in, immune to charm, command, fear, hold monster, and sleep; MR Nil; SZ H; ML16; XP 2,000; MD (this set).

Lythlyx psionics (see PHBR5, *The Complete Psionics Handbook*) are as follows: Level 9, Power Score 10, 210 PSPs, attacks PsC, II, MT, PB/defenses M-, IF, TW, and has: animate object, body equilibrium, control flames, control sound, create object, create sound, molecular agitation, summon planar creature, suspend animation, telepathic projection, teleport, teleport trigger.

PCs can duck right under the lythlyx (its tail is about 4' off the ground), and if they don't touch it (it regards a touch as an attack), it ignores them as they heave and slide the stone block aside, and go below—down a 3' diameter, 20'-deep (4d6 hp falling damage) shaft that becomes one end wall of a 40' high room.

This chamber under the street is part of a

nearby building, and is 50' wide × 300' long, running southwest to join a larger chamber (the cellar of a shattered apartment building, full of rubble, fallen beams, and cracked pillars).

In the chamber is a field of force that emits a pearly-white glow; unmoving in the center of it is a snake-like, many-legged creature with two horns on its head, deep blue scales (banded with gray-brown): a behir.

This reptile is frozen; though its eyes are staring at the PCs, it's been caught in a stasis trap. It won't move or respond to PC actions.

Around and around the field flaps a small, black bat-like thing with glowing eyes. It's a magebane (a new monster detailed in this set), and is fascinated by the field. If PCs start spellcasting, it'll dart around behind the field.

If any PC enters the field, throws or reaches an item into it, or casts any spell on, through, or into it, the field vanishes and the behir attacks.

Any magical activity on the part of any PC will cause the magebane to become invisible and sidle over to attach itself to the PC (see its entry in this set).

The behir was caught in the magic when it found its way into this chamber (via the cellar), seeking food, and swallowed a small snake. The snake was coiled around the vambrace part of the *Arm*, and it's now in the behir's stomach! The monster will have to be cut open to get it (or burned, which won't harm the vambrace). If the vambrace is examined (its powers are detailed at the end of this adventure), a storage space identical to the one the rerebrace has will be found (containing an identical note). There's nothing else of value in the behir's body (except its body parts, valued by mages and alchemists).

Magebane (1): Int 7; AL CN; AC 1 (5 if visible: i.e. to chosen caster); MV 6, Fl 13 (A); HD 2 +4; hp 14; THACO 19; #AT 1; Dmg 1d4 +2; SA tail (2d4), magic drain; SD immune to psionics, can see magical auras to 160' distant; MR 75% (100% to chosen spellcaster); SZ S; ML 14; XP; MD (this set). Attaches itself to spellcaster;

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when spell cast, is 60% likely to drain energy: roll 1d6, on a 1 or 2, drains all energy (spell lost), on 3+ only part energy drained (spell has minimum duration or damage, or spell targets get +2 on saves). Spells of 7+ level are partially drained only on a 1 on a d6 roll, and never wholly drained.

Behir (1): Int 7; AL NE; AC 4; MV 15; HD 12; hp 81; THACO 9; #AT 2 or 7; Dmg 2d4 (bite)/1d4 + 1 (squeeze; if successful, next round is 2d4 bite plus 1d6 × 6 from talons); SA lightning bolt every 10 rounds (20' long, 24 hp damage, save for half), swallows whole (on natural attack roll of 20); SD immune to electricity, poison; MR Nil; SZ G; ML 15; XP 10,000; MC1.

Prey swallowed whole by the behir lose one-sixth of their hp (round down) until dead at end of the 6th round; is digested 12 turns later, totally gone. Prey can attack behir from within; it is AC 7, but prey is -1 on 1st round attacks, -2 on second round, -3 on third round, et cetera.

In Lovers' Glade

This beautiful spot is described in the *Campaign Guide*. PCs arriving here will find a small pit where something has been dug up: three chests, which a hobgoblin is loading onto a wooden sledge hitched to three bone nagas (a new monster detailed in this set), under the watchful eye of the master of them all, a dark naga.

The large, locked strongchests contain 1,000 gp each. Lying buried atop them was the gauntlet part of the *Arm*, now worn by the hobgoblin (who will use its powers—detailed below—against the PCs!). The bone nagas can easily unhitch themselves from the sledge to fight. The naga will hurl lightning bolts at the PCs the moment its becomes aware of their presence, and will compel its slaves the bone nagas to do so, too.

Hobgoblin (1): Int 10; AL LE; AC 5 (chain

mail); MV 9; HD 1 + 1; hp 9; THACO 19; #AT 1; Dmg 1d6 + 1 (mace); SA Nil; SD Nil; MR Nil; SZ M; ML 12; XP 35; MC1.

Bone nagas (3): Int 16; AL LE; AC 6; MV 11; HD 7; hp 54, 51, 46; THACO 13; #AT 2; Dmg 1d4 (bite) + save vs. spell or lose 1d4 more and 1 Strength point for 1 hour/3d4 (tail sting); SA Spell use as W6 (4,2,2); SD immune to poison, acid, gases, charm, death, hold, sleep, and cold-based magic; MR Nil; SZ L; ML 20; XP 4,000; MD (this set). Spells carried: *magic missile* × 4/*blindness*, *flaming sphere/lightning bolt* × 2.

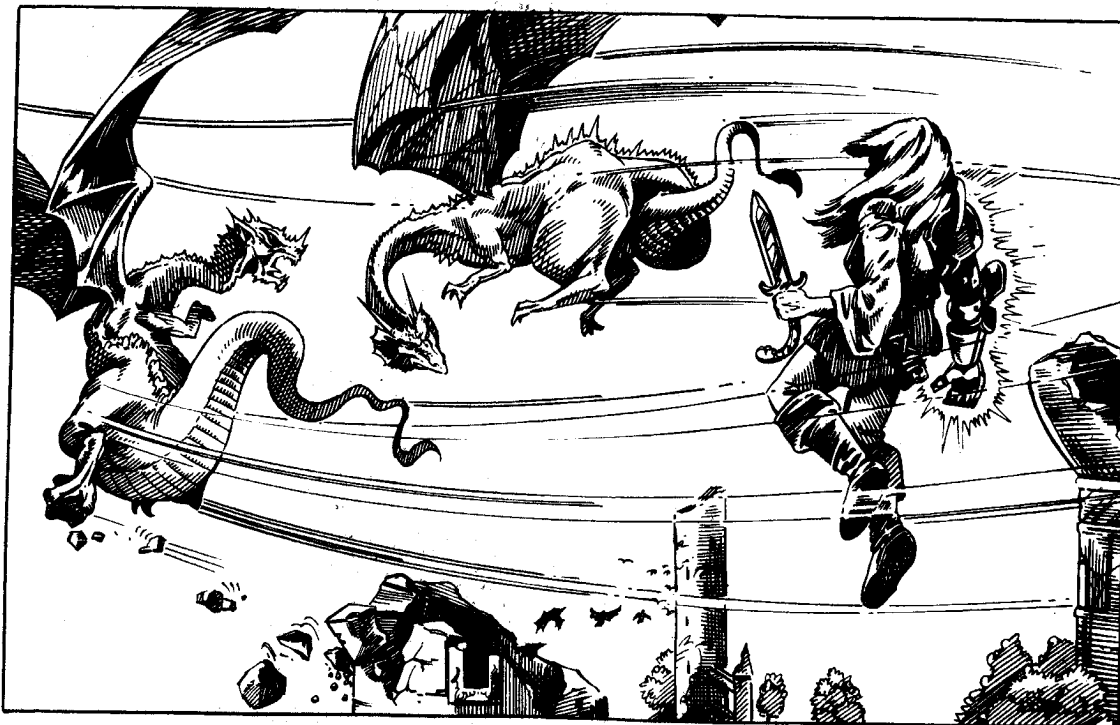
Dark naga (1): Int 16; AL LE; AC 6; MV 13; HD 9; hp 69; THACO 11; #AT 2; Dmg 1d4 (bite; can't use if casting spell)/2d4 (sting; save vs. poison or take 1d2 more damage plus sleep in 1 round, for 2d4 rounds); SA spell use as a W6 (4,2,2); SD +2 on saves vs. enchantment/charm spells, have constant 80' range ESP; MR Nil; SZ L; ML 15; XP 4,000; FR13. Spells carried: *magic missile* × 4/*blindness*, *flaming sphere/lightning bolt* × 2.

Concluding the Adventure

Depending on how openly and swiftly the PCs have sought and gained the various pieces of the *Arm*, some of the intelligent inhabitants of the city (Alhoon, baatezu, nagara, Phaerimm, and tanar'ri are the most likely, but also perhaps some of the NPC adventuring bands) may become aware that the PCs are on to something, and may begin stalking them, waiting for a chance to steal the magic or attack the PCs when they've been weakened by a hard fight.

Beleaguered PCs can seek the aid of the Face or the warning and guiding of the Harper apparition, if they've already participated in those two adventures; if not, a baelnorn or one of the loner NPCs could prove an ally, if the PCs are wise enough to approach them properly.

The Arm of Valor



The Arm of Valor

This unique, priceless item is one of only two known surviving power arms in the Realms (the other is in the keeping of the Heralds, in the Herald's Holdfast)—and only certain senior Harpers and powerful mages such as Elminster (and now, you) know about the other one.

Made by a cabal of mighty archmages when Myth Drannor was strong, the *Arm of Valor* takes the form of five pieces of full plate armor, of adamantine. Together, the five pieces form a complete covering for one arm (they alter size and shape to fit either arm of any M-sized creature). There is no known way to dispel the magic instilled in them, and they make all item saving throws at 1 on a d20 (if three or more pieces are worn together, the save drops to 0 or automatic).

Whenever any power of any piece of the *Arm* is used, there is a 01% chance (not cumulative) that one of the pieces involved will van-

ish, teleporting far away (despite the mythal), and draining life-force from the wearer. The power that was being used takes full effect, but the wearer suffers 1d12 hp damage, and permanently loses an additional 1d2 hit points.

The *Arm* was designed for use by champions defending Myth Drannor; its powers override all mythal powers and aren't subject to wild magic.

The pieces are a gauntlet, vambrace (tubular covering for the forearm), couter (a winged, hinged elbow-covering), rerebrace (tubular cover for the upper arm), and pauldron (shoulder cover, flaring up into a raised half-collar, and over to cover much of the chest and shoulder blade at the back). The rerebrace and vambrace each contain small (4" x 6" x 2" deep) storage compartments that latch shut, and are shielded against magical scrying.

Whenever any piece of the *Arm* is first brought to within 200' of another, both pieces glow with a blue-white *faerie fire* for 4 rounds (this won't happen again until the two pieces are

The Arm of Valor

put farther apart, and then moved together again; it doesn't happen continuously when the pieces are touching or much closer together).

When worn ("worn together" in this context means strapped onto the same arm of the same being), the pieces of armor confer various powers on the wearer, as follows:

Gauntlet: immunity to charm, hold, and sleep (and all related spells and psionics)
punch does 1d4 + 1 points of damage, and can strike creatures only hit by +1 or better magical weapons
power smash (3d6 points of damage plus "crushing blow" saving throw forced on items struck) once per turn

Vambrace: *feather fall* at will
jump once per turn (ranges as spell, but safe landing guaranteed)
all weapons wielded solely by the arm wearing the vambrace strike at +1 damage
immunity to ESP spells, spell-like powers, and psionics
wearer can see invisible beings and objects (30' range)

Couter: *dimension door* once/turn
airy water (creates airy water automatically around wearer, whenever being is submerged)
wearer can see dweomers within 30' and distinguish between spell areas of effect, enchanted beings, and permanent magical auras

Rerebrace: temporarily raises the status of all weapons wielded by the wearer to the status of +2 magical weapons (+2 on damage and attack rolls, and can be used to hit beings struck only by magic weapons; these bonuses are not cumulative with magic weapon bonuses [i.e. a +1 sword would be raised to +2, but a +2 sword doesn't become +4], but are cumulative with vambrace bonus, if both pieces worn together)

immunity to all illusion/phantasm spells

Pauldron: wearer's Armor Class improved by 4 points
immunity to all enchantment/charm spells
force blast once per turn (does 3d4 points of damage, neither has nor uses charges, additional impact powers as for a *ring of the ram*; see p. 149 of the *DUNGEON MASTER™ Guide*)

The *Arm of Valor* also has some cumulative additional powers, conferred only by combinations of various pieces worn together, as follows:

If Any Two Pieces Worn Together:

immunity from all polymorph attacks
all system shock rolls automatically successful
immunity from magical fear
a bonus of +1 on all saving throws

If Gauntlet, Vambrace, and Couter Worn Together:

dispel magic (90' range, 90-degree-arc ray, once per turn)
magic missile (5 missiles, 1d4 + 1 points of damage each, one missile from each digit of gauntlet, one unleasment per turn, of all five missiles in the same round)
immunity from petrification

If Entire Arm (all 5 pieces) Worn Together:

additional +2 bonus on all saving throws
fly (4 rounds maximum burst, one use per turn)
minor creation once/day
wizard eye once/day

If all five pieces of the *Arm* are worn together, they fuse into a flexible but solidly-linked unit that can be readily separated at the wearer's will, but not otherwise.

Encircling Wood Encounter Table

Use this table when PCs are in the woods around ruined Myth Drannor; within 3 miles or so of the city, up to the boundaries of the Mythal. Within the Mythal, use the Myth Drannor Encounter Table; when in the Elven Court a greater distance from the city, use the "Temperate Forest" table from Volume 1 of the Monstrous Compendium, or the more extensive tables in Appendix 2 of the module FRC2/Curse of the Azure Bonds. Roll 1d20 and consult this table; the numbers in brackets are the numbers of each monsters that appear, and asterisks denote new monsters introduced in this boxed set.

When an adventuring band is indicated, the DM must choose classes, levels, alignments, gear, and general state of health (they could be only a handful of survivors who've escaped from the city); see The Campaign Guide in this set for more on "Adventuring Bands."

<p>01. Gargoyles (1d4 + 1) MC2</p> <p>02. Erinyes (1) MC8</p> <p>03. Hezrou [tanar'ri] (1d6) MC8</p> <p>04. Spinagons [baatezu] (1d6) MC8</p> <p>05. Owlbears (1 or 2d4) MC1</p> <p>06. Orcs (3d4) MC1</p> <p>07. Wolves (3d4) MC1 or: Wolfwere (1d3) MC1</p> <p>08. Hobgoblins (2d6) MC1</p>	<p>09. Adventuring Band (1d4 + 3 in number; see above) or: Elven Patrol [elf, grey] (3d4) MC1</p> <p>10. Trolls (1d12) MC1</p> <p>11. Feystag (1 or 1d2) * or: Elven Patrol [elf, grey] (3d4) MC1</p> <p>12. Wolves (3d4) MC1 or: Wolfwere (1d3) MC1</p> <p>13. Stags, Wild (1d4) MC4 or: Bears, Brown (1d6) MC1</p> <p>14. Hobgoblins (2d8) MC1</p>	<p>15. Adventuring Band (1d4 + 3 in number; see above) or: Elven Patrol [elf, grey] (3d4) MC1</p> <p>16. Orcs (3d4) MC1 + Ettins (1d3) MC2</p> <p>17. Feystag (1 or 1d2) * or: Adventuring Band (1d4 + 3 in number; see above)</p> <p>18. Manes [tanar'ri] (2d6) MC8</p> <p>19. Gargoyles (1d4 + 1) MC2</p> <p>20. Lythlyx (1) * or: DM's choice (Special)</p>
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Myth Drannor Treasures Table

When random determination of treasure in Myth Drannor is desired, roll 1d12 and consult the table below. Information in square brackets is for DMs who do not have access to the FORGOTTEN REALMS® Adventures sourcebook.

01. Roll twice on the Ruins Rubble Table (provided on a cardsheet in this set).
02. A glowing (with white faerie fire; ends if broken) glass tube containing a clear, heavy, inedible oil in which float 1d6 rubies (base value 5,000 gp each), 1d4 emeralds (base value 5,000 gp each), and 1d6 sapphires (base value 5,000 gp each); all are smooth-cut. The ends of the tube are stoppered with stone that seems to have been melted to make a seal. (This may have been mere adornment or may have had some ceremonial or social use; it may at the DM's option bear other enchantments.)
03. A small brass casting of a dragon, with seagreen gemstone eyes the size of a small man's fist, that flash brilliantly from time to time (they are beljurils, value 5,000 gp each) [or emeralds under a modified faerie fire enchantment that will be broken by removing them from the dragon].
04. An intricately-carved ivory coffer (bearing a scene of a couatl flying among windswept trees, while a gigantic serpent coils among their trunks below), itself worth 60 gp (more if sold as a relic of Myth Drannor). It latches but does not lock, and contains 76 platinum pieces: the teardrop-shaped Myth Drannan coins known as "sheelba."
05. An ornamental helm or skullcap of brass plated with electrum, and adorned with gems. It is worth perhaps 25 gp for the electrum. The gems are 16 small orbles (1,000 gp each) and, as dangling ear-pendants, six large red tears (worth 2,000 gp each) [16 sapphires, worth 1,000 gp each, and 6 large briolette-cut fire opals, worth 2,000 gp each].
06. A belt-of-coins, constructed as part of a sword-harness; attached to an electrum-plated, everbright-treated scabbard (empty; itself worth 70-90 gp, depending on if sold broken up for materials, or intact). The belt of coins is a strip of magically-preserved black dragonhide, to which have been bonded 44 gold pieces (Myth Drannan "lionars," which bear the rising sun on one face, and a snarling lion's head on the other), 4 silver pieces (the everbright axehead-shaped Myth Drannan coins known as "tsargan"), and 2 platinum pieces (sheelba). A coin can only be removed by touching it with a piece of the same metal (a modern-day silver, gold, or platinum piece, respectively, will serve). These were worn by Myth Drannans while traveling, to provide ready change; their scabbards typically held swords of dancing, that would float in the air standing guard over an owner who was "making change."
07. A coin-yoke: a hollow, hoop-shaped brass tube worn around the neck, both ends hanging down the chest of the owner (the collar was padded, but time has reduced this to crumbling remnants). Both ends of the tube have lockable sliding caps; if one is pivoted open with its thumb-lever, coins can fall out. Such yokes were typically loaded with silver coins at one end or arm, and gold coins in the other (the two arms are actually a continuous tube). When found, such yokes rarely retain their locks, and contain 3d20 silver pieces (tsargan) and 2d12 gold pieces (lionars).
08. A storage tube. Chests were used for monetary storage in Myth Drannor, but more common were 6' long tubes of heavy metal with swinging carry-handles and locking caps at each end. Designed to be carried by two men, they could be loosely loaded with 300 gp, or crammed with painstaking packing (usually using paper coin rolls) with 450 gp. Loose loading was more common. Such tubes could be readily strapped to riding animals or the undersides of caravan-wagons, and stored in vaults. but Myth Drannans were fond of hiding them in hollow pillars; many have been revealed by the breakage or toppling of the pillars, in the ruin of the city.
09. An owl-lamp. Many halls and passages in the city were lit by chased and intricately-worked cast brass owl lamps, many of them permanently affixed to pedestals or wall-ledges. These were hollow sculptures of owls, and could be hooded (turned to a dark state) by sliding panels behind the owl's eyes and its fluted sides by means of pull-chains. Inside are 6" diameter glowing globes [glass con tinual light globes; if the glass breaks, the magic is broken].
10. A goblet. Most Myth Drannan drinking-vessels were tinted, fluted teardrop-shaped glass things of great beauty and fragility, and were broken long ago. A few were clear-sealed everbright silver or gold-plated metal goblets, most tall and thin, with hand-holds between the base and the bowl that were studded with gems. These are usually amaratha (shieldstone) inlays (20,000 gp-worth); enough to absorb up to 36 hp-worth of electrical damage (being conumed in the process; see pg. 139 of the FORGOTTEN REALMS® Adventures hardbound) [polished jacinth inlays, worth 25,000 gp or more, or rows of tiny opals (6d4 in number, each worth 1,000 gp)].
11. A dagger with a single moonstone (value 50 gp; glows faintly in moonlight) set in its hilt; the blade is plated with everbright silver, and will not loose its edge.
12. A seat carved from a single huge gemstone (DM's choice of type and value; should be 25,000 gp or more).



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Aratha (“Killer Beetle”)

FRX1

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CLIMATE/TERRAIN:	Sub-tropical and temperate/non-mountainous land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	11
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d10/1d10/1d10/1d10
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Elite (16)
XP VALUE:	6,000



The aratha, or “killer beetle,” was once common in the Realms, but is so dangerous to all civilized races that it has been hunted to near-extinction. Arathas live on the flesh of creatures they locate by thought and scent (they especially prize the flesh of half-lings, owlbears, and brain moles), and roam the wilderlands of the Realms, keeping to areas where they can find cover, and avoiding heavily populated areas. They are tireless hunters who will eat any meat in a pinch, and are greatly feared by rural folk for their toughness and abilities.

An aratha has a large, purple-to-brown carapace with upswept horns or points, four long, flexible, clawed tentacles, and six hairy legs. It can reach in any direction (including behind itself) with great speed, and usually lumbers along in near-silence, making only occasional clicking sounds. Arathas have powerful psionic powers.

Combat: Arathas habitually use their psionics to avoid powerful foes (or assault them, if cornered), to locate and stalk victims, and to strike when prey is disoriented, upset, or weak. Killer beetles grasp and hold prey by means of their clawed tentacles, which can lash out 20', but retract to 8' when not needed. Each tentacle ends in a pincerlike claw that can close with bone-crushing strength. An aratha does not bite opponents, but merely chews flesh torn from prey by its tentacles.

Arathas are immune to petrification magic and all heat-related damage, due to a peculiar metabolism. An aratha sees by means of primitive light- and movement/vibration-sensitive organs on its belly and back, as well as with two eye clusters at the front of its carapace. Its grinding, iris-like mouth is located at the front underside of its chitin-armored body.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	3/1/7	PsC,MT,PB/All	13	202

Arathas only have:

Psychokinesis—*Devotions:* molecular agitation.

Psychometabolism—*Devotions:* body equilibrium, suspend

animation.

Telepathy—*Sciences:* psychic crush. *Devotions:* attraction, empathy, mind thrust, psionic blast.

Habitat/Society: Arathas are solitary, bisexual, wandering hunters. Wherever they go, they scout out likely food, foes, and hiding-places before they begin to hunt.

When an aratha grows old and weak, it seeks out a powerful enemy and attacks, seeking to die in battle. Arathas mate once in life; 2-4 months after mating, one of the partners bears 1-3 live young, dying in the birth (the young then devour their parent as their first meal).

Ecology: Few creatures other than scavengers eat arathas; their flesh has a strong vinegar-like taste. After death, an aratha's carapace softens and rots, but the claws can be salvaged and fashioned into nearly unbreakable arrow and spear points that keep their sharpness well.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	As in life (17-20)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful good (15% are lawful neutral)
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9 + 6
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10 or by weapon type
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	50%
SIZE:	M (5' + tall)
MORALE:	Fearless (20)
XP VALUE:	10,000

Baelnorn are elves who have sought undeath to serve their families, communities, or another purpose (usually to see a wrong righted, or to achieve a certain magical discovery or deed). They are equivalent to liches, and appear as tall, impressive-looking elves with shriveled skin and glowing white eyes. Most baelnorn keep to the crypts, ruins, or mage-towers they're guarding or working in, and are never seen except by those who intrude into such places.

Combat: Baelnorn do not project a terrifying aura as liches do, but the chill of their unlife does the same touch damage (plus paralysis if the victim fails a save). It also warns non-intelligent animals and undead to stay clear; neither sort of creature will attack a baelnorn willingly. In fact, baelnorn, who cannot be turned while in the area they are guarding or linked to (outside such areas—in this adventure, outside the city of Myth Drannor—they turn as liches) can turn undead as if they were 14th-level priests.

Some baelnorn go armed into battle if they possess magical weapons they know will do a foe greater damage than their touch. Baelnorn can be hit only by +1 or better magic weapons, or by beings having magical powers or 6 or more Hit Dice. Baelnorn are immune to *charm*, cold-based, *death* (and related), *disintegrate*, electricity, *enfeeblement*, *feeblemind*, *hold* (and related), insanity, and *sleep* spells.

Baelnorn can employ spells as they did in life (most were 15th-level wizards, spells: 5,5,5,5,2,1), using spell books and magical components (many work to develop variant spells that don't require material components). Most baelnorn have developed rare and strange spells, and/or use much magic lost to today's mages. They can also employ any magical items they may possess just as a living elven mage could. Baelnorn do not have phylacteries, but many have specialized clones that are activated only when they are destroyed (their spirits pass instantly into a spirit trap created by a powerful, secret 7th-level spell, and whisked to their next body).

Baelnorn have a special power: thrice per day, and up to 5 turns at a time, without employing a spell to do it, they can use a



project image power to send a wraith-like image of themselves up to a mile distant. Baelnorn can see (with the same 9" infra-vision, and into the ethereal plane, as the baelnorn's own body can), hear, and speak through these images, and can even cast spells through them (so that the image serves as the source of the spell, even though it is distant indeed from the baelnorn). This link transcends physical and all known magical barriers, and can even cross the boundaries between prime material and ethereal planes (but only these planes). Images are ACO, MV Fl 9 (A), and have the hit points of the baelnorn itself, but lack the ability to carry solid objects (including weapons or items), turn undead, or do any damage by touch. Only half (round down) the hit points taken by a baelnorn's "sending" are suffered by the baelnorn itself. A sending vanishes at the baelnorn's will, or when it is "killed." It cannot be turned or magically dispelled. A baelnorn can only have one sending in operation at a time. A sending can push against or move things, so as to push its finger through sand or ashes to write a message, or turning a page of an open book, but it has insufficient solidity with which to carry things.

Habitat/Society: Baelnorn spend their existences diligently working at whatever task they found so important that they endured undeath to dedicate themselves to it. If this was the guarding of a place or item of power, they have typically spent centuries laying traps, items at the ready, spell triggers, creating or summoning guardian monsters, and working out defensive stratagems. Many baelnorn have no interest in combat, however—but they are both fearless and brilliant, and will always do whatever will best serve their task.

Ecology: The process by which elves become baelnorn is old, secret, and complicated. Unless the elves of Evermeet (and perhaps Evereska) retain records of it, it may have been lost. Baelnorn have never been numerous, and none are known to have been created since the fall of Myth Drannor. Baelnorn do not eat, drink, excrete, or breathe, and nothing preys upon them.

Blazing Bones

FRX1

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CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
<hr/>	
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	As in life (11-18), but insane
<hr/>	
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	12
<hr/>	
HIT DICE:	5 + 5
THACO:	15
NO. OF ATTACKS:	2
<hr/>	
DAMAGE/ATTACK:	1d4 + 2/1d4 + 2
SPECIAL ATTACKS:	Hurling fire
SPECIAL DEFENSES:	See below
<hr/>	
MAGIC RESISTANCE:	See below
SIZE:	M (average 6' tall)
MORALE:	Fearless (20)
XP VALUE:	1,400

Blazing bones are undead accidentally created when a priest or wizard who has prepared or partially prepared *contingency* magics to prevent death is killed by fiery damage while casting a spell or triggering a magical item. The magic being cast twists the *contingency* provisions, so the unfortunate victim passes into un-death in the heart of a roaring column of flame.

Tormented by the endless agony of being burned alive, the priest or wizard's nature (including alignment, Hit Dice, and thoughts) changes. Hurling flame lessens the pain momentarily, and pouring it into another living being reduces it a lot, so blazing bones soon become stalking killers, exulting in fiery destruction.

A blazing bones appears as a human skeleton with a nimbus of flames dancing along its shoulders and small balls of flame encircling its hands.

Combat: Blazing bones can do only 1d4 damage per blow to creatures immune to fire, but against all others they strike fiery blows, hurl head-sized balls of expanding flame (up to 20' distant, dealing 1d6 + 3 hp damage to creatures struck, igniting flammable things and forcing item saving throws vs. magical fire; handle misses with the Scatter Diagram on page 63 of the *DMG*), or cause small firestorms.

In any round, a blazing bones can elect to hurl flame instead of using a hand attack. It can also (once per turn) forego both attacks to create a firestorm, collapsing into a whirlwind of bones and flames, as a 6d6 hp-damage fireball (3d6 to those who save vs. spell) erupts from where they stand, expanding outwards to a 30'-radius sphere. A blazing bones can try to embrace or charge into a foe before erupting into a firestorm. In this case, it is allowed an attack roll. Success indicates that it strikes the target (who is not allowed a fire-damage-lessening saving throw), and failure means that it misses; handle where it ends up using the Scatter Diagram.

Blazing bones are immune to all fire and heat damage. Heat and flame magic actually augment the unlife of a blazing bones; treat all damage normally inflicted by such magic as hit points gained by the blazing bones (such an excess is first used to instantly heal any missing hit points, and the rest is permanently



retained as additional hit points). For every 8 hp gained by a blazing bones, it gains one Hit Die; adjust THACO and saving throws to reflect this. Blazing bones cannot grow in this way from contact with non-magical fire.

Blazing bones turn as ghosts, and are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks do normal damage to them, holy water does 4d4 hp damage per vial (2d4 if only a splash hits), and normal water does 2d4 damage per bucket (1d4 per splash). Alcoholic liquids do no damage to a blazing bones. Blunt weapons do normal damage, but edged or piercing weapons do them only half damage.

Habitat/Society: Blazing bones hate life and the happiness of others. They seek to destroy; some former priests even view their fiery attacks as cleansing the world around them (if one can judge by the words they howl). Blazing bones can roar whispering, crackling words from their empty mouths, and often taunt or threaten victims. Blazing bones can't harm other blazing bones, and so avoid each other and all other types of undead; if a battle is forced by another being controlling undead, the flames of a blazing bones do double damage against "cold" undead such as vampires, liches, wraiths, wights, and shadows.

There have been cases where evil archmages or high priests have deliberately created blazing bones as guardians, by slaying underling wizards or priests after laying controlling magic on them. In such cases, blazing bones may be found in groups of as many as eight. They can never be directly controlled by their creator, but can be compelled to remain within a certain area or structure, and not to attack their creator.

Ecology: Blazing bones are among the most destructive of undead. They serve no purpose in the cycles of life, save to burn and spur renewal as forest fires do. Their fire can cleanse away disease germs, and at least one archmage has used a blazing bones as a walking garbage-furnace.

Doomsphere (Ghost Beholder)

FRX1

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CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	I,S,T
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	-1/1/6
MOVEMENT:	Fl 6 (A)
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1 + 10 special
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Eyestalk magic
SPECIAL DEFENSES:	Anti-magic ray
MAGIC RESISTANCE:	Special
SIZE:	M (4'-6' diameter)
MORALE:	Fanatic (18)
XP VALUE:	16,000

A few beholders employ magical items or hired spellcasters to prepare against their own deaths. Their magical natures thwart such attempts, usually causing a wild magic explosion (treat as 1d4 simultaneous *wand of wonder* discharges) at a beholder's death—but a few enchantments are powerful and clever enough to prevent death, forcing the beholder into undeath. These beholders become doomspheres.

Combat: In battle, a doomsphere attacks with eyestalk powers and bite (its rending teeth changed to a chilling maw that saps both hit points and 1 point of Strength—unless a victim saves vs. death magic each time bitten). Doomspheres turn as “Special” and can be hit only by +1 or better magic weapons, or by beings with magical powers or 6 or more Hit Dice. They are immune to *charm*, cold-based, *death* (and related), *disintegrate*, electricity, *enfeeblement*, *feeblemind*, *hold* (and related), insanity, and *sleep* spells. They are allowed two saving throws per round against magical attack (if only one attack comes, they get two chances to save.) Additional attacks in the same round aren't blocked; against them, a doomsphere has no magic resistance and no saving throw. A doomsphere's save vs. magic is 7 on a d20. Doomspheres never have psionic powers, but are allowed saves against all psionic attacks, of 9 on a d20.

A doomsphere cannot speak (though it can hear, read, and write). Its central eye retains the 90-degree arc anti-magic ray (all magic ceases to function in its conical area of effect, which extends outwards for 90'; spells cast within it, or passing through it, automatically fail). The eyestalk powers of (1) *fear* (as a wand), and (2) *slow* (lasts 1d4 + 1 rounds) are also retained from life. The powers of the other eyes alter to 110' long, 4' diameter beams (the doomsphere must roll a successful attack to strike):

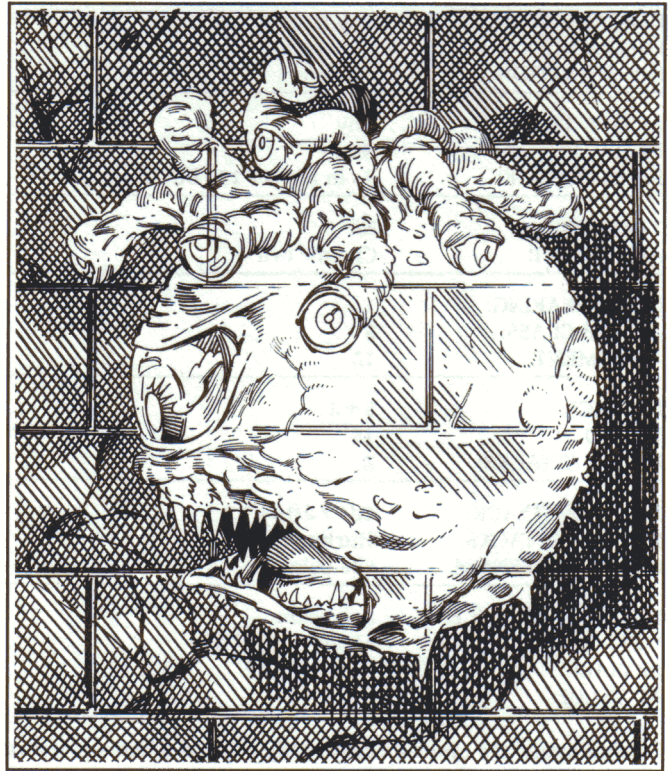
3. Chill ray: deals 2d6 damage (drains vitality rather than being cold-based; ineffective against undead; if victim saves vs. spell, only 1d6 damage is taken).

4. Hold being: Acts against one creature; effects last for 1d4 + 1 rounds, and work against undead. If victim saves, acts as *slow*.

5. Enervation As wizard spell; drains 1d4 levels, lasts 1d4 hours.

6. Animate dead As 12th-level wizard using wizard spell.

7. Withering Does 2d8 + 1 hp damage, and makes a limb shrivelled and useless for any purpose 4d4 turns.



8. Boneshatter This attack breaks some of the bones or chitin of a creature, dealing damage and reducing movement to half rate—flying creatures lose one Maneuverability Class rating per boneshatter attack that lands. The victim is allowed a saving throw to take only 2d6 damage. Creatures who fail their save take 3d6 damage on the first round, and a further 1d8 on the next round, as the broken bones do their own internal damage. This attack is ineffective against gaseous or insubstantial creatures.

9. Flesh sear Victim must save to avoid all effects except 1d4 hp loss. If save fails, victim takes 3d8 damage as tissue is magically eaten away to bare bone somewhere on body. A system shock roll must be made, and victim must save vs. poison or senses are impaired for 3d8 turns by literal loss of face.

10. Undeath assault Beam strikes single victim as an invisible ramming force. Victim takes 1d4 + 1 battering damage and must make a Strength check or fall down/be driven back, with forced saving throws for fragile worn or carried items.

The undead nature of a doomsphere makes its body harder to strike, but eyestalks (AC 1) are still easier to damage than the central body, and the eyes themselves even more vulnerable (AC 6). Directly striking the insubstantial mote of undeath that is an eye causes an instant eye-power discharge (if done by direct physical attack, attacker cannot avoid it, but is allowed whatever saving throw usually applies), but renders that eye functionless for 1d6 days. Smiting any eyestalk for more than 12 hp of damage causes the eye-power to cease for 5d6 turns.

Habitat/Society: Doomspheres avoid others of their own kind. Elminster has seen only one direct battle between doomspheres with conflicting aims; it ended in mutual destruction, amid a “spellstorm” of wild magic discharges.

Ecology: Doomspheres serve no master, eat nothing, and have as enemies only beings they choose to destroy, or who are foolish enough to attack them. They avoid wanton destruction, and often act to aid primitive tribes who worship them.

Electrum Dragon (Draco Magus Electrum)

FRX1

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CLIMATE/TERRAIN:	All/mountains or barrens
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	See below
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	2 (base)
MOVEMENT:	12, Fl 24 (C), Jp 2
HIT DICE:	9 (base)
THACO:	11 (base)
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d4/1d4/3d8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	G (36' base)
MORALE:	Fearless (19 base)
XP VALUE:	Variable



Electrum dragons are usually peaceful and philosophical in nature—but when aroused, are deadly, alert and calm fighters. Always lairing in areas of stone (mountains, caverns, or abandoned buildings), they like to dwell alone. They usually welcome visitors, because they also enjoy trading, bargaining, and philosophical debate. They hoard things of beauty (such as finely crafted items) rather than wealth per se; a typical electrum dragon's hoard might contain statues, a harp or two, tapestries, gems, and jewelry, but few coins.

Combat: In battle, electrum dragons prefer to use their spells and breath weapon from a distance. Wise generals, they tend to anticipate the strategies of foes, and are quite capable of directing all three of their physical attacks (their two foreclaws and a bite—although they can pounce from aloft to strike with all four claws, they usually prefer to swoop and slash with their foreclaws as they pass, dragging their hindquarters and tail to buffet a foe for another 2d6 battering damage, before they take wing again.

Breath Weapon/Special Abilities: An electrum dragon's breath weapon is a cone of unique, unstable gas, 40' long by 30' in diameter, 5' across at the dragon's mouth. This gas reacts with air and loses its effectiveness after a round. It causes enfeeblement (as the spell *ray of enfeeblement*) for 1 turn, *confusion* (as the spell) for 9 rounds, or both (all non-electrum dragons in the cone must save twice vs. breath weapon, once to avoid each effect).

An electrum dragon casts its spells and uses its magical abilities at 10th level, plus its combat modifier.

At birth, electrum dragons can *detect magic* and *read magic*. They also save vs. all spells cast specifically at them at a +1 bonus. As they age, they gain the following additional powers:

Young	<i>identify</i> by touch (no debilitating effects) at will
Juvenile	<i>locate object</i> once per day
Adult	<i>dispel magic</i> three times per day
Old	<i>telekinesis</i> twice per day
Wyrmling	<i>project image</i> once per day
Great Wyrmling	<i>heal</i> (self or another, by touch) once per day

Habitat/Society: Electrum dragons spend much time in thought, often perched on mountain peaks, as immobile as statues. They are curious, and like to watch with their deep green eyes, the activities of other creatures who dwell around them—often from high aloft, to avoid unwanted attention. Much of the rest of their time is spent seeking out things of beauty, or practicing magic (for they find beauty is the use of magic itself).

Electrum dragons mate about once a century, parting after a short time (typically spent trading spells and playfully darting and rolling about the sky together). A year after mating, the female produces 1d4 rubbery, foot-long eggs. She leaves them unattended; the eggs are fertile 75% of the time, and hatch 2d12 days after they are laid.

Ecology: Electrum dragons eat lichens and scrub bushes, as well as grazing treetops for tender young leaves. They also eat all manner of fish, fowl, and meat, especially enjoying the flesh of wyverns and griffons. Several have devised spells usable by those whose magic involves gestures and material components, and then sold or given them to humans and elves. In some places, electrum dragons are worshipped by primitive tribes or respected as sages.

Age	Body Lgt. '	Tail Lgt. '	AC	Spells W/P	MR	Treasure	XP Value
1	3-6	3-6	5	Nil	Nil	Nil	2,000
2	6-12	6-12	4	Nil	Nil	Nil	3,000
3	12-20	12-22	3	Nil	Nil	Nil	4,000
4	20-32	22-36	2	1	10%	Q	7,000
5	32-38	36-42	1	1/1	15%	U	8,000
6	38-44	42-48	0	2/1/1	20%	Q,U	11,000
7	44-50	48-56	-1	2/2/2	25%	Q×2,U×2	12,000
8	50-56	56-62	-2	3/2/2/1	30%	Q×3,U×4	13,000
9	56-62	62-68	-3	3/3/2/2	35%	L,Q×3,U×6,S	14,000
10	62-66	68-72	-4	3/3/3/2/1	40%	L,Q×4,U×7,S,V	15,000
11	66-68	72-76	-5	3/3/3/2/2/1	50%	L×2,Q×4,U×8,S,V	16,000
12	68-72	76-80	-6	3/3/3/3/2/2/1	70%	L×3,Q×5,U×9,S,V	17,000

Fang Dragon (Draco Dentus Terribilis)

FRX1

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CLIMATE/TERRAIN:	All/mountains or barrens
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to Very (8-12)
TREASURE:	In lair only; see below
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	1 (base)
MOVEMENT:	12, Fl 22 (D), Jp 9
HIT DICE:	11 (base)
THACO:	9 (base)
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2d4/2d4/2d8/3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Variable
MAGIC RESISTANCE:	See below
SIZE:	G (36' base)
MORALE:	Fanatic (17 base)
XP VALUE:	Variable



Fang dragons are greedy, rapacious, and cunning. They have poor magical ability, but have mastered physical combat. Their bodies are thickly armored with bony plates that rise into projecting spurs at limb joints, and end in long, forked tails tipped with a pair of scythe-like bone blades. Fang dragons fly poorly, but can rise with a single clap of their wings to lunge forward.

A fang dragon's body plates are a mottled gray and brown in hue. Fang dragons' wings are smallish but massively-muscled, their eyes tend to be a glittering red or orange (other hues are known), and their heads are adorned with many small horns or spikes.

Combat: In battle, fang dragons rake with their claws and slash with their tails (2d8 damage plus an 80% chance of knocking aside an M- or S-sized victim; victims knocked aside must make a Strength check to avoid falling—fragile carried item saving throws apply—and a Constitution check to avoid being stunned for the following round). The victim of any successful claw attack must make a Dexterity check to avoid taking an additional 1d4 hp damage from the dragon's body spurs. These attacks are used to clear aside incidental foes and/or pin the main intended victim, which the dragon then bites.

Fang dragons have excellent vocal control, and are able to mimic human voices very effectively, as well as use spell scrolls and verbally-triggered magical items crafted by humans. They have four small, feeble underclaws that can carry treasure or wield rings, wands, rods, or weapons of dagger size or smaller. A fang dragon can perform spellcasting gestures.

Breath Weapon/Special Abilities: A fang dragon has no breath weapon per se, but its bite has the ability to drain life force (drain hit points permanently) if the victim fails a save vs. breath weapon. Hit points drained in this way are gained by the dragon. (If the dragon is slain within 2 rounds per experience level of the drained victim, and the victim ingests or comes into skin contact with some of the dragon's gore or cranial fluids, the stolen hit points will be regained. A fang dragon casts its spells and uses its magical abilities at 8th level, plus its combat modifier.

At birth, electrum dragons can *detect magic* and *read magic*.

They also save vs. all spells cast specifically at them at a +1 bonus. As they age, they gain the following additional powers:

Young	<i>shield</i> twice per day
Juvenile	<i>dispel magic</i> once per day
Adult	<i>spell turning</i> once per day
Old	<i>telekinesis</i> twice per day
Wyrm	<i>regenerate</i> (self only), 1 hp/4 rounds

Habitat/Society: Fang dragons prefer to dwell in rocky regions, and roam far from their lairs—which they typically wall up with huge boulders to keep intruders out in their absence—in search of food. Fang dragons speak snippets of many languages and will bargain to avoid hopeless or hard battles. They never attack others of their own kind, and mate once every 60 years or so, parting after a single night.

Ecology: Fang dragons eat all manner of fresh meat, especially enjoying the flesh of intelligent mammals. Their fangs (powdered) and their cranial fluids are valued in the making of *swords +2, nine lives stealer* and similar magical items. Red dragons and fang dragons have an instinctive dislike of each other.

Age	Body Lgt./	Tail Lgt./	AC	Bite Drain (hp)	Spells W/P	MR	Treasure	XP Value
1	3-6	3-6	4	2d4 + 1	Nil	Nil	Nil	1,400
2	6-12	6-12	3	4d4 + 2	Nil	Nil	Nil	2,000
3	12-20	12-22	2	6d4 + 3	Nil	Nil	Nil	3,000
4	20-32	22-36	1	8d4 + 4	Nil	10%	R	5,000
5	32-38	36-40	0	10d4 + 5	1	15%	R,S	7,000
6	38-42	40-44	-1	12d4 + 6	11	20%	R,S,T	8,000
7	42-46	44-48	-2	14d4 + 7	21	25%	Q,R,S,T	9,000
8	50-56	56-62	-3	16d4 + 8	221	30%	Q,R,S,T,U	11,000
9	56-62	62-68	-4	18d4 + 9	222	35%	A,B,S,T,Z	12,000
10	62-66	68-72	-5	20d4 + 10	2221	40%	A,B,V × 6,Z	13,000
11	66-68	72-76	-6	22d4 + 11	2222	50%	A,B × 2,V × 8,Z	15,000
12	68-72	76-80	-7	24d4 + 12	22221	70%	A,B × 4,V × 9,Z	16,000

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or group (as created)
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Non-
TREASURE:	Any (as guardian)
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 1-6
ARMOR CLASS:	6
MOVEMENT:	6, Fl 14 (B), Sw 10, Jp 2
HIT DICE:	3 + 3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (human arm: up to 4' overall length)
MORALE:	Fearless (20)
XP VALUE:	650 (975 for "Vampiric" variant)

Dread are flying, animated skeletal arms that attack living things by raking with their sharpened fingerbones or by wielding weapons. These undead are created by wizards and priests to serve as guardians. The enchantment involves a set of instructions (similar to the specific triggering conditions for a *magic mouth* spell), in which the creator of the dread specifies where they are to operate, and under what circumstances they will and won't attack. The spells also allow the bone to regenerate damage done to it, and to resist aging effects.

In long-ago Myth Drannor, families who could not afford better, or could not bring themselves to trust hireswords, had dread created to guard their treasure vaults. Typically these were armed with magic swords known as *chill blades* (detailed in the chapter on magical items in the *Campaign Guide to Myth Drannor*), and many of the dread encountered there today are so armed.

Dread were often ordered to attack all intruders who do not speak a certain password or wear a particular badge. In other cases, they were instructed to slay all living things entering a particular place: a "trap" passage or room that led nowhere and was intended only as a deathtrap for intruders. In either case, they are likely to attack beings who encounter them now.

Combat: Dread wield weapons (often scimitars or hand axes; they can use anything up to 50 lbs. weight and 10' in overall length) as they fly menacingly through the darkness. In many cases, they are left in niches (where no human could lurk, and attack is unexpected) partway down shafts, or above trap doors, so that an intruder cannot avoid their initial attack. Dread are also sometimes positioned to repeatedly hurl or drop rocks down a shaft that intruders are climbing.

Dread turn as shadows (but in certain "prime guard" areas, their enchantments prevent most dread from being turned—or dispelled—at all), and are immune to *charm*, *hold*, and *sleep* spells. Cold-based attacks do no damage to them, holy water does 2d4 hp damage per vial (1d4 if only a splash hits), and edged or piercing weapons do them only half damage. The enchantments that animate them also make them specifically immune to *shat-*



ter, *disintegrate*, and all mind-related and *polymorph*-related spells.

If damaged, dread regenerate 2 lost hit points per day.

Dread are sometimes concealed amid bones of the fallen they guard (e.g., in a coffin), or in a bone-midden pile (in some cases, a pile formed of the remains of their victims). They often lie unmoving until intruders are within 10' or less, and can wield bones or hurl skulls as weapons. In either case, bones do 1d4 damage if thrown, and 1d4 + 1 if wielded as weapons. At each blow, roll a die. Any odd result means the bone has shattered beyond a usable state. Dread themselves have been made immune to such ready breakage.

Habitat/Society: Dread are found only as guardians (or, very rarely, as weapons-practice sparring partners or wizards' helpers in a spellcasting chamber).

Ecology: Dread have no life processes, consuming and needing nothing. Their powdered bones can be used as an ingredient in certain preservative magics, and in spells concerned with flight, telekinesis, and levitation.

Vampiric Dread: These rare specimens of dread must slay a living thing at least once a year to prolong their unlife. When they do damage (bare-handed, not with a weapon) to a living being, half the hit points lost by their victims (round down) are immediately gained by the dread. These extra hit points fade only at the rate of 1 per ride (ten days). Many vampiric dread can wander (hunt) freely, as their boundary enchantments were linked to specific stones that have now crumbled away. Vampiric dread are often depicted in warning tales and paintings dripping the blood of victims as they fly along.

Feystag (Calygraunt)

FRX1

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CLIMATE/TERRAIN:	Temperate, arctic/forest, hill
FREQUENCY:	Very rare
ORGANIZATION:	Solitary (or mated pair)
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	V × 2,X
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	14
HIT DICE:	2 + 4
THACO:	19
NO. OF ATTACKS:	2 or 1 weapon + special
DAMAGE/ATTACK:	1d4/1d4 or by weapon type - 1
SPECIAL ATTACKS:	Control magical items
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	70%
SIZE:	M (4' high at shoulder)
MORALE:	Steady (11-12)
XP VALUE:	975

The feystag is often whispered of in woodcutters' tales. Its mastery over magic can make it a fearsome opponent.

Feystags (also known to heralds as "calygraunts") can run on all fours or stand erect. A feystag can speak as well as a human. Its limbs are clawed, and it has a coat of dusty brown hair and two staglike, frond-branched horns adorning its catlike head.

Combat: A calygraunt can sense the dweomer emanating from enchanted items and can often identify the type, specific functions, and even strength (number of charges, uses, or spells remaining) of a magical item. This power has a 90% chance of success, modified as follows (choose the greatest applicable debit in any situation; debits are not cumulative):

- 20% if a spell has been cast on the feystag in the last 3 turns
- 60% if the feystag is confused or feebleminded
- 40% if the feystag is under psionic attack
- + 25% if the feystag has seen an item ability or function in use

A feystag free of confusion or feeblemindedness automatically senses all dweomers within 60' of it, seeing them as auras of differing brightnesses according to their magical strength. A calygraunt can study only one item per round, but can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a 1-point bonus on its ability check roll; feystags can study items from up to 60' distant.

A feystag who has studied an item for a round is allowed an Intelligence check. If it succeeds, the feystag has successfully divined how to activate or control a property of the item. (If the check fails, the feystag may continue study, and is allowed an Intelligence check each round to learn something about its use—or it may examine the item again later, without penalty.) Some magical items, by their nature, defy identification—or have too faint a dweomer for a calygraunt to successfully learn their powers.

If a feystag successfully learns how to operate an item power triggered by force of will, silent mental command, or spoken word of activation, the feystag can make the item power function from 20' or less away. If activation requires somatic gestures or manipulation of a physical control, the feystag can't work the item without physically possessing it.

Feystags can't control or activate items they haven't identified,



and can activate only one item per round, once. Items that operate continuously for more than a round will do so even after an activating feystag has turned its attention to another item.

The bearer of an item a feystag activates from afar can try to wrest item control back from the feystag. This is always achieved if the item is controlled by physical means or if the bearer speaks command words (the bearer's words override the feystag's long-range commands). If the bearer is trying to regain control of a power controlled by act of will, the bearer's Intelligence and Wisdom must exceed 32 to succeed. If the total is 29-32, the bearer succeeds, but must save vs. spell or be confused for 1d6 rounds (no one can operate the item during this time, if the bearer still holds it). If the total is 28 or less, the bearer can't regain control from the feystag.

A calygraunt's two clawed forearms can awkwardly wield one-handed weapons (-1 on attack and damage rolls), or it may rake with its claws. Feystags are immune to all enchantment/charm and greater divination magic (and psionics which duplicate such mind-reading and influencing effects).

Habitat/Society: A feystag is usually a solitary forager, unless it mates (whereupon it hunts with its mate). Feystags always scout a territory, learning its drinking springs, caverns, hiding places, and areas where pitfalls and snares can be set. Often a feystag lair is surrounded by traps that pursuers can be led into. Feystags hoard magical items, delight in using them, and are always interested in acquiring more.

A few feystags dwell among humans in remote forest communities; they often bargain with or sell information about items brought to them, or become sages. Esk, first king of Alphalon in the Realms, was a feystag.

Ecology: Feystags are preyed upon by all creatures who dine on deer. They are always friendly with korred, centaurs, and satyrs. Calygraunts prefer to eat plants, particularly mint, certain mosses, and mistletoe.

CLIMATE/TERRAIN:	Any/any remote
FREQUENCY:	Rare
ORGANIZATION:	Solitary or group
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1 or 3-18 (3d6)
ARMOR CLASS:	1
MOVEMENT:	6, Fl 12 (A), Sw 8
HIT DICE:	5 + 6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (14'-21' long)
MORALE:	Elite (15-16)
XP VALUE:	2,000

These strange, eel-like creatures are sometimes called "spirals" because of their appearance. They are almost always found in remote areas, dancing in midair or underwater. When moving, they resemble spinning corkscrews, and often dance in a particular place for years at a time.

Lythlyx have long, worm-like bodies about as thick as a human thigh. Their skin is rubbery, oily, and flexible, and is mottled green and black.

Combat: Lythlyx are aggressive, but attack apparently at whim, sometimes ignoring easy prey and then going after far stronger or more numerous creatures. They attack by using their bodies as whips (2d6 flailing damage), dropping their coils about prey with lightning speed and then constricting (3d6 damage per round), or by draining blood (1d4 hp/round/mouth). A lythlyx may use only one of these three attack modes in a round, although (size and situation permitting) it may use its chosen attack mode against more than one opponent.

There are 20 sucker mouths along the body of a lythlyx; when it is wrapped around a victim, not all may make contact. Lythlyx reach satiation when they have absorbed double their maximum hp-worth of blood, and then pull away from a victim.

Blood taken in is converted to energy within 2 rounds, and lythlyx can use this at will to heal themselves, regaining lost hit points at the rate of 1 per 4-hp-worth of blood ingested. A lythlyx that heals itself can immediately feed up to satiation level again. Lythlyx killed violently often explode, spraying blood about.

Lythlyx will flee more powerful foes if an opportunity exists, but will fight to the death if cornered. They use their psionics only if they lose over half their total hit points, or if psionics are used within 90' of them (note that their psionics can whisk them away from most dangers). Lythlyx are immune to *charm*, *command*, *fear*, *hold monster*, and *sleep*.

Lythlyx are not found on the ground by choice, and thrash about constantly if forced to earth. In the air, they spin 50 times or more per round, and can hover at a fixed position while spinning. They can also dive (fall) at twice their listed speed (MV 24), spinning to steer with great accuracy. If the spinning of a lythlyx is ever stopped, it falls helplessly to the ground. Air resistance



turns and slows a frozen lythlyx so it suffers only 1 hp of damage per 10' fallen, when it hits the ground.

Lythlyx have no distinct head or eyes, but can see with 90'-range infravision through numerous sensitive areas scattered over their body surface. They seem unaffected by pressure extremes.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
9	4/4/12	PsC,II,MT,PB/M,IF,TW	10	210

All lythlyx have:

Psychokinesis—*Sciences:* create object. *Devotions:* animate object, control flames, control sound, create sound, molecular agitation.

Psychometabolism—*Devotions:* body equilibrium, suspend animation.

Psychoportation—*Sciences:* summon planar creature, teleport. *Devotions:* teleport trigger.

Telepathy—*Sciences:* psychic crush. *Devotions:* id insinuation, mind thrust, psionic blast, telempathic projection.

Habitat/Society: Lythlyx cannot speak, and seem to be bisexual, giving live birth to young who swarm with the parents, feeding voraciously until full-grown, whereupon they usually go their own way. Lythlyx seem to live for hundreds of years. Some sages believe that they are a stage in the life cycle of tentacled monsters such as tentamorts, ropers, or gibbering mouthers, and others believe them to be related to couatl, or to be part of the cyclical existence of certain dragons.

Ecology: A lythlyx absorbs sunlight and moisture through its skin, and seems able to go without a blood meal for very long periods of time. The oil distilled from its flesh is used in the manufacture of certain magical inks and oils. The taste or odor of lythlyx seem to make them a last-resort meal for most predators.

CLIMATE/TERRAIN:	Any/any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Magical energy
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	See below
MOVEMENT:	6, Fl 13 (A)
HIT DICE:	2 + 4
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 + 2
SPECIAL ATTACKS:	Tail
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	S (up to 1.5' long, wingspan to 3')
MORALE:	Elite (13-14)
XP VALUE:	420

These mysterious creatures inhabit tombs, ruins, subterranean places and caverns of Faerun, in Pandemonium, and perhaps on other planes as well. They resemble large black bats with needle-like barbed tails and cold blue glowing eyes. Their bodies are amorphous, but always have ten or more long, spidery black claws on the undersides. They feed on magic, and attach themselves to powerful spellcasting individuals—to whom they soon prove to be almighty nuisances.

A magebane is immune and invisible to psionics (which it in turn cannot detect), but can see magical auras and spells being cast up to 160' distant. A magebane is normally invisible to all beings except its chosen spellcaster.

A magebane attracted by magic follows the being who is its source (seeming to prefer wizards, for unknown reasons). The magebane shadows its chosen mage, flitting about nearby and usually behind the chosen one.

Whenever the chosen being casts a spell, there is a 60% chance the magebane will rob the spell of energy, either all (1 or 2 on a d6 roll) or part (3-6 on a d6) of it. If all of the energy is drained, the spell is lost and has no effect (similar to *'a la* the effect of a *rod of absorption*; see the *DMG*). When only part of the energy is drained, the spell takes effect with lessened force, having one or more of the following modifications:

- spell has minimum duration
- spell does minimum damage
- target(s) of spell gain a bonus of +2 or more on their saving throw(s)
- spell affects a lesser area or volume of matter

Spells of 7th level and greater are largely immune to the feeding of most magebanes, being only partially drained on a roll of 1 on a d6, and otherwise unaffected.

Magebanes are silent and do not seek to reveal themselves to their chosen spellcaster (as they are most easily seen and slain by that being), so their presence may be unknown to the chosen one and any companions for some time.

Combat: Magebanes never attack their chosen ones, instead taking an interest in their safety. A magebane may swoop down invisibly to rake anyone menacing its chosen one with its claws (its usual at-



tack), or slash with its razor-sharp tail (for 2d4 damage). It fades momentarily into view as it's striking, and then vanishes again.

The Armor Class of a magebane is 5 to the spellcaster and others who can see it (e.g., by means of a *true seeing* spell, or at the moment of its striking in combat); to others, the unseen magebane is AC1. A magebane is 75% magic resistant to all magic cast at it, except by its chosen spellcaster. It is 100% resistant to the magic of its chosen being. A magebane seems unable to anticipate even obvious spell effects, read the intentions of a spellcaster, or recognize any spell by its casting process. A magebane may be affected by a non-attack area-effect magic launched by its chosen one if it does not happen to absorb the spell.

Habitat/Society: A magebane may reselect its chosen spellcaster if it encounters a more powerful alternative to its present chosen being (for this reason, a wizard who detects a magebane accompanying a mage who seeks tutoring will be very reluctant to train the magebane's owner, whatever payment is offered). Otherwise, it must be slain for a chosen spellcaster to be free of it. A magebane seldom moves from one member of an adventuring band to another, even if the ranks of a party include a far more powerful wizard than the one it's presently attached to. Magebanes seem to shun the presence of former chosen ones.

Magebanes seem to absorb and require only moisture, light and heat energy, and magical energy. They spend their time accompanying or searching for chosen ones, and seem to reproduce only seldom, when they encounter another magebane (whereupon both magebanes abandon their chosen ones to undertake mating, a month-long process that results in each bisexual parent giving live birth 4 months later to 1d3 baby magebanes).

Ecology: Predators who eat bats will also prey upon magebanes if they can detect or catch them. (Usually a large flying predator slays a magebane in midair without realizing it.) Alchemists and mages use magebane flesh in many magical and experimental processes, and will pay 400 gp or more for a largely intact carcass.

Metalmaster (Sword Slug)

FRX1

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CLIMATE/TERRAIN:	Any/any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or hunting group
ACTIVE TIME:	Any
DIET:	Carnivore, scavenger
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (often metal items nearby)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	6
MOVEMENT:	11
HIT DICE:	4 +4 to 6 +6
THACO:	17 (4 +4) or 15 (5 +5) or 13 (6 +6)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d4 (bite)
SPECIAL ATTACKS:	Magnetism
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (12'-25' long)
MORALE:	Elite (13-14)
XP VALUE:	650 (4 +4), 975 (5 +5), or 1,400 (6 +6)

Once called "The Sword Slug" in a song by the famous bard Mintiper, a metalmaster is a large, leathery-skinned slug-like monster. It is dull purple to rust-red in hue (rarely, smoky-gray or black), and has large, saw-like teeth that can bite through metal. It doesn't eat metal, but has a powerful natural body magnetism.

Combat: A metalmaster generates powerful magnetic fields at will. This ability is effective to 30' (50' if a sword slug is affecting an existing magnetic field), and affects enchanted and normal metal equally, though it does not extend to traces of metal in rock, or unrefined metallic ores. In a round, a metalmaster can attract or repel, and at the end of the round instantly stop or switch between attraction and repulsion.

Attraction snatches small, unsecured metallic objects towards the slug; small secured objects may be taken too if the strap, sheath, or other device holding them fails a save vs. crushing blow. Attracted objects smaller than a sword or medium-sized shield are pulled towards the metalmaster at the rate of 20' per round. Larger unsecured objects are dragged 5-10' per round towards the slug, and if secured (or as massive as a large anvil or a metal throne) can't be shifted. Magically held or secured objects can't be moved, and magical barriers (such as a *wall of force*) stop moving items.

Repulsion deflects even partially metallic missiles so they don't hit intended targets. Metal-armored beings must make a Strength check each round, or be forced at least 10' away from the slug; those who only wear or carry metal weapons, coins, belt buckles, and the like must make a Strength check (at a bonus determined by the DM) or be likewise affected.

Grasped or held metallic items are wielded at -4 to hit while being affected, and the being using them must make a Strength check or have the object torn free. A metalmaster's power can't be avoided by the use of *blink*, *jump*, or similar spells, and extends into the ethereal plane (though *dimension door* and similar magics do allow escape). The slug's magnetic field causes no damage by itself, but affected weapons often strike unintended targets.

Small, unsecured objects attracted by a metalmaster never strike its body, but take up orbit around it. In the 10' closest to a slug's body—and, if it desires, out to 30' away—a whirling storm



of metal rages, akin to a *blade barrier* spell. Creatures in this area suffer 4d6 damage each round unless they are magically shielded. A successful Dexterity check allows them to take only 2d6 hp damage.

A sword slug can remember and mimic speech and other vocal sounds made previously in its presence. It uses these to lure prey, but its low intelligence often causes it to emit the wrong sound for a situation.

A metalmaster's teeth can shear through hardened armor, but it does not otherwise harm metal. Metal pieces accidentally ingested do it no harm, but a sword slug doesn't eat metal.

Metalmasters can climb steep grades (but not vertical walls or smooth inclines), see with infravision about as far as normal human eyesight extends, and can sense fist-sized or larger pieces of metal up to 40' distant (knowing direction and approximate distance away) regardless of whether their two eyestalks have been damaged or not. Given sufficient food, a metalmaster regenerates rapidly. Lost hit points are regained at the rate of 1 per turn, and an eyestalk might regenerate in a day or two.

Habitat/Society: Metalmasters have been known to live for a century or more. They are usually solitary, banding together to hunt in dangerous areas (or against large or numerous prey), and withdrawing into deep tunnels or muddy bogs to mate, choosing inhospitable places so that few will disturb them. Sword slugs lair near metal if they can, and favor small, narrow tunnels for their lairs. They often lurk near hoards of metallic treasure, which both attract prey and provide the metalmaster with ready-made missiles for combat use.

Ecology: Metalmasters prefer to eat large, red-blooded prey (such as livestock and adult humans), but in a pinch will eat almost any living creature or carrion. The flesh of a metalmaster is so bitter that only carrion-eaters will prey on it. Alchemists and mages have experimented with metalmaster ichor and flesh, but have not thus far found a use for them.

CLIMATE/TERRAIN:	Any/any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or groups (guardians)
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	Any (as guardian)
ALIGNMENT:	Lawful evil
NO. APPEARING:	1 or 1-12
ARMOR CLASS:	6
MOVEMENT:	11
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4 + special/3d4
SPECIAL ATTACKS:	Spell use
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (up to 12' long)
MORALE:	Fearless (20)
XP VALUE:	4,000

Bone nagas are created undead. They appear as skeletal worms, with larger (seemingly out of proportion) human-like skull heads than is usual for their bodies. Their empty eyesockets glow with the hatred of fell unlife. Created by dark nagas (and a few evil mages) to serve as guardians, these spellcasting worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity (a good thing for gentler creatures of the Realms).

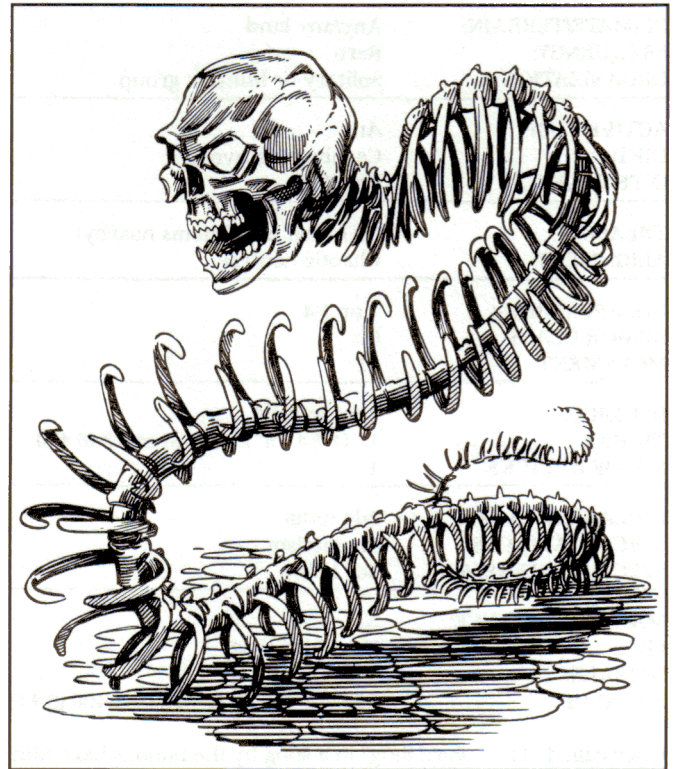
Combat: In battle, bone nagas bite with their long fangs for 1d4 hp-worth of physical damage, plus the victim must save vs. spell or lose 1d4 additional hp and lose 1 strength point (creatures not rated for Strength suffer a -1 penalty to their attack rolls); lost Strength returns at the rate of 1 point per hour. They also sting with their powerful barbed tails for 2d4 hp damage plus (automatic; no save allowed) 1d4 points of chilling damage.

In addition to their physical attacks, bone nagas can cast 1 spell per round. They work magic as a 6th-level wizard (4,2,2), but these magics are cast by silent force of will, and do not require verbal or somatic components. A bone naga's spells are set when it is created, and cannot be changed—but whenever one is cast, it returns without study exactly 20 hours later. Bone nagas can't normally employ magical items, but one may be fitted (by another creature possessing the necessary limbs to do the work) with protective magical items that are worn.

Typically-chosen spells are *magic missile* × 4/*blindness*, *flaming sphere/lightning bolt* × 2.

Like most other undead, bone nagas are immune to *charm*, *death* (related), *hold* (and related), *sleep* and cold-based spells. They are also immune to poisons, and suffer 2d4 hp corrosive damage per vial of holy water that strikes them. Acids and venoms do not harm bone nagas, and they are also immune to the effects of gases and other attacks that attack the breathing of a being.

Habitat/Society: Bone nagas do not speak. They have limited (60' range) telepathy, with which they communicate with their creator. Though they can broadcast thoughts for others to receive, they cannot use this as any sort of attack—and most of the



time prefer to shield their thoughts from others, retreating behind a screen of mental chaos whenever they feel a mind touch. Bone nagas attack creatures with psionic powers whenever they recognize such ability—and cannot be compelled by anyone except their creator(s) to cast spells (attempts to do so psionically will result in temporary confusion on the part of the bone naga, coupled with great anger at the source of the mental assault).

Bone nagas are usually created by the nagara (evil nagakind, or dark nagas) to be guardians—especially of young nagas and non-magical treasure. If their creators are destroyed or abandon them, their loyalty ends, and they travel freely in the world. Such rare bone nagas may be found in ruins, subterranean areas, and deep woods, often surrounded by lesser undead they have gathered around them.

Ecology: Bone nagas eat nothing and fill no niche in the life cycles of the Realms—save that they sometimes kill large, aggressive natural predators (including humankind) for sport or to practice with their spells. Some mages have found uses for their powdered bones in magic involving telepathy, and bone naga powder can also be used as a substitute for powdered iron (by wizards) or unholy water or smoldering dung (by priests) when making the circle for a *protection from good* spell (without altering the spell's casting or effects in any way).

CLIMATE/TERRAIN:	Any non-arctic/any non-desert land (near water)
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	R,V (Z in lair only)
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-12
ARMOR CLASS:	5
MOVEMENT:	11, Sw 15
HIT DICE:	7 + 7
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d4 + 1 × 4 (or by weapon type)/2d4
SPECIAL ATTACKS:	Hurl rocks, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (up to 25' long, rear upright to 10' high)
MORALE:	Elite (13-14)
XP VALUE:	975

Some sages believe these seldom-glimpsed creatures are natives of another plane or world who have somehow found their way to Faerun. An ormyrr is pale mushroom-white to dun in color, with a purplish underbelly. It looks like a giant upright worm with two pairs of arms projecting from a powerful torso, topped by a fang-mouthed, frog-like head. Ormyrr give an overall impression of great strength, and can wield weapons with all four arms without getting tangled up in their own attacks. They are always eager to seize weapons when they can, and if found bearing magical items, it is 80% likely that these will be weapons that the ormyrr will use handily in any fight.

Combat: Ormyrr fight with their long-taloned hands, or use them to hurl missiles (in Myth Drannor, these missiles are usually large stone blocks from the ruins, which they hurl up to 40' away, smashing foes for 2d6 damage each) or wield weapons (typically waving pairs of axes or swords). Note that an ormyrr's hand can swing a two-handed weapon without penalty. Ormyrr also bite with fearsome force.

In any round in which an ormyrr strikes the same foe twice, its victim must make a Strength check and a Dexterity check. If both fail, the ormyrr automatically rolls over that opponent to constrict on the following round (victim takes 2d6 damage per round thereafter and is -1 to hit and -2 on damage; allowed a Strength check each round, and can break free in any round in which a successful check occurs). If one fails, the foe is knocked down, and is -1 to hit with any attack on the following round.

If they can get them, ormyrr like to use slings, weighted nets, military forks or tridents, and then cast these aside to attack foes with four blades at once when in close. They dislike spellcasters, and will begin a fray by hurling things at an opponent who obviously has magic, to disable that foe first. Some ormyrr wear necklaces of the linked skulls of creatures they've slain; adventurers are warned that the braincases are often used to store sling stones and other small weapons or items (such as caltrops or darts).



Habitat/Society: Ormyrr are amphibious, and hibernate in mud at the bottom of deep lakes, or go out to sea in the cold months. They den at the bottom of small lakes throughout the North, but prefer to hunt on land, roaming far afield (up to 40 miles) from their lairs.

Ormyrr live and hunt in tribal bands. At least two tribes are known to human sages, the Iyririldu and the Uluauther. Tribes keep to themselves, and do not make war on other tribes. The sex and tribal affiliation of an ormyrr are immediately obvious to another ormyrr (probably by scent), but all ormyrr look identical to human eyes.

Ormyrr are fascinated by magic, and are working hard at developing magic of their own—something they seem to have no aptitude for at all. One of the great dreams of ormyrr is to attain the power to fly—either by growing wings, or by breeding wings into the race (mating attempts with wyverns and other creatures have been a series of disasters), or by seizing and duplicating enough magical items that give the power of flight that every ormyrr can have one.

When useful magic is to be had, the normally placid ormyrr become avaricious and crafty in the extreme. Ormyrr have even been observed to worship human gods and goddesses of magic, although they have gods of their own (depicted as giant, winged ormyrr with boulders held in their outstretched hands).

Ecology: Ormyrr are great enemies of yuan-ti and harpies, both of whom they will attack on sight. Ormyrr live on a varied diet of plants, birds, reptiles, and mammals, but usually avoid attacking beings of intelligent races. They seem immune to many poisons (+4 on all poison and venom saving throws). Several alchemists and sages are interested in studying ormyrr, but no uses have yet been found for ormyrr body parts or substances.

CLIMATE/TERRAIN:	Any (airborne)
FREQUENCY:	Very rare
ORGANIZATION:	Servant group
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	Special
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-12
ARMOR CLASS:	-2
MOVEMENT:	Fl 18 (B)
HIT DICE:	9 +9
THACO:	11
NO. OF ATTACKS:	1 + special
DAMAGE/ATTACK:	3d4 (bite)
SPECIAL ATTACKS:	Windsong, swoop, swallow whole
SPECIAL DEFENSES:	Magic shift
MAGIC RESISTANCE:	44%
SIZE:	H (conical: 8' diameter, tapering to 24' long)
MORALE:	Fearless (19-20)
XP VALUE:	12,000

Windghosts may be native to another plane. Seen in Faerun only as servants of the god Shaundakul, they are flying cones ("flying parsnips," one adventurer said), the large base (their head) foremost. A windghost has a rough, mottled, flexible, smoky-gray to purple body, white, pupil-less eyes (120' infravision and vision into the astral and ethereal planes) and a many-fanged mouth. It has two retractile (4'-20') tentacle-arms on either side of its mouth; these carry items or hold prey, doing no combat damage themselves. Windghosts speak in hissing, rumbling, windlike voices, and know the Common tongue. They can make their eyes and bodies glow with a *faerie fire* radiance; this effect, seen by night, has given them their name.

Combat: Windghosts fight by swooping out of the sky to gobble at foes. Against non-flying foes, the force of their swoop from aloft increases their bite damage by 1d4 + 1 hp. Once engaged, a windghost can't swoop again until it has broken off attack and climbed aloft for one round. If a d20 swoop attack roll on an M-sized or smaller creature is 19 or 20, the windghost swallows its prey whole. Swallowed prey is whirled about in corrosive fluids for an additional 2d6 damage and then spat out; all worn or carried items must save vs. acid. The prey must make Strength, Dexterity, and Intelligence checks. If the Intelligence check fails, the prey is blinded for 1d6 + 1 rounds (-4 to hit), and can't attack until spat out. If all three checks succeed and the prey has a weapon ready when ingested, it is allowed one attack while inside (even if this is an extra attack). This attack will do maximum weapon damage.

When two or more windghosts are within 90' of each other, they can emit harmonizing drones known as windsong, which makes reading, spellcasting, singing, concentration, and even hearing normal speech impossible. Windsong takes effect 1 (odd roll) or 2 (even) rounds after it is begun, and lasts 1d8 rounds

before it must be broken off for at least 1d4 + 3 rounds. Windsong is created by body vibration, and doesn't hamper biting or other windghost activities.

Windghosts are immune to mind-reading or influencing magic, and resistant to psionic probes and attacks (apply their magic resistance against all attempts; any saving throws still apply).

A windghost's most dangerous ability, both in a Mythal and elsewhere, is its ability to warp dweomer, or "magic shift." It can move magic-dead areas (such as the 80' diameter nullsphere in the temple of Shaundakul), usually shifting them to envelop itself or enemy spellcasters. A windghost can also throw out a field that intercepts forming or incoming dweomers, and moves their areas of effect before spell effects are manifested. A wizard casting a *fireball* (or a priest calling down a *blade barrier*) at a windghost may find it takes effect around himself.

This ability is not infallible, and works against only one magical attack per round (windghost saving throws against other attacks are unaffected). The field gives a general idea of the effect that will occur, so the windghost can choose which magic to intercept and what to do with it. A surprise attack won't be intercepted unless the windghost is alert for danger. It can let beneficial magic through to itself (but its magic resistance is involuntary, and must still be overcome).

When a windghost chooses to warp dweomer, roll 1d12. On a roll of 3 or less, it fails to affect the spell or magical item discharge. On a roll of 4, 5, or 6, the windghost is unable to seize control and redirect it—and so deflects it in a random direction (roll 1d10 and consult the Scatter Diagram on page 63 of the *DMG* to find direction, with "1" as the direction of the magic source; to find distance, roll 4d20 and consider the total to be feet (e.g., rolls of 6, 11, 13, and 19 total 49—the area of effect is centered 49 feet from the windghost).

On a roll of 7 or greater, the windghost has control. It can put the area of effect precisely where it desires, so long as the chosen spot is within a spherical range of 144' from any part of its body. Typically the windghost sends the magic back at its source. Relocated magic has full effects; if the source has magical protections that reflect back magic, the windghost can't relocate the same magic a second time. The magic jumps back to where the caster first aimed it.

Windghosts regenerate 1 hp/turn. Their nature protects them against attacks that involve whirling winds; against such spells and all air elemental attacks, they take only half damage. A *wind wall* spell is no barrier to a windghost.

Habitat/Society: Windghosts seem both bisexual and long-lived. In Faerun, they obey the wishes of the god Shaundakul, who may send them out of Myth Drannor to aid worshippers or hunt down temple thieves. Windghosts enjoy drifting along on breezes, watching life and beauty below. They neither have nor value treasure—except items belonging to Shaundakul (such as temple offerings), which they will fight to the death to guard. Shaundakul allows them to use magical items left as offerings in defense of a temple; these often include *wands of lightning* and *magic missiles*, and *rings of the ram* or *shooting stars*.

Ecology: Windghosts have no known natural enemies. They eat creatures they have slain defending temples, but do not attack living things except at Shaundakul's direction. They also consume carrion and whole leafy plants, "drink" by immersing themselves in lake or river water or rain, and absorb heat by basking in the sun (floating aloft to do so).

Xantravar (Stinging Horror)

FRX1

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CLIMATE/TERRAIN:	Any but arctic/swamps, seacoasts
FREQUENCY:	Rare
ORGANIZATION:	Solitary or hunting groups
ACTIVE TIME:	Any
DIET:	Carnivore (drinks blood)
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	6
MOVEMENT:	Fl 16 (A), Sw 14
HIT DICE:	3 + 3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Poison, blood drain
SPECIAL DEFENSES:	Spell immunities
MAGIC RESISTANCE:	Nil
SIZE:	L (see below)
MORALE:	Elite (13-14)
XP VALUE:	650

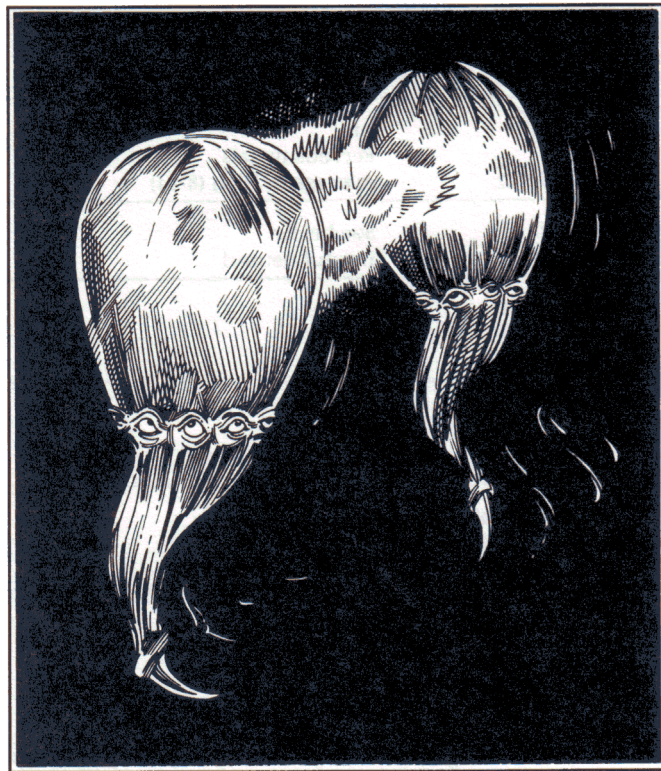
The stinging horror is a silent, deadly predator that inhabits swamps, salt marshes, and remote seacoasts with tidal caverns. A xantravar looks odd: its body is actually two wine-red-through-gray, mottled, teardrop-shaped, 6'-7'-long rubbery bulbs ending in strong, corded muscles that can drive home the two hollow bone stings at the base of each bulb with great force. Above the stings, eight eyes (having 90' infravision and normal vision to human range) ring each stalk. The bulbs are of the same size and appearance, and are linked by a curious glowing energy field that varies in length from a 2' norm to a maximum vertical separation of up to 12' and horizontal separation of up to 20'.

Combat: A xantravar's two stings look identical, but only one injects a paralyzing venom as it strikes. A stinging horror can inject this only once per round and only four times in a turn; if the venom is ever exhausted, 2 turns are required for the monster's body to naturally replace it. The poison sting does 1d4 stabbing damage, and the victim must save vs. poison or be affected (if of M-sized or smaller, the save is at -3, effects are instant and last for 1d3 turns; larger victims save at -1, and are affected for 1d8 + 1 rounds). Xantravars are immune to all known toxins; their venom is effective by mere skin contact. A being who successfully saves against the venom of an xantravar is forever immune to the venom of that particular xantravar.

The horror's other sting also strikes for 1d4 physical damage, but at each blow sucks blood, sap, or nutrient fluid from prey with powerful suction, taking 1d6 + 3 hp-worth per blow (or round of continued contact).

Above its eyes, a xantravar has indentations circling each body-bulb; these are iris valves that emit ventral steering jets of gas from the creature's interior. The gas is air taken in and mixed with vapors caused by the creature's digestion, and is highly flammable. Contact between a steering jet and an open flame (such as a torch) causes the jet to become a gout of flame, leaping 10' outwards from the xantravar. This jet deals 1d3 hp damage to all beings in its path, and the xantravar takes 1d2 hp damage before it involuntarily closes off the gas jet.

Above the jets, in the large head of each bulb, a xantravar has floatation chambers of gas; it expels some to sink, and takes in



more to rise. The taking in of gas is done in some mysterious manner by the glowing energy field that joins the two bulbs of an xantravar's body. The length of the field can vary, but its existence is constant. It is unaffected by *dispel magic* spells, and will disrupt beams, rays, and other fields of force that contact it; it can be destroyed only by slaying the xantravar. Spells involving heat, electrical energy, and other magical force energy discharges (such as *magic missile*) augment this field; treat damage from these as hit points gained by the xantravar. It uses such excess energy to heal itself, regaining 1 hp per round if has an excess to draw upon (doing this does not stop it from combat or normal activity). The spells that help the field do their normal damage to the bulbs of an xantravar's body. Physical attacks on this energy field do normal damage to the xantravar.

In any serious fight, a xantravar separates its body bulbs by at least 10' for self-protection. It seems to have no single, vulnerable brain, but rather a nerve-net throughout its body. A xantravar can be destroyed by any attack—such as a flaming arrow—that punctures a floatation chamber and introduces an open flame into it on the same round or the round immediately after (the leak is sealed off by the third round). A successful flaming attack into a ruptured gas-chamber causes the xantravar to expire in a violent 20' radius, 4d6-damage fireball.

Habitat/Society: Xantravars drift about preying on any living things they can reach to strike with their stings. They prefer to hunt at night or in the concealment of heavy fog, keeping to deep, flooded caverns or shallow shoreline depths by day (when they devour disabled prey). They co-exist peacefully with their own kind, but mate very seldom. Xantravars are bisexual.

Ecology: Xantravar don't interact with other creatures except to prey upon them—or be preyed upon, usually when wounded or already dead. Their formidable powers normally keep all but the largest octopi, fish, and birds of prey at bay.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family bands
ACTIVE TIME:	Any
DIET:	Ferrous metals
INTELLIGENCE:	Average to High (8-14)
TREASURE:	See below
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-4
ARMOR CLASS:	2
MOVEMENT:	9, Jp 2
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 + 1
SPECIAL ATTACKS:	Metal corrosion
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	45%
SIZE:	S to M (3' to 6' tall)
MORALE:	Elite (13-14)
XP VALUE:	650

A xaver looks exactly like a sword, with a hard, silvery body and six hard, faceted green eyes that resemble gems around the hilt of a blade. Xavers are intelligent, corrode ferrous metals by touch, and scuttle about on tiny, retractile worm-like legs.

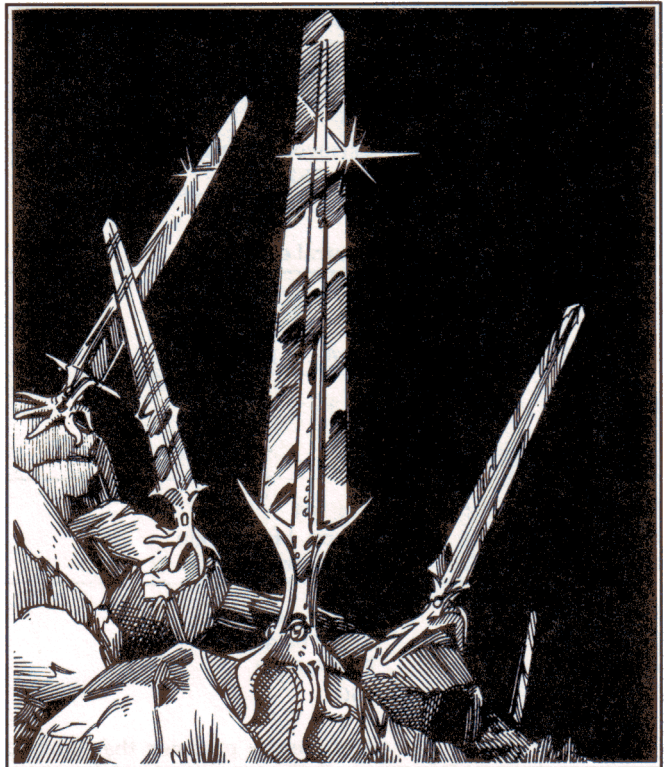
Like rust monsters, xavers eat ferrous metals (such as iron) and alloys that include them (such as steel and adamantine). Unlike rust monsters, xavers are intelligent enough not to be bought off with a few spikes or nails when they see an easily-won suit of armor or much weaponry.

The body of a xaver is smooth and metallic, with a bulbous base at one end, tapering to a point at the other. The length between has flat sides and sharp edges. An eight-inch-long, tentacle-like leg is set between each gem-like eye (the eyes ring the base of the body), but these legs are retracted at lightning speed if danger approaches. Xavers can see as humans do, and have 90' range infravision. They do not hear or smell, and give off no body heat (and so are invisible to infravision) or sound. They absorb solar heat and needed gases through their bodies, and lie motionless when creatures approach. Their bodies do not corrode until after death, and rust monsters cannot harm them.

Combat: Xavers cut opponents with the razor-sharp edges of their bladelike bodies. Usually they do a battle dance, swinging their bodies in wild circular slashes.

Metal passes harmlessly through a xaver's body as if the latter did not exist; metallic weapons used against a xaver do no damage. Heat and electrical attacks also do no damage, but the xaver's body conducts these on with full effects to all beings and items in contact with it. Poisons and venoms also have no effect on xavers, but cold-based attacks do them an extra 1 point per die of damage.

Any ferrous metal touching a xaver cracks and falls into shards 1 segment later. The xaver will then try to eat the shards. Whenever a xaver can gorge itself, it grows slightly. A meal of several suits of armor or a dozen weapons or more might make one grow an inch in length. Xavers can go for many years without eating and are known to live for centuries. They cannot turn off their corrosive powers, but they can choose not to touch metallic items, to leave bait to lure armored victims to them.



Habitat/Society: Xavers are usually solitary, but wandering young, mating pairs, and others who've lost or exhausted their metallic food supply and are forced to search for a new lair can be found in small family groups. When traveling in the open, Xavers never fight others of their own kind.

Xavers normally inhabit rocky lairs, but are sometimes found in treasure hoards in which they have concealed themselves. (Such hoards won't have any ferrous metals left in them, of course.) If a hoard is initially determined to contain armor, shield, or weapons, there is a 4% chance that a xaver has arrived and burrowed into the stored riches recently enough that it hasn't yet managed to eat all the metal.

Xavers are bisexual. After a mating, both partners go their separate ways and engage in eating sprees, building their bodies to the maximum possible size in order to provide sufficient nourishment for offspring. After 2d20 days, each parent gives birth to a single young xaver. Baby xavers have 1 + 2 HD, are about 3' long, and possess the full powers of an adult. If enough food is available, they'll grow to full size within two months.

Ecology: Xavers eat ferrous metals and rust. Other types of metal don't harm a xaver if ingested, but don't give nourishment and are ejected later. Most coins consist of a base metal—sometimes ferrous—coated with a plating, so xavers often excrete masses of pure plating.

Fire lizards, xorn, remorhaz, and harpies (who must snatch xavers aloft and drop them from a height onto rocks, to shatter their bodies) like xaver flesh, and a few other creatures will eat xavers if in need.

Alchemists and wizards use powdered xaver bodies in spell inks, unguents, and alternative spellcasting components in spells involving resistance to heat and electrical energies, the rusting of metals, and in invulnerability to metallic weapons. Sold in the right place, a reasonably intact and fresh adult xaver body can bring as much as 1,600 gold pieces.

Mythal Magic Table

The *Campaign Guide* in this set contains a chapter on “The Mythal,” which outlines many secret powers of the network of living magic that surrounds Myth Drannor.

Another secret power of the mythal may or may not function, as a DM desires; its effects are so powerful that they can damage a campaign whose power level or style of play makes it unsuited to lasting magical chaos affecting player characters.

The DM is advised to read the information on this cardsheet before using it in play, and decide whether or not to allow mythal ripple effects into his campaign. “Ripples” are so-called because they are usually visible as shimmering pulses racing through the air, outwards from their cause.

Ripple Causes

Mythal ripples may occur whenever one of the following events takes place somewhere within the mythal (on rolls of 1, 2, 11, and 12 on 1d12):

- Magic is used in a magic-strong area (see “The Mythal”)
- Magic specifically prohibited or augmented by the mythal is cast or launched
- A spellcasting being dies
- A magical item is activated (whether or not its power is twisted or negated by the mythal)

Ripple Effects

Ripples radiate outwards spherically (DMs must always remember that “up” and “down” are included) through solid matter of all sorts, until they dissipate 90’ distant from their cause.

All magical items within 90’ of the source of a ripple must make a saving throw against magical fire. Items that survive gain 1d4 charges from the ripple (or are unaffected, if they are not charged). Items that succumb lose their magic, with a 5 in 6 chance of discharging any function once (odd roll) or twice (even roll) in a random direction.

All beings within 90’ of the cause of a ripple must make a constitution check. If this fails, the being instantly loses 1d12 hit points, and is rendered instantly unconscious for 1d4 + 1 rounds, falling and dropping all held items (fragile item saving throws may apply).

If this check succeeds, the being benefits from the mythal, and must make an intelligence check. If that succeeds, the being instantly feels what’s happened (learning in detail what personal changes the mythal has wrought) and is otherwise unaffected. If it fails, the being is *confused* (as per the spell *confusion*) for 3d4 days or until magically cured.

Mythal Benefits

A being who is aided by a mythal ripple involuntarily gains one of the following benefits. The change is instant and permanent, and is not dependent

on race or class. The DM can roll 1d20 and consult the following table, or devise new results (the gaining of wings or extra limbs, for example) and use them instead.

01: being gains 1d8 hp

02: being gains 60-yard *infravision*

03: a randomly-chosen ability score is raised by one point to a maximum of 18. If an ability is already at this point, select another to be augmented.

04: being gains +1 on all saves versus disease (including mummy rot, lycanthropy, and other special conditions and afflictions).

05: being gains +1 on all saves versus magic

06: being gains the ability to *detect magic* once per day

07: being gains the ability to *detect invisibility* once per day

08: being gains the ability to *spider climb* once per day

09: being gains the ability to *feather fall* once per day

10: being gains the ability to use *water breathing* once per day (2d4 hours duration; extent not known to user until the ability ceases to function)

11: being gains the ability to use *dancing lights* once per day

12: being gains the ability to *jump* once per day

13: being gains the ability to use *wizard eye* once every 20 days

14: being gains the ability to use *wraithform* once every 20 days

15: being gains immunity to all cold-based damage (both exposure and magical forms, such as cold-based spells, *chill touch* and related undead attacks)

16: being gains the ability to use *true seeing* once every 20 days (lasts 1 turn)

17: being can by silent act of will call on a personal immunity to all normal weapons (including missiles, but not any part of a living or unliving being's body) for 1d4 + 1 rounds once per day (determine duration randomly; not known to user)

18: being gains the ability to use *heal* (on self or another touched being) once every 20 days

19: being gains the ability to *regenerate* lost limbs and body parts, regaining 2d4 + 4 hit points per night (ability is lost if being dies)

20: being gains the ability to *dimension door* once per 20 days, up to 200 yards; solid barriers to destination are "felt" when will is gathered to use ability)

Ripple Rebounds

A side effect accompanying some ripples is an outbreak of wild magic (consult the "Wild Mythical Magic Table" in the *Campaign Guide* and on the inside cover of *Myth Drannan Adventures* for what occurs). Such surges occur on a roll of 1, 2, or 12 on 1d12. (After the initial d12 roll that determined the ripple's occurrence, roll again.) This chance increases to 1, 2, 3, 4, 11, and 12 if the cause of the ripple is a magical battle (for these purposes, "magical battle" means casting at least two spells and/or using at least two magical item charges).

Ruins Rubble Table

This table can be used by the DM whenever PCs dig in the rubble of Myth Drannor, or search shattered chambers in the ruins. Roll 2d12, and consult the table that follows. From time to time the DM should alter or augment the entries here to prevent PC familiarity.

02: *Float chariot* (chariot enchanted to levitate and be pulled by horses); its magic is failing and the wood is beginning to rot.

03: A life-size elven male head, expertly sculpted from marble (broken off a statue that's elsewhere).

04: Small, scattered bones—the remains of a bird, squirrel, or other small animal, eaten fairly recently.

05: The electrum-plated hilt of a sword whose blade has rusted completely away. If grasped and commanded ("Light!" or "Now!"), it can be made to radiate a continuous *faerie fire*—until it is told to cease ("Quench!", "Darkness!", or "Now!" again).

06: A key, of *everbright* (shining, tarnish-free) silver, inset with three moonstones each worth 50 gp; in darkness, they glow faintly blue-white. The key opened a lock, now lost.

07: A discarded, rotting boot, of human size and for a left foot. It's of Dalelands style and is recent work.

08: A small, ornately-stoppered blue glass bottle, blown in the shape of an upward-curving ox horn.

09: A twelve-sided gaming die, made of gold. Worth 6 gp, it is finer work than most dice available today.

10: A belt buckle (no belt) of *everbright* silver, worked in the shape of a leaping horse. When grasped and willed to work, it can enact a *feather fall* on up to 400 lbs. to which it is connected, twice per day.

11: An earring, consisting of a pendant gem set on gold wire. The gem is an emerald, jacinth, or sapphire (values as given in the DMG), or if the DM has access to the *FORGOTTEN REALMS® Adventures* rulebook, it can be a bell-juril, king's tear, or shieldstone (amaratha).

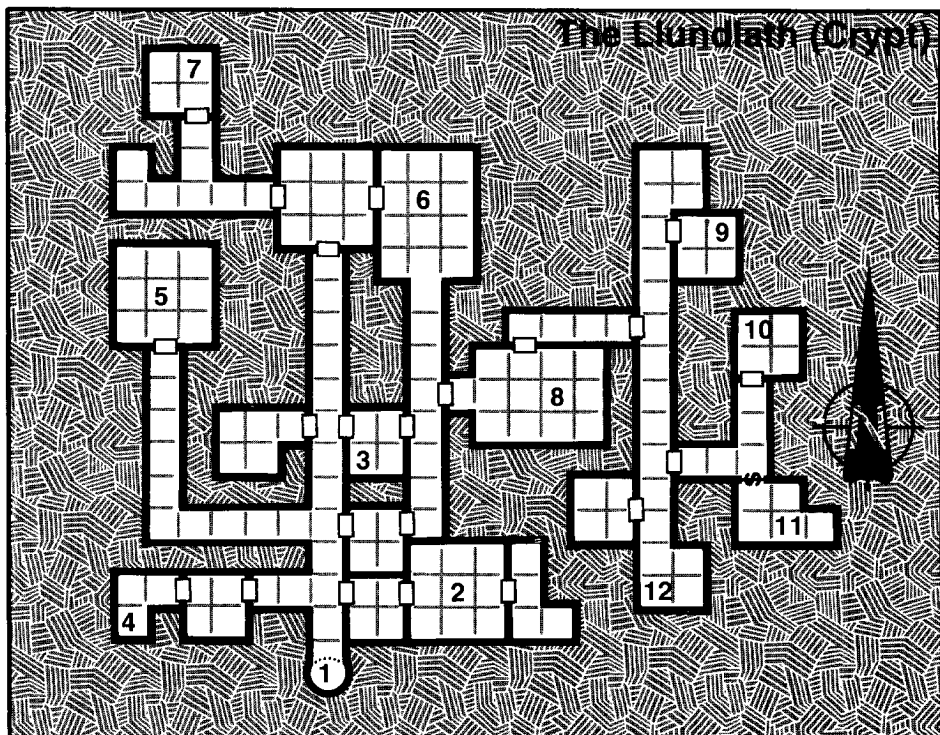
12: A mummified human hand, severed below the wrist. On one of its gnarled, blackened fingers is a plain brass ring, a magical ring whose failing enchantments have left it only two powers: the ability to rise straight up, slowly and steadily, from 1' to 70' when touched and willed to do so; and the ability to flash with a distinctive golden radiance when willed to do so by a living being within 90' who has previously touched the ring.

13: Small, scattered bones—the remains of a bird, squirrel, or other small animal, eaten fairly recently.

14: A black, hairy spider as large as a man's fist scuttles hurriedly away. It turns and bites if attacked.

Spider: AC 8; MV 14, Wb 9; HD 1-1; hp 6; THAC0 20; #AT 1; Dmg 1 (bite); SA poison (save at -2 or take 1-point penalties to attack rolls and AC plus a 3-point dexterity check penalty, starting 1 round after the bite, lasting 1d4 + 1 rounds); AL N; SZ T (6" or less diameter); XP 65; FOR2.

- 15:** A discarded black eyepatch. In good condition, with a single platinum piece web-sewn onto the inside of the patch.
- 16:** The rotting, crumbling remnant of a wooden strut or piece of post, too far gone to tell what type of wood it is, or what it was used for.
- 17:** Something slimy and rotting that was once a plant or piece of fruit, but was smashed or partially eaten, and has since collapsed into reeking ruin.
- 18:** A cracked clay jug, its contents long ago dried up. Still usable for scooping or drinking but not for carrying anything. Its green, once-fine glazing bears a skillfully-painted elven maiden in a flowing gown, raising a sparkling glass into the air in a toast.
- 19:** A black hook. This is a heavy metal grappling hook, wisps of dried fiber remaining where the rope was once tied to the eye at the hind end. It has been smeared with tar to inhibit rust (and this coating has worked well). It will still bear up to 500 lbs, and can be wielded one-handed as a weapon dealing $1d4 + 1$ points of damage to S- or M-sized foes, and $1d3$ points of damage to L-sized or larger creatures.
- 20:** Three black, hairy spiders as large as a man's fist scuttle hurriedly away. They turn and bite if attacked.
- Spiders (3): AC 8; MV 14, Wb 9; HD 1-1; hp 6; THACO 20; #AT 1; Dmg 1 (bite); SA poison (save at -2 or take 1-point penalties to attack rolls and AC plus a 3-point dexterity check penalty, starting 1 round after the bite, lasting $1d4 + 1$ rounds); AL N; SZ T (6" or less diameter); XP 65; FOR2. When more than one spider bites the same victim, they swarm onto the victim's body, biting in subsequent rounds at +5 to hit.
- 21:** A rotting, disintegrating belt pouch of Myth Drannan styling (fluted, shaped leather, slim and deep). For contents, roll $1d4$: 1) six black glass marbles; 2) $1d8$ sp, $1d6$ ep, and $1d12$ gp; 3) $2d4$ rusting iron nails and a rotten ball of string, useless except as tinder; 4) roll again, even = a horn spoon (a *Murlynd's spoon*, detailed in the DMG, and odd = $1d8 + 1$ gems, DM's choice of size, types, and condition).
- 22:** A battered metal box (wooden, covered with beaten steel) containing a book. At the DM's option, it can be either a ledger or family history so eaten by damp as to be illegible, or a wizard's spellbook containing $4d6$ spells, or a *manual of golems* (detailed in the DMG).
- 23:** A broken piece of polished shell that was once part of the handle of a comb, mirror, small belt knife, or hand-lyre.
- 24:** A blackened, chipped ivory coffer, which contains four dust-covered glass vials (all are stoppered and sealed *potions of healing*; each restores $2d4 + 2$ hit points of damage if imbibed in a single round).



The Llundlath

The Llundlath is the resting place of the half-elven Llundlar clan, and is typical of many crypts that lie dark and forgotten beneath Myth Drannor—the final resting places of moderately wealthy Myth Drannan families, their descendants scattered (or their lines exterminated) in the fall of Myth Drannor. These places generally lie far beneath the proud houses of the families to which they belonged, carved by magic from solid rock. They abound with strange, now-failing magics, which have kept safe some surprising finds (such as wine and cheese still drinkable after a thousand years). Every Myth Drannan family of this much wealth had or could hire wizards whose power would command great respect today; the Llundlars were not particularly important (more influential families usually had magically hidden or guarded entrances to their crypts, and far more magical guardians).

The Llundlar family arms was two intertwined “dove-vern” (doves with long, thin, wyvern-like snaky tails), their tails linked in a helix before separating again to frame an empty circle within which various things were inscribed, such as names of deceased family members, when the device was used on tombs. Above their linked tails, the two dove-vern are flying upward, one headed to the dexter, the other to the sinister. The family arms appears as a bas-relief carving on the stone walls of every room in the crypt.

Many rooms have been left empty in this and the other crypts, to leave room for DM additions and to simulate the effects of earlier plunderers and the desperate carrying away of family treasures that went on in the last days of Myth Drannor’s existence. In every room the family arms is carved somewhere, and the Myth Drannans were also fond of hiding-places concealed inside hollow stone pillars; behind sliding stone blocks and pieces of carvings; and beneath floors or the wall-blocks at the corners of rooms. In any empty chamber these might be found—probably empty (ready for PC use), but sometimes holding spell scrolls and/or magical potions that PCs desperately need to survive.

Key

- 1. Entry shaft:** 200’ descent from lower cellars of ruined house. Equipped with grabirons of magically shaped stone, crumbling 60’ from the bottom but nowhere else. Scattered bones (orc and human) lie at the bottom.
- 2. Vault:** Massive stone door, magically sealed (must be forced). Inside, a stone plinth topped by an ornate, spired coffer of ivory with a translucent lid formed of thin slabs of polished quartz crystal.

Intact, worth perhaps 90 gp (if sold in Sembia or Waterdeep). Contents (all visible): a circlet worked into many spires, but without gems (could be hidden under a tall hat or a hood—magical, equal to *bracers of defense*, AC2) and a pair of gauntlets (equal to a *ring of the ram*). Both must be worn by the same being for the magic to function. The gauntlets are unchargeable, and crumble after 26 charges are used. Consult the DMG for details.

The coffer is guarded by a stone golem and by a spell. The golem (MC1, "Golem") has the usual 60 hp and powers; it stands just inside the door to the room. It tries to block anyone leaving the room with the coffer or any of its contents.

The spell is *Evard's black tentacles*, triggered to lash out from the coffer whenever it is disturbed in any way (unless a now-forgotten code word is spoken, to hold the *spell trigger* in abeyance). Detailed in the PHB, it lasts 14 hours, has 16 tentacles, and covers the entire room. The tentacles will not grasp, hinder, or harm the golem.

3. Guardroom: Another stone golem stands in this room. It attacks and pursues anyone who opens a door into the room or enters, unless a now-forgotten code word is uttered. See MC1.

4. Wine Cellar: This room is filled with rotten lumps of crumbling fiber, cloaked in foul-smelling but harmless mold growths: former wine casks. If PCs paw and wade through all of this stuff to the back corner of the chamber, they discover something solid under the mush: an iron strongbox that is just beginning to rust. Once hidden in a false (dry) wine cask, whose lighter-hued fibers still enshroud it, it held the Llundlar daily money supply: 86 gp, 34 sp, and 22 cp.

5. Wine Cellar: This room is lined with sloping wooden shelves, where precious bottles of the finest wines the Llundlars could afford rested. Unfortunately, raiding orcs reached this room at some point. One of them, a blackened, contorted corpse, lies on the floor, a bottle in one hand. The snake that laired within it—and lunged forth to sink its fangs into his throat, killing him—is still stretched out of the bottle, transfixed on the dagger clutched in one of the orc's bony hands.

The orc's fellows drank or smashed everything in the room; the only thing of value is hidden in the hollow heel of the dead orc's right boot (a ruby worth 6,000 gp).

6. Funeral Chamber: Here, on a now-empty central stone block decorated with the family arms, dead Llundlars lay in state while the Rituals of Passing were performed. The room is lit by softly-flickering, continual *faerie fire* magics, cast on the empty torch-brackets that line the walls.

7. Children's Crypt: The room is full of the tiny coffins of Llundlar children.

8. Llundlar Crypt: This room is crammed with coffins. Although each family member was buried with a favorite item, none of these pipes, paintings, or other bric-a-brac qualifies as treasure.

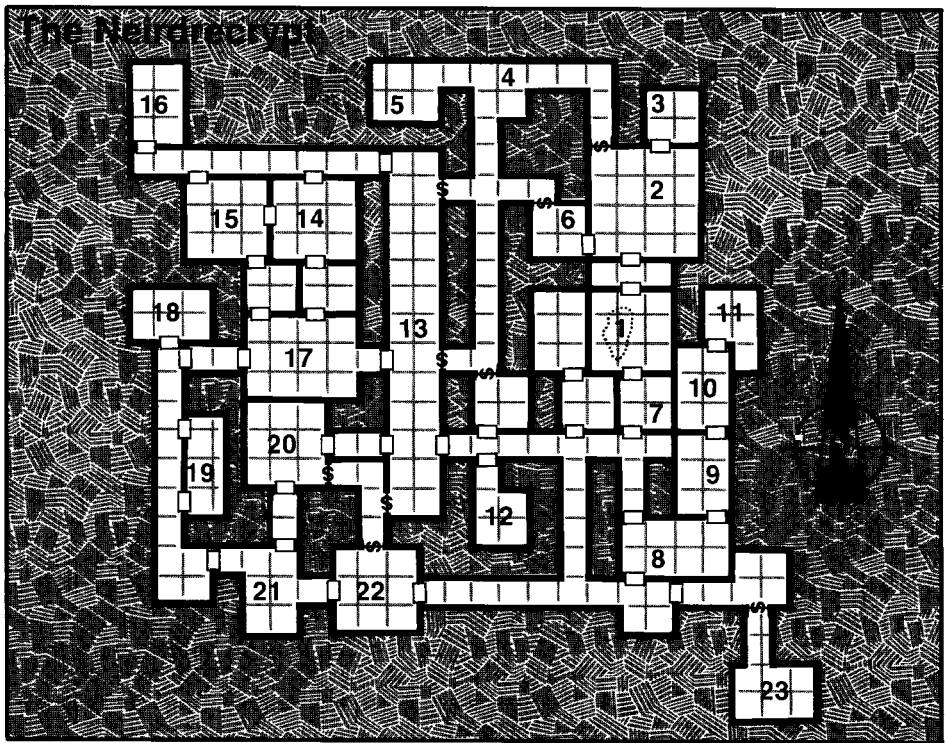
9. Wards' Crypt: Here family members well versed in the magical arts were laid to rest. If anything of value was with them, it's gone now—but the spells that preserve them and light the chamber with eerie, faint green *dancing lights* also make their coffins float in the air, drifting slowly around the room in an endless dance.

10. Founder's Crypt: The walls of this room are carved with ornate, curlicued scenes of a handsome man greeting elves, leading a hunt of elves in a forest, battling a dragon, and holding a crown high in triumph. Here sleeps Arlagust Llundlar, who established the family, in a huge, canopied stone coffin surrounded by those of his three elven wives. There is nothing of value here; no treasure is left, and the first time any coffin is touched, a faint, ghostly, and sad human voice will be heard, saying: "Go. Leave us in peace."

11. Treasure Chamber: This room contains seven 5'-tall, cylindrical earthen jars, each holding 1,000 gp. Resting atop them is a cane. Its handle unscrews, revealing the shaft to be a brass tube lined with rotting velvet, holding 49 clear, pale, aqua cabochon zircons. These gemstones are of a matched size; sold together, they command 85 gp each, but otherwise are worth 55 gp each.

12. Floating Head: A larger-than-life, disembodied human head floats 6' off the ground here, facing down the corridor. It remains motionless until attacked or spoken to, whereupon it says, "Come ye again to disturb my sleep? Ask them, questions three—and then no more trouble me!"

The head answers three PC questions on the spot, and fades away with a mocking laugh upon answering the third. (If PCs don't use up all three queries, the head remains.) It is impervious to spells or physical attacks, can be passed through as if not present, and does not respond to questions about who it is or was (such questions do not count against the limit of three). The DM should use its deep, ringing voice to answer PC queries as fully as possible. The head can *identify* magical items unerringly.



The Neirdre Crypt

Only a shell remains of the once-proud seat of the half-elven family of Neirdre, known for its warriors and explorers. A hole in the floor of the high-ceilinged central hall of riven House Neirdre is the only way down into the crypt. The hall is the lair of many gargoyles, choked with the rubble of fallen galleries and rooms above. The circular stair that led down into the crypt has collapsed, taking the floor around with it, leaving a large, irregular hole in one corner of the hall. The dotted lines in Area #1 mark the edges of this hole (the PCs' entry into the crypt).

Key

1. Entry Chamber: Fifty feet below the rift in the ceiling, on the floor of this chamber, lies the rubble of the collapsed circular stone stair, decorated with the bones of creatures torn apart by the gargoyles for sport. One of them was a human adventurer, whose *ring of the ram* (see DMG) didn't save him. Appearing as a plain brass ring, it still adorns one skeletal finger of his hand—which has become a 4-hp crawling claw (detailed in MC3) still able to use the ring's powers. (DMs lacking this source material can make up their own variant “animated skeletal hand” monster.)

2. Webs: This room is filled with a thick network of spiderwebs, crisscrossing the room in a maze of strands that hang heavy and gray with dust. Whatever spider spun them is long gone, but in the webs hang cocoons holding the dessicated husks of blood-drained victims, or the skulls and bony arms frozen in the act of futile battle. Shattered bones litter the floor, and among them lie nine daggers, a mace, a hand axe, and four darts. Still caught in the webs, clutched in a skeletal hand, is a *staff of striking* (see DMG), and in a cocoon is the husk of a wizard whose backpack still holds a spellbook (spells of the DM's choice).

3. Guardian: In this room stands a guardian that looks like a giant crab with a human torso rising from it. Despite its appearance, this thing is identical to an iron golem (see MC1, “Golem”) in powers and statistics (including its 80 hp). Activated by the opening of the door, it lumbers out, pursuing all living beings in the crypt, fighting until it or they are destroyed.

4. Poker, Anyone?: A *driftglobe* (a glowing ball of light that floats at the shoulder of the last being to touch it) hangs above a table here. On the table are scattered the round playing cards favored in Myth Drannor, as well as stacks of coins and handfuls of gems used in wagering (DM's choice of amount and type of wealth). Four chairs are drawn up around the table, and small, untidy heaps of collapsed bone on each seat mark where the card-players met their deaths.

- 5. Armory:** Collapsed wooden racks here once held many weapons. Rust and wood-borers have done their work, but seven spears, two battle-axes, nine short swords, eleven broad swords, and four long swords can be salvaged in usable condition from the wreckage.
- 6. Guardian:** In this room stands a guardian that looks like a giant crab with a human torso rising from it. Despite its appearance, this thing is identical to an iron golem (see MC1, "Golem") in powers and statistics (including its 80 hp). Activated by the opening of the door, it lumbers out, pursuing all living beings in the crypt, fighting until it or they are destroyed.
- 7. Corpse:** The sprawled body of an adventurer lies face-down in this room, atop the gargoyle she shattered with blows of the *mace* +2 that is still clutched in her skeletal hand (at the DM's option, she may have other salvageable treasure).
- 8. Mausoleum:** This room contains the tumbled, shattered remains of several stone caskets that were under construction atop several stout trestle tables when Myth Drannor fell—until time ate away the strength of the wooden cribs and boards beneath them, and everything slipped to the floor. Several stone-carving tools here can be salvaged, and the broken stone lids of the coffins can be readily broken up for use as missiles. The coffins themselves survived the fall, and can be used as very heavy storage troughs.
- 9. Quarry:** This room holds stone blocks of various sizes for use in the making of stone coffins and the repair of stonework throughout House Neirdre.
- 10. Transport:** This room contains a levitating platform glowing with yellow *faerie fire*, a thing akin to a sideless, heavy-duty *float chariot*, used to carry stone blocks around during construction work. For adventurers, this translates to up to one ton of treasure and other "found objects." It is of electrum-clad wood, six inches thick, four feet across, and eight feet long; its failing enchantments can raise or lower it 10 feet per round (up to 14' if empty).
- 11. Refuge:** This room is lit and warmed magically; furnished with a floating bed and a *decanter of endless water*; it was set up as a refuge or hideaway deep under House Neirdre—and can still so serve admirably, despite passing ages.
- 12. Spoils:** In this room lie the shattered remains of an iron "crab-golem" (see areas 3 and 6), tangled up with the bones of an owlbear, a giant of some sort whose skull sports horns, and several hobgoblins—all or whom the guardian undoubtedly slew before being destroyed.
- 13. The Hall of the Fallen:** This long hall is lit by a warm orange *continual faerie fire*, which illuminates the carved busts of family members that sit on ledges at head-level down both walls. Below each head is an identifying stone (with name, birth and death dates) and sometimes an inscription such as:

*Fairest of men
Yet torn of heart
Warrior mighty
A breed apart*

*He crafted such music
that it sings still, not
forgotten by those too young
to ever know his sweet,
sweet harping*

The remains of the Neirdre family members are buried upright, under simple stones marked with a circlet set with three stars (the family rune), under each bust. Nothing occurs here if PCs don't disturb the remains, but if they dig up any corpses searching for treasure, all prove to be undead, in the following rotation: zombie; a wight armed with a glowing *mace* +3; wraith; zombie; skeleton; wight; repeat cycle, until PCs cease to disturb the remains or all 24 family members have been dug up. All monsters are detailed in MC1, and the magical *mace* should be replaced with other items (not all magical) as the rotation continues.

14. Crypt: The remains of Neirdre family wizards lie in large stone coffins here, around the walls of the room. A foot-long, tapering stick of wood floats in a shaft of radiance at the center of this room. It is a wand that had lost all of its own magic—and if it is touched (or any of the coffins are opened), a wizshade (as detailed in MC7) appears. (DMs lacking this reference should replace it with an apparition of a wizard that saves versus spell—as a 9th-level wizard—each round to avoid vanishing. Each round it remains, it casts a random spell at the PCs; roll 1d8 for level, roll 1d20 for spell.)

15. Junk: This room is full of the useless wreckage of furniture that was old and discarded when Myth Drannor was bustling and proud. The massive canopied couches and lounges here crumble into dust with little sighing sounds if they are touched.

16. More furniture wreckage (see area 15). A trunk in this room contains two full suits of magically preserved, magnificent fluted and chased full plate armor (worth 15,000 gp each, even if not sold as Myth Drannor; add 10,000 gp to price if sold to collector interested in the city).

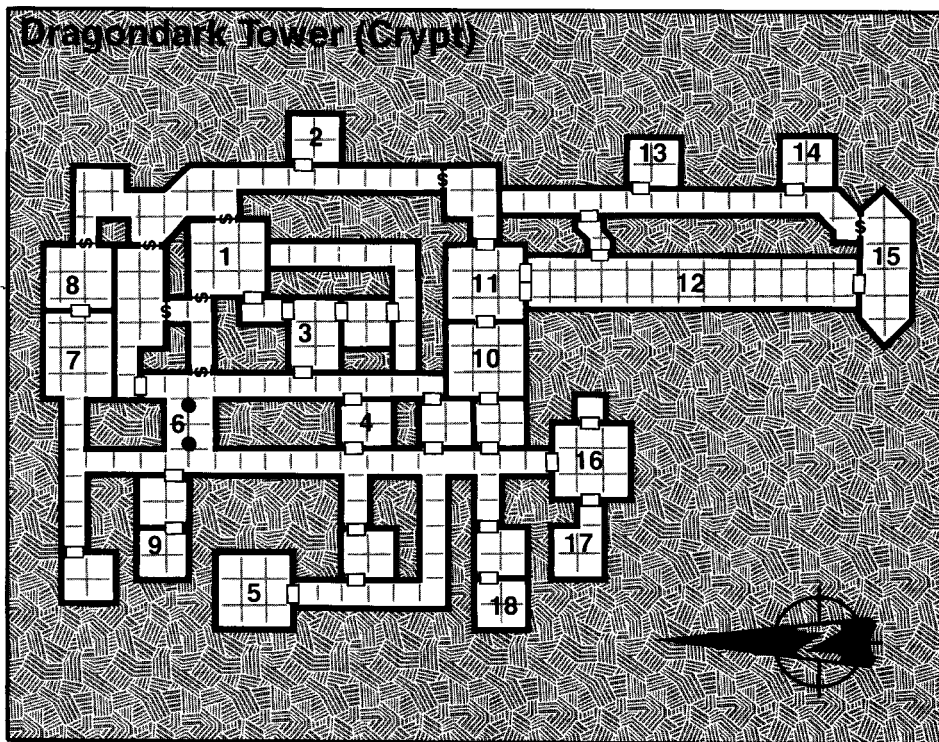
17. Still more furniture wreckage (see area 15).

18. Yet more furniture wreckage (see area 15).

19. Closet: A wardrobe full of rotting and mold-encrusted, once-fine gowns and robes. A half-dozen or more bear preservative spells, and are in good enough condition to sell to collectors or shopkeepers who don't intend to wear them, at pieces of 100 gp plus (1d12 × 10) gp. Hidden among them is a *cloak of the manta ray* (see DMG).

20-22. Even more furniture wreckage (see Area 15). In Room 22, one piece is really a 10-HD killer mimic (see MC2).

23. This room contains a chair, a table (sporting an empty wine bottle), and wardrobe (inside is a coffer containing 12 stoppered vials; all are *potions of extra-healing*; see DMG).



Dragondark Tower

A few burnt-out walls are all that remain of this school of wizardry above ground, PCs exploring this will find a stone door that opens onto a circular stone stair that leads down—and then ends, broken off, above darkness (60' above the floor of Area #1).

Key:

1. Entry Hall: This room is empty except for a statuette (about 1' high, of some dark, smooth stone) that lies on the floor. It bears a minor enchantment that makes it stay with, or return to, any being that touches it. (For example, a PC examines it but leaves it behind; it is waiting for her several rooms later. If ignored again, the process is repeated, including the statuette turning up underfoot during a monster encounter, where PCs can slip on it.) This following link is broken by the death of the PC.

The statuette absorbs all spells cast on it to power itself, but is harmless and has no hidden powers or uses—unless the DM wants to reveal one later. Perhaps it really is an imprisoned, *polymorphed*, evil and aggressive archmage, a kirin, a tana'ri, or a powerful magical item.

2. Study: The walls of this room are lined with the sagging remnants of bookshelves, on which lie crumbling, illegible heaps of whitish paste and powder that were once piles of parchment sheets containing school records, agreements, and ledgers. Among them is a small, dark box containing a *deck of illusions* (see DMG).

3. This room contains a horned, toadlike slimy thing squatting atop a large chest. This hissing monster attacks all intruders; it is a 33-hp least guardian daemon (see MC2), and the chest contains the bones of the adventurers it has slain, along with their gear: two salvageable suits of chainmail, a small shield, six long swords, fourteen daggers, a mace, a morning star, and a footman's pick.

4. Stirge Sphere: This room contains a floating, flowing magical ball of translucent light, with something darker within it. If touched by any spell or physical object, this *stasis globe* melts away, freeing four hungry stirges (see MC1).

5. Floating Corpse: The shrouded, skeletal body of a great mage floats here, horizontally, above the stone bier prepared for him. He is *not* undead, and there is no treasure here. If disturbed and then released, the body drifts back to its position above the bier.

6. Failed Gate: Two slim pillars stand in this room, and between them flickers a bright wall of light. A

booted, skeletal foot and a skeletal hand project from one side of the shimmering pane of light. This is a *gate* that has gone wrong. If the hand and foot are pulled on, they fall out of the pane, sheared away by the magical fields of the *gate*. Any PC trying to use the *gate* takes 4d4 blast damage, and is hurled back into the room—along with an unturnable wraith (see MC1), a transformed *gate*-user, who attacks. This *gate* cannot be made to operate reliably. It drains any magical item(s) touching it.

7. Floating Corpse: The shrouded, skeletal body of a great mage floats horizontally above the stone bier prepared for her. She is not undead, and if disturbed and then released, the body drifts back to its position above the bier. Above her floats a staff, which PCs can freely take—but it has only one power left. It allows a single being grasping it to *jump* twice per day, free from mythal distortions.

8. Rusty Swords: This room contains a rusting pile of discarded weapons (origin unknown . . . trophies, perhaps?), mainly scimitars. Most crumble into scale when touched, but three scimitars are intact enough to use. (Each strike made forces an item saving throw on one of these weapons; if failed, the blade snaps.)

9. Floating Corpse: The shrouded, skeletal body of a great mage floats here, horizontally, above the stone bier prepared for him. He is not undead, and there is no treasure here. If disturbed and then released, the body drifts back to its position above the bier. If anyone enters the room, the image of a robed, bearded man suddenly appears, and wags, “Here lies Halagust the Flame Artificer, mighty archmage. Few will match his achievements; few will master Art as he has. Look upon him, but disturb him not, or his last and greatest spells will be unleashed—and ye will surely join him, in dust.” The image doesn’t react to PCs, can be freely passed through, and reflects all magic used on it, 100% upon the source.

10. This room contains a dropped, unlit torch.

11. Ioun Stones: A radiant sphere of pulsing light floats in this room, seven gemstones orbiting it (*ioun stones* of types chosen by the DM; see DMG). Whenever a stone is taken, a cold male voice says: “Challenge!” The being who took the stone instantly glows with a vivid blue *faerie fire*-like aura; 1d12 rounds later it flares into vivid brightness and then vanishes in a wild mythal magic effect (see the table on Cardsheet Three) befalls the being. (If *dispel magic* is used on the aura, it causes the effect to occur immediately.)

12. Wizard Gauntlet: This long hall is lined with twelve stone statues of wizards down one side, and sorceresses down the other, their arms raised as if casting spells. They face inward, 10’ apart (one is placed at every gridline intersection in the room, as delineated on the map). Counting from the door, every fourth statue casts *magic missiles* if activated; every fifth statue casts a random wizard spell or speaks cryptically (DM must supply dialogue); and the twelfth statue on either side casts *heal*. (All spells are cast at the activating being.)

The statues can only be activated by a spellcasting being who utters any of 12 words in this room, one activation per word spoken within 60’: Art, danger, guard, look, mage, magic, monster, Mystra, spell, sword, watch, wizard. PCs who learn how to trigger these statues can make repeated use of their spells.

If any statue is struck or a spell is cast at it, it explodes; all beings within 30’ take 3d4 points of blast damage and must save vs. spell or be *febleminded* (beings 31’ to 40’ away must make a dexterity check or suffer 1d4 points of damage). Roll 1d20 for all statues within 30’; any roll of 13 or less means that statue explodes also (same effects, plus save for all statues within its range; a chain reaction can easily occur).

13. This room contains a partially-completed clay golem (DM determines level of completion).

14. Pickling Room: If the door to this room is touched, a bearded *magic mouth* appears on it and says “Pass not! Danger awaits!”

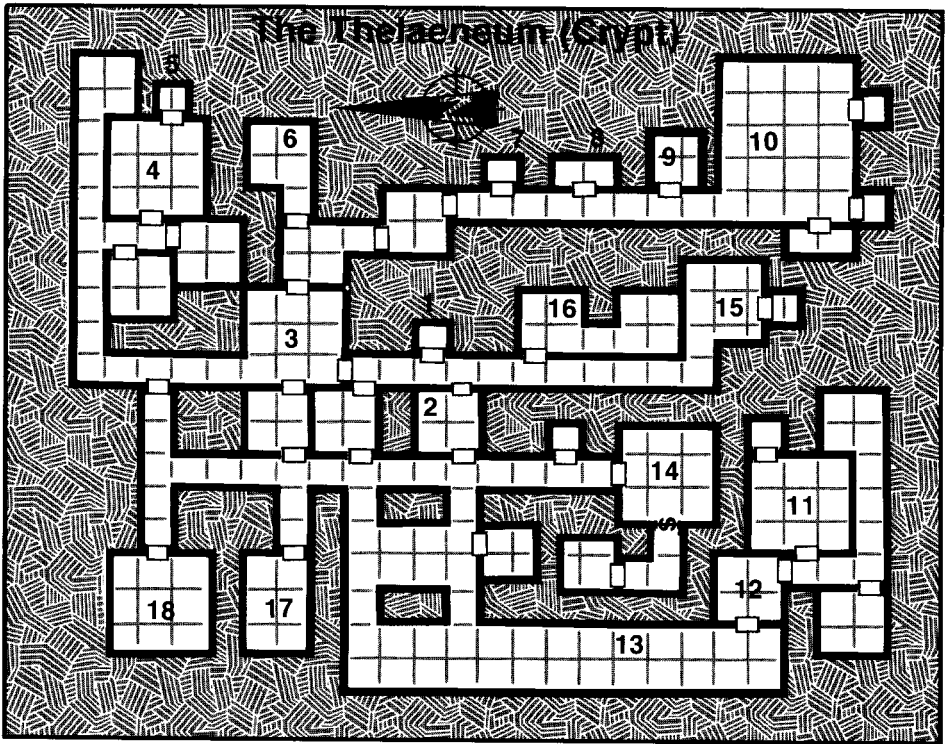
The room within contains a beholder, floating with its large central eye only inches inside the door, staring out through a fringe of eyestalks. The room is filled with preservative fluid, held in by a magical field that contains the liquid but allows beings to pass; the beholder is dead, pickled, and harmless. The fluid, however, does 1d12 points of acid damage per round to any being in contact with it, and drowns anyone in it for too long, just as water does.

15. Temple to Mystra: A *permanent illusion* of a blue-white star floats amid a slowly circling ring of nine stars above an altar shaped like a rising silver flame. As it is entered, a soft voice speaks from the empty air: “This place is sacred to Mystra, Mistress of Magic. Speak and she will hear you.” There is nothing else in the room except dark tapestries along the back wall. The DM must decide if Midnight or Azuth will hear or answer prayers made here; manifestations should be common.

16. Whatsits: This room contains a strange, massive machine of metal and magic. It hums, buzzes, and has arms, wheels, and levers that move slowly and continually. A bloody scrap of tunic and bloodstains on the floor warn of what can happen to those who get too close to it. This is an unfinished experiment, and does nothing—except emit a monster from time to time, *gated* from somewhere else. If the machine is attacked, the effects are identical to what occurs with the statues in area 12, but only a small part of the machine explodes each time.

17. Privy: a seat above a cesspit. A moldering pair of long-forgotten slippers lies here.

18. This room contains a tall, pointed hat, a pair of gloves, and a *wand of knock* (emits *knock* spells or the reverse; only have 16 charges left, loses one spell per charge).



The Thelaeneum

This crypt is all that remains of the Thelaene Order, an order of mage-philosophers. It's not found on Map 3, because . . . one today remembers (or will admit to remembering) just where the Thelaeneum stood. This leaves the DM free to locate it anywhere in the path of exploring PCs.

Elminster says it is entered via a ladder-shaft that plunges down several hundred feet into a closet, but has a *feather fall* enchantment to protect falling beings from damage (area #1 on the map).

Key

- 1. Entry closet:** Whenever a living being reaches the bottom of the shaft, a *magic mouth* appears on the door, says "Eating prolongs life. Feed me," and remains open. It repeats its message whenever any being arrives at the bottom of the shaft. If anything is touched to the open lips of the mouth, the door swings open. If someone ignores the *mouth* and opens the door by the handle, tiny bolts of lightning arc from the door to strike him for $1d4 + 3$ points of damage.
- 2. Guardian:** A stone golem stands here. It attacks and pursues anyone who enters this room, unless a now-forgotten code word is uttered. See MC1, "Golem," for its abilities: it has the usual 60hp.
- 3. Guardian:** Another 60-hp stone golem stands here. It attacks and pursues anyone who enters this room, unless a now-forgotten code word is uttered. See MC1, "Golem," for its abilities.
- 4. Tapestry:** The north wall of this room is covered by a large, bright tapestry. It shows a life-sized sorceress facing a glowing archway, with an old, thick forest in the background (looking much like the Elven Court encircling Myth Drannor). The colors of the tapestry are so bright that magic must be involved, and anyone approaching it feels a warm, tingling sensation. If the tapestry is touched by a living being, or by an item held by a living being, one of the following things occurs:

If any part of the wooded background is touched, the PC is gated to the real woods outside the ruined city, to a certain dell where a spring of safe drinking water rises and beasts sometimes come to drink.

*If the glowing archway is touched, the PC is plane shifted to another plane (determined randomly, or DM's choice). If the DM lacks the *Manual of the Planes* or doesn't want play to move to another plane, the archway could take the PC to the demiplane of Ravenloft, the world of Oerth, of another fantasy setting—probably without any immediately visible means of return.*

If the sorceress is touched, a wizshade or insane sorceress (DM's choice) is freed, stepping out of the tapestry to attack all beings present with killing spells. The sorceress has mastery enough over the mythal to suspend its prohibitions and wild magic in her locale, and can use any weird, wild, overpowerful spells the DM wants to try out.

Wizshades are detailed in MC7. DMs lacking this reference should replace it with an apparition of a wizard that saves vs spells (as a 9th-level wizard) each round to avoid vanishing. Each round it remains it casts a random spell at the PCs:

roll 1d8 for level, 1d20 for spell.

5. Surprise: In this chamber stands a bench under a row of pegs on the wall, a pair of thigh-high leather boots tossed under the bench, and the severed head of a mind flayer, sitting on the bench looking up at the PCs, its mouth-tentacles curling to and fro. (The preserved head was animated by enchantments, as a mastery of Art task and joke long ago, and no longer has any powers; its eyes and tentacles move as if it's alive, but that's all it does.) The boots alter in size to fit anyone who tries them on, and are the equivalent of *bracers of defense AC 2*.

6. Ex-Guardian: A stone golem stood guard here, but someone recently smashed it into fragments, destroying its enchantments.

7. Potions Closet: Someone else got here first, largely emptying the shelves, but at the DM's option there may still be a few potions here.

8. Maps Room: Damp has ruined all the maps stored in pigeonholes here, but the marble topped map table has an old, failing enchantment on it that causes maps to momentarily appear on its surface, more or less in response to whatever areas a being concentrates on (DM should allow players glimpses of any Faerunian locale overlaid or street maps they request, but not dungeon or floorplan maps; such peeks should last 12 seconds at the most).

9. Well Chamber: A deep well brings cold, clear water up here (and may, if the DM desires, connect with the Underdark). The shaft has a guardian intended to discourage passage up or down (except for buckets of water): a 36-hp gargoyle (see MC2). It soars up from the well to the attack if PCs drop anything except a rope or bucket down the well, or reach or climb in.

10. Treasure Chamber: A glowing, circular stone table in the center of the room holds a crown, a scepter, a long sword, a jeweled belt, a helm, and a battle axe. Around the treasure is inscribed a circular inscription: "Here lie the treasures of the Order. Only Champions of the Order may take them up without peril."

If anything on the table is touched, the flagstones of the floor erupt all over the room, propelled from beneath by human skeletons. These are some former champions of the Order, and they wear rotting tabards with the arms of the Order on the breasts: an open mouth, spewing out four blue-white stars.

The skeletons retain the abilities they had in life, and are THAC0 9, F12s with 92 hp each. Their frequency of attack is $\frac{3}{2}$, doing 1d6 points of damage barehanded, and cannot be turned. (They have the same properties and immunities as normal undead skeletons, as given in MC1.) They snatch items not yet taken from the table to fight with, and hurl flagstones (40' range, 1d6 points of damage) seeking to slay all intruders, and pursuing anyone trying to leave with any of the items from the table. They retain the intelligence they had in life, but can't speak.

The treasures on the table are a crown-shaped *helm of comprehending languages and reading magic*; a scepter-form *rod of smiting*; a *long sword +2*; a belt inset with a *gem of insight* and some worthless cut glass ornamental stones; a *helm +2* (functions as a *shield +2* and allows *water breathing* automatically, twice/day, for 1 hour at a time; and a *battle axe +3*. If PCs gain most of them, tanar'ri from the city may come looking for them a month or more after the PCs leave the ruined city.

11. Crypt: The shrouded, skeletal bodies of four female mages float horizontally here, above their stone biers, long hair trailing down from their skulls. They are not undead, and there is no treasure here. If disturbed and then released, a body will drift back to its position above the bier.

12. Guardian: A 29-hp gargoyle (see MC2) stands guard here. It attacks all intruders.

13. Animate Statues: This hall is lined with smoothly animated, lifelike stone statues of wizards and sorceresses. They look from side to side, raise their hands as if casting spells, greeting new arrivals, or engaging in oratory, but in reality work no magic. If a statue is lifted off its pedestal, its magic is broken.

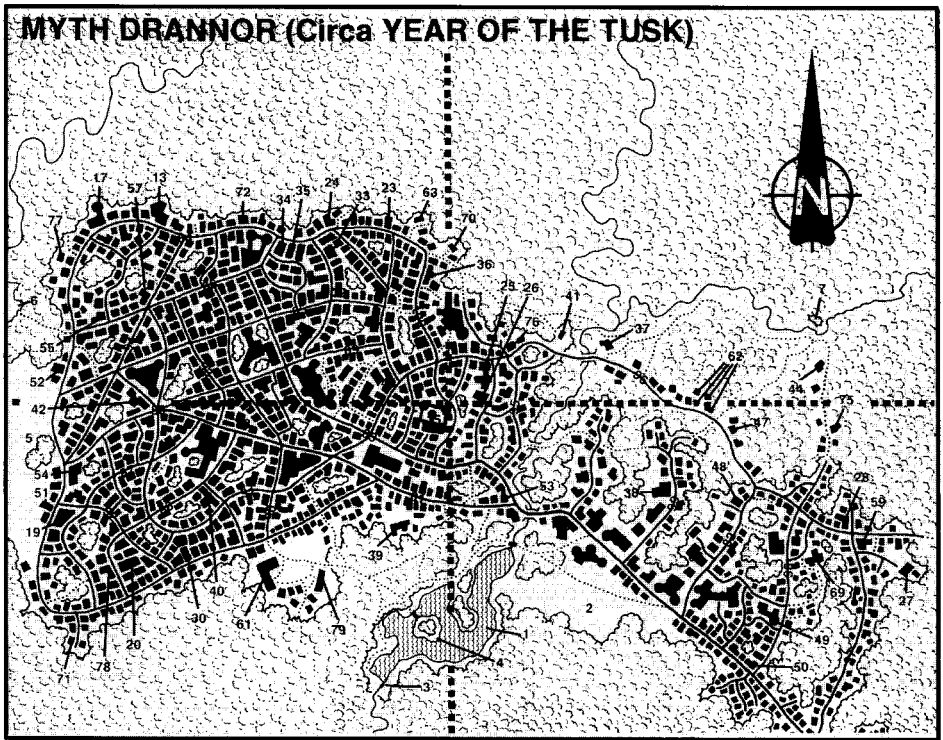
14. Library: Someone got here before the PCs and cleaned it out. A 76-hp lurker above attacks anyone entering the room—and the moment it is dead, the secret door in the west wall bursts open under the onslaught of the greedy strands of the 68-hp roper (10 HD) standing in the corridor beyond. Both monsters are detailed in MC2.

15. Battle Scene: In this area lie the bodies of two recently-slain ettins, their huge clubs still in their hands. Whatever slew them bored through their faces and emptied out their heads. (The killers were either alhoon or normal illithids, now gone.)

16. Office: This room was once equipped with a very nice wooden desk, three large, comfortable chairs, and nothing else; someone has ransacked it, tearing open drawers and taking every scrap of paper in the place. PCs won't find anything unless they shift the desk aside and examine the floor beneath it, where a loose flagstone can be lifted to reveal a coffer containing a dozen spell scrolls (DM's choice of spells, one per scroll).

17. Lair: This room has a ceiling only 3' above its floor, and is lit only by a glowing heap of gems (all 50-gp value orange carnelians; there are 612 of them), in turn lit by the glowing sword in their midst. Any PC who crawls into the tunnel and touches the sword suddenly discovers it is a xaver (monster detailed in this set), that animates and attacks. Its first attack hits automatically, and thereafter, darting about in its lair where PCs are confined, it is $+3$ to hit on all attacks (M-sized or larger foes are at -2 to hit it). The radiance comes from the xaver, but is the result of a *continual faerie fire* cast by an earlier adventurer, to mark a known menace.

18. Shrine to Oghma: Two chairs and a kneeling pad flank a huge stone statue of a partially unrolled scroll. From time to time, two eyes appear for a moment on the scroll, look around the room (and at anyone in it), and then wink out again. There is no treasure here, but a true worshipper of Oghma can ask a single question and receive a clear, detailed answer via a voice heard in the querent's mind.



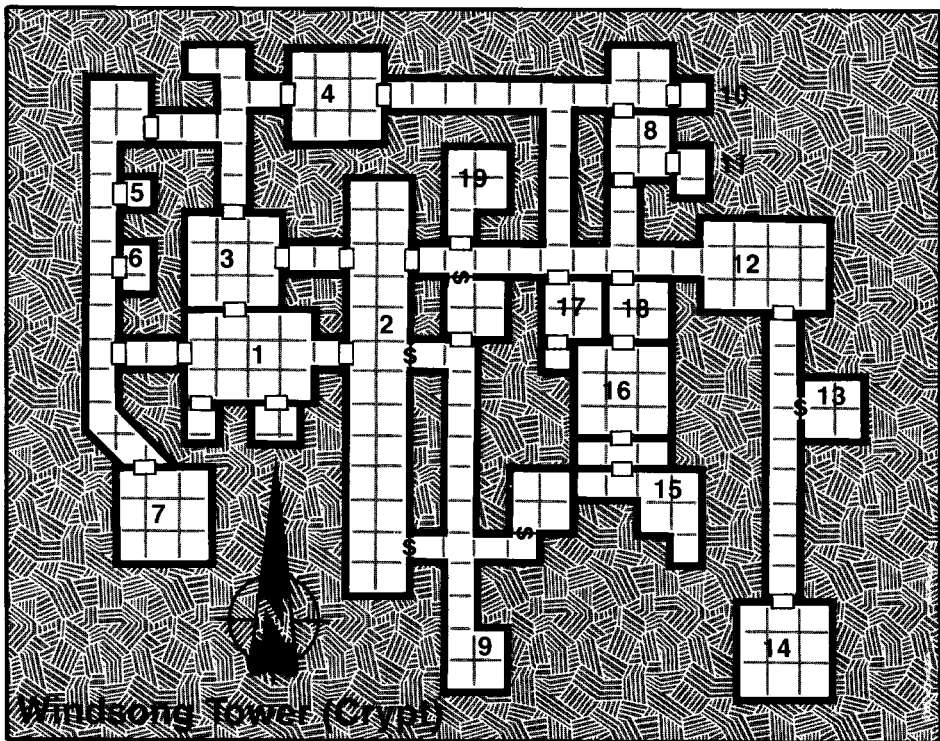
Key to the Map of Myth Drannor as It Was

This shows Myth Drannor near the height of its greatness. The older portions of the city are the westernmost; the more wooded and wider-spaced estates east of Glyrryl's Pool were built later, as the city expanded.

In the list that follows, the Y symbol denotes a school of wizardry. The symbol v marks the dwelling of a noble or powerful family. Elminster warns that this map is far from complete, even in its listing of important city features; "My memory is not what it was," he warns, "and my prudence grows with each passing moon—I have chosen to omit certain things. If ye find them, ye'll know why."

- | | |
|---|--|
| 1. Glyrryl's Pool | 21. House Llundlar (v) |
| 2. The Meadow | 22. House Miritar (v) |
| 3. Tilver's Dam | 23. House Ammath (v) |
| 4. Gemblaunt Isle | 24. House Neindre (v) |
| 5. The Westfields | 25. House Ulondarr (v) |
| 6. Burial Glen (and The Warrior's Gate) | 26. House Maerdrym (v) |
| 7. Lovers' Glade (temple of Sune) | 27. House Pholont (v) |
| 8. Castle Cormanthor | 28. House Haladar (v) |
| 9. The Speculum | 29. House Audark (v) |
| 10. Tyrintar's Hall | 30. Battlehelm House (v) (of the family Faerondar) |
| 11. The Irithlium (Y) | 31. House Raedrimn (v) |
| 12. The Six Tyryl Towers (Y) | 32. House Haevault (v) |
| 13. Ildrannath's Tower | 33. House Hawksong (v) |
| 14. The House of Song (temple of Oghma) | 34. House Moonglamaer (v) |
| 15. The Onaglym (House of Gems) | 35. House Silverspear (v) |
| 16. Shaundakul's Throne (temple) | 36. House Omberdawn (v) |
| 17. The Throne of Thought (temple of Labelas Enoreth) | 37. House Mistrivvin (v) |
| 18. Hall of The Guild of Naturalists | 38. House Narlbeth (v) |
| 19. House Symbaern (v) | 39. House Aunglor (v) |
| 20. House Iliathorr (v) | |

40. House Nightstar (v)
41. Dragondark Tower (Y)
42. Windsong Tower (Y)
43. The Shop of Secrets (magical components and rarities)
44. Baelemoan Windriver, Harp-Maker (home and shop)
45. Blackbuckle's Wines & Tonics (shop for wine, spirits, and blended drinks, including herbal medicines)
46. Samblar's Swords (fine & enchanted blades)
47. Chalsarda's Scents & Perfumes (home and shop)
48. Halister Bloodmark, Scribe & Bookmaker (home and shop)
49. Undiall Hegaeril: Furs, Silks, and Cloth (home and shop; tailor and purveyor of garment material)
50. The Overfull Jack (tavern)
51. The Blue Lute (tavern)
52. The Fall of Stars (tavern)
53. The Flaming Goblet (tavern)
54. Silvershield Hall (tavern)
55. The Dancing Dryad (tavern)
56. The Masks and Mirrors (dining and dancing hall)
57. The Gorgontyr (dining and dancing hall)
58. Serpentspires (dining and dancing hall)
59. Moontapestry Hall (dining and dancing hall)
60. Owl Towers (inn)
61. Daggerdark Hall (inn)
62. Shamblyn's Towers (inn)
63. Saunder's Halls (inn)
64. The Wyvernwatch (inn)
65. Shuldin's Stonespire (inn)
66. Elbauthin's Hall (inn)
67. Skullwhispers House (inn; reputed to be haunted)
68. Delchomedar's House (inn)
69. Nanchan's Tower (mage's home)
70. Blackstar Tower (mage's home)
71. Halpaeril's Tower (mage's home)
72. Sundamar's Tower (mage's home)
73. Jendark's Tower (mage's home)
74. The Pipe & Unicorn (former inn; home to the Ildacer family, all wizards)
75. Jalbaerth's Tower (mage's home)
76. Gargoyles Hall (home of the archmagistress Joylith "Hurlbolts" Dlanyr)
77. Crownfrost Towers (home of the archmage Klaern Kadelaryn)
78. Summerstars House (home to sister archmagistresses, Alyndra and Nueleth Summerstars)
79. The Anvil (meeting-place and auction block)
80. Sixstar (intersection and meeting-place)
81. The Street of Song
82. Halidom Street
83. The Street of the Evening Star
84. Eldansyr's Ride
85. Moonshadows Street
86. Sunblade Street
87. The Stroll of Minstrels
88. Danglestar Street
89. Dragoneyes Street
90. Berduin's Ride
91. Shandol Street
92. Withercloak Street
93. Bellshield Ride
94. Scatterhorn Street
95. Darthil Street
96. Candelance Way
97. The Street of Sorrows
98. Gondrim's Ride
99. Phelindra Street
100. The Street of a Dozen Dreams



Windsong Tower

The bottom-most cellar level is all that remains of a school of sorcery whose membership was secret, but whose accomplishments and graduates (Elminster assures us) are impressive. The fighting in the last stand for the city raged fiercely here, reducing the Tower itself to rubble—or, some say, a mighty feat of magic tore it up out of the ground, and it rose into the sky like a Netherese skyship, whisking the surviving mages of the Tower to safety somewhere afar off “beyond the stars.”

Whatever really befell, all that remain on the surface today are fluctuating glows of failing magic that play continuously over the rubble where the Tower once stood. At night, the effect is eerie and spectacular; centered around a raised 30'-square area of tiles that was probably once the floor of a room in the ground floor of the Tower. Now it stands as a continually lit plateau, bare of rubble, with a circular rune cut into its center. The tiles glow white. The rune, a triangle of diamonds having barbed tails trailing from one point, set within two concentric circles, glows blue-green.

If any part of the 30'-square former floor is touched by any being or item, the blue-green radiance pulses as a *gate* operates, whisking away whatever touched the floor to Area #1 (see below). The walls, floors, and ceilings of all areas in the cellar radiate a very faint, orange *faerie fire*-like aura.

Key

1. Entry Chamber: This room contains six human skeletons, three fallen daggers, a scimitar, a hand-axe, and four long swords; all are disintegrating with age. The bones are gnawed and scattered. Among them lie the chitinous fragments of some long-dead monster.

2. Hall of Hats: This otherwise bare hallway contains two eerie rows of silently floating hats, one along each wall; a dozen long, pointed hats in one row, and a variety of circlets, caps, and headscarves (fourteen in number) facing them. These all float at about head-height, and none have any magical properties. If taken, they prove to be mere normal hats that crumble into dust if taken outside the mythal. At the DM's option, one or more may be mimics or similar monsters, or may contain a stirge held in stasis until the hat is touched, and one or more may hold keys, scribbled notes or maps, or a coin or two, contained behind inner flaps. These are simply wizards' headgear, “hung” here on spells that haven't failed yet. PCs can hang pouches, clothing, and the like, up to a weight of 100 lbs., by raising them to hat-height, and letting go. Living things cannot be affected by this modified levitation magic. (No hanging halflings.)

3. Trap Chamber: This room seems to contain only a glowing heap of coins at its center, but this is an illusion covering a 9-hp large spider (see MC1). Its poison is not fatal, but paralyzes for 3d4 turns, onset time 1d4 rounds. It does not move unless touched.

The spider is governed by a powerful defensive spell: the *doppelganger effect*. Whenever it is killed in this room, two full-hit-point spiders appear. This happens seven times, if PCs remain in the room to fight. The spider won't leave the room, but tries to slay all intruders.

4. Chamber of Death: A recently-slain gorgon hangs impaled on a pair of spears here, its body and the shafts forming a gruesome tripod. A torn-off piece of cloak is impaled on one of its horns (obviously left behind by a foe the gorgon didn't quite manage to kill). If the scrap of cloth is examined, a lump is found sewn into it: a *pearl of power* (see the DMG).

5. Treasure Closet: The door to this room displays a plaque in Thorass: "Peril Within. Disturb Not." The door cannot be picked or forced; it must be shattered or smashed down. Inside the closet beyond the door are two chests of 500 gp each, two chests of 500 sp each, and two crates of 12 trade-bars each (silver ingots worth 25 gp each).

The second chest of gold pieces is really a 10-HD killer mimic (see MC1). It attacks whenever an intruder is within range.

6. Treasure Closet: The door to this room displays a plaque in Thorass: "Peril Within. Disturb Not." The door cannot be picked or forced; it must be shattered or smashed down. Inside is an array of treasure identical to Area 5, save that the second chest really does hold 500 gp. There is no monster here.

7. Star Chamber: A permanent illusion fills this room: stars twinkle and drift in a dark void. They match those in the skies of Faerun. If the DM desires, this room can show Realmspace and adjacent crystal spheres in an animated map, to stimulate PC interest in spelljamming or other worlds.

8. Statue Chamber: A dramatic stone statue stands in the center of this room: a life-sized, bearded and robed human wizard, hands thrown up in a gesture of spellcasting. The statue turns to point at any door of the room that is opened, but does nothing else. A secret panel in the back of the statue's head (found on a successful intelligence check) opens by pressing on the statue's eyes, and holds several magical rings of the DM's choice. Minor rings such as *water walking* are best.

9. Abode of the Tyrant: A spherical creature with writhing eyestalks floats here. It turns to regard any intruders or approaching light source, and opens its central eye. This "beholder" is only a programmed illusion, complete with silkily whispered dialogue. If spells are cast, it is spoken to, or is approached within 20', it says "Turn back, if you would live."

Propped against the back wall of this chamber is a *staff of curing* (see DMG), with a note affixed to it: "Aldane of Tymora will come to reclaim this. Surrender it with our thanks."

10. Exit Closet: The unlocked door of this room bears a notice plaque: "Bind or dismiss all spells before leaving. No spellhurling in city streets, please." Within is a glowing disc on the floor, and a wall-peg rack of "normal" cloaks and jackets. The disc is a *gate* out—the only known way!

11. Bloodstain Closet: This room contains a large, dark bloodstain on the floor, and six headless, skeletal snakes arranged in a circle within it—but no magic or treasure.

12. Dragonskull Hall: A gigantic red dragon skeleton hangs overhead, 20' up, in this chamber, suspended by wires affixed to the ceiling-beams. Beneath it, in the center of the room, is a pile of six stacked chests, surrounded by a brilliant purple-white glow (a preservative spell to protect the chests). The chests contain 750 gp each. The flagstones all around the sphere of light sink slightly when stepped on (intelligence check to notice; dwarves and thieves searching for a trap see this automatically) that rest inside the dragon skull. They each fire two missiles per round, at any living beings inside the circle of flagstones.

13. Armor Rack: A rack in this room holds a magnificent suit of blued full *plate armor* +2. It alters in size to fit any wearer.

14. Ashes to Ashes: This room contains two highbacked stone chairs, a small round table between them with two tankards on it. In each chair is a pile of ashes and bone fragments.

15. This room contains crumbling-to-dust firewood.

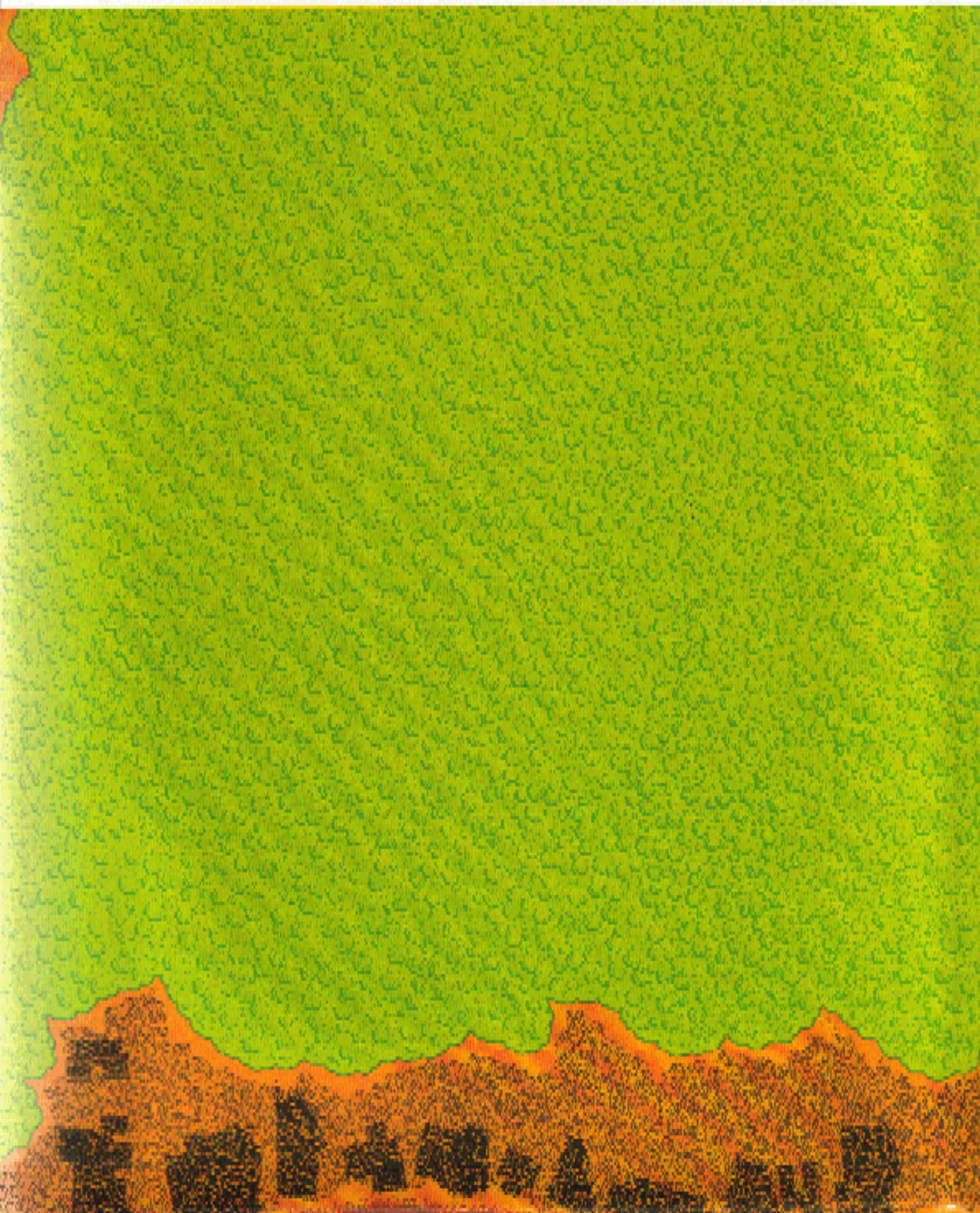
16. This room is identical to #3.

17. Room of the Green Glow: All beings entering this room emit a pale green *faerie fire* for 1d4 + 3 turns—the same glow that always fills the room.

18. Room of Floating Heads and Hands: Drifting human skulls and severed hands circle the room aimlessly, and aren't any sort of monster. They can be moved, deflected, or even taken by PCs—but *speak with dead* won't work on anything in or from this room.

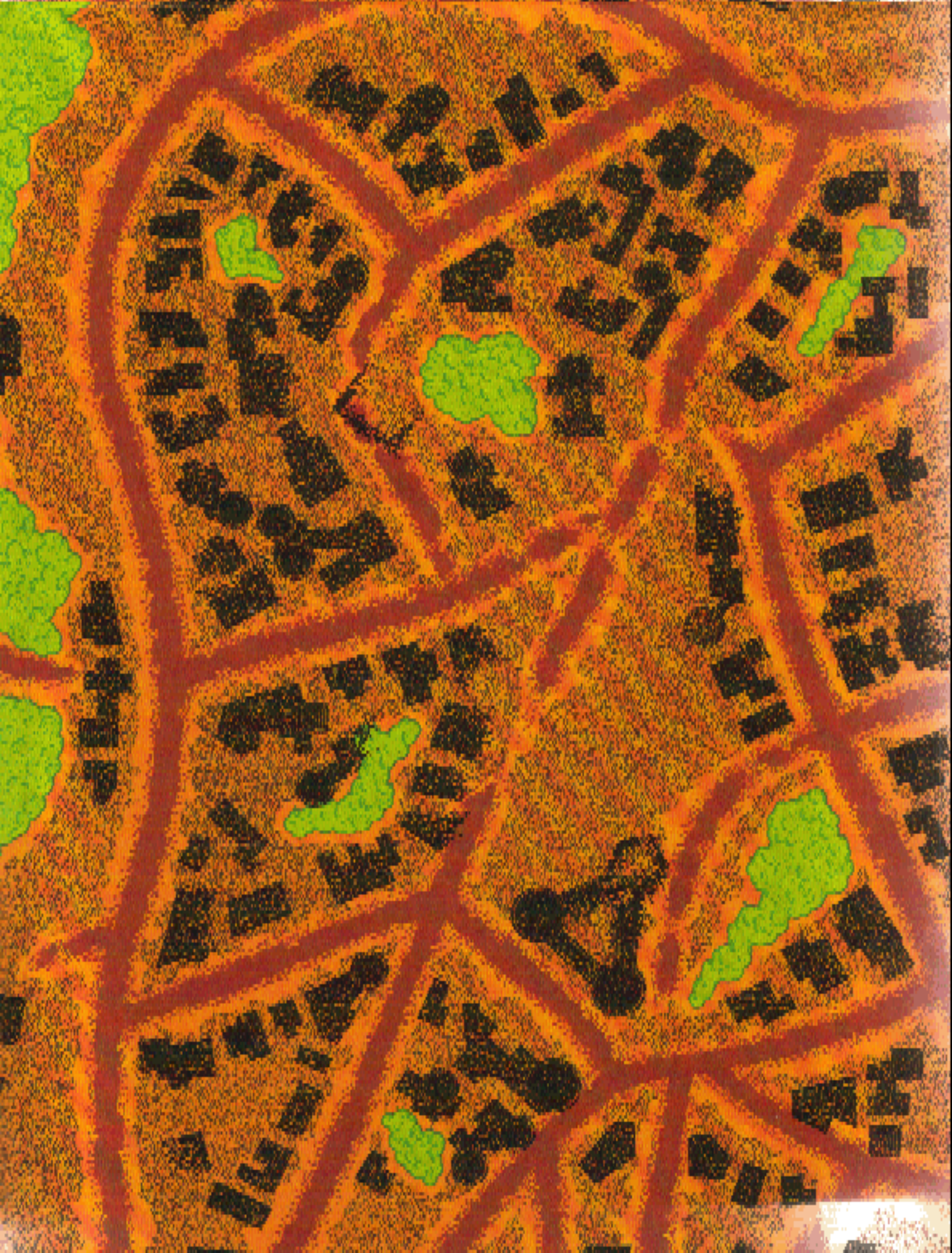
19. A *Tenser's floating disc* spell (see PHB) is visible in this room, glowing, as the door opens. It collapses into winking, fading motes of light before anyone can act, and is gone. Nothing else is in this room.

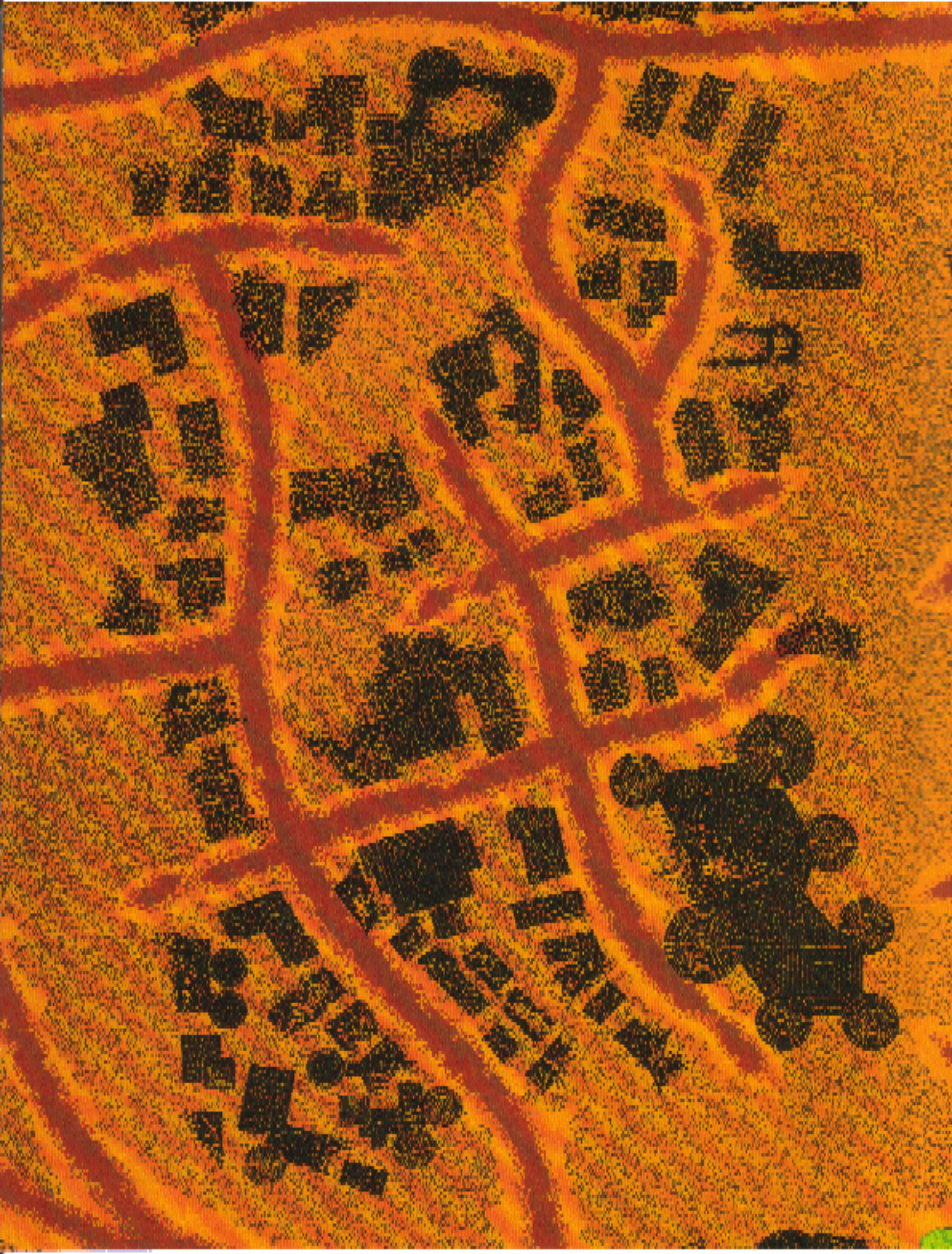


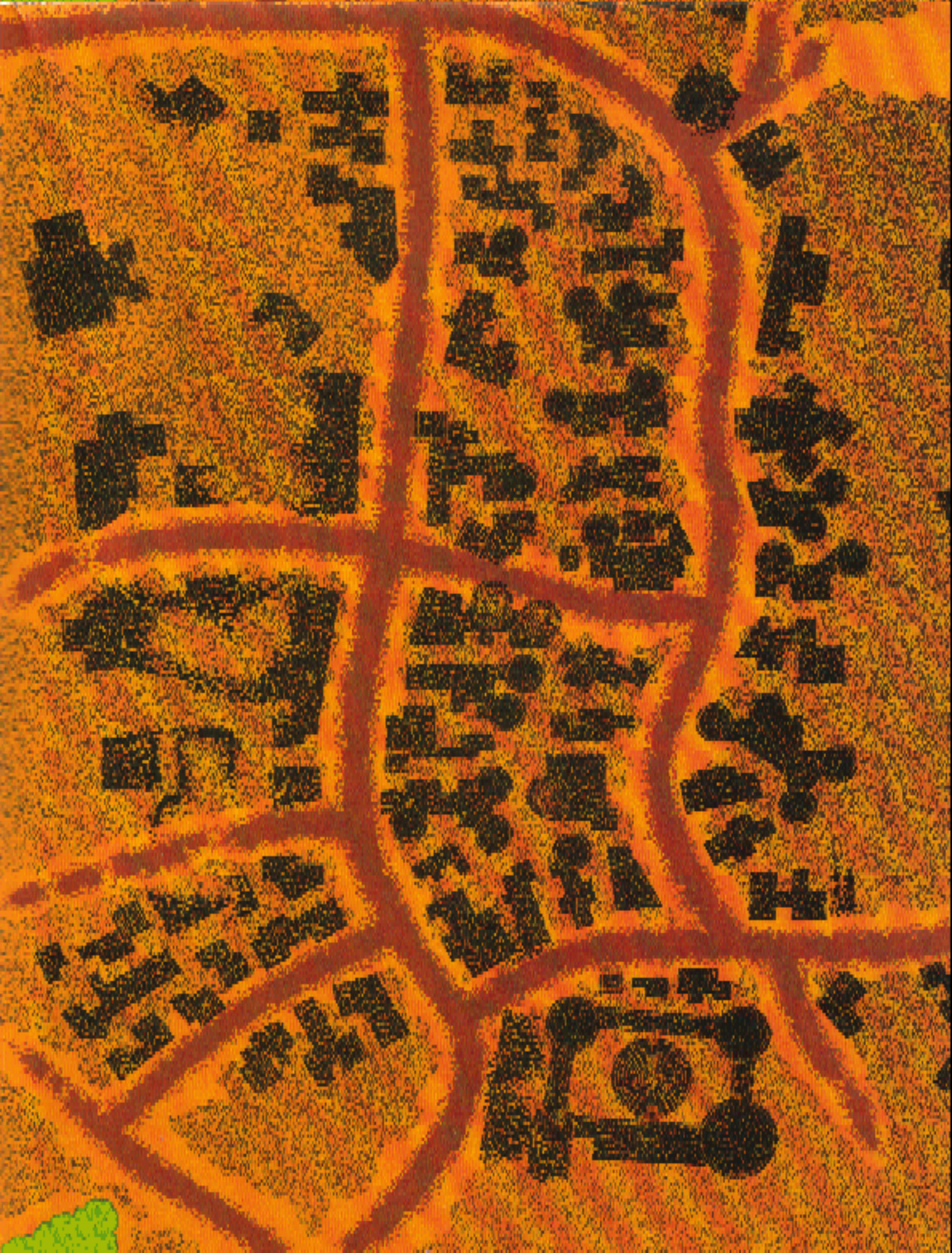


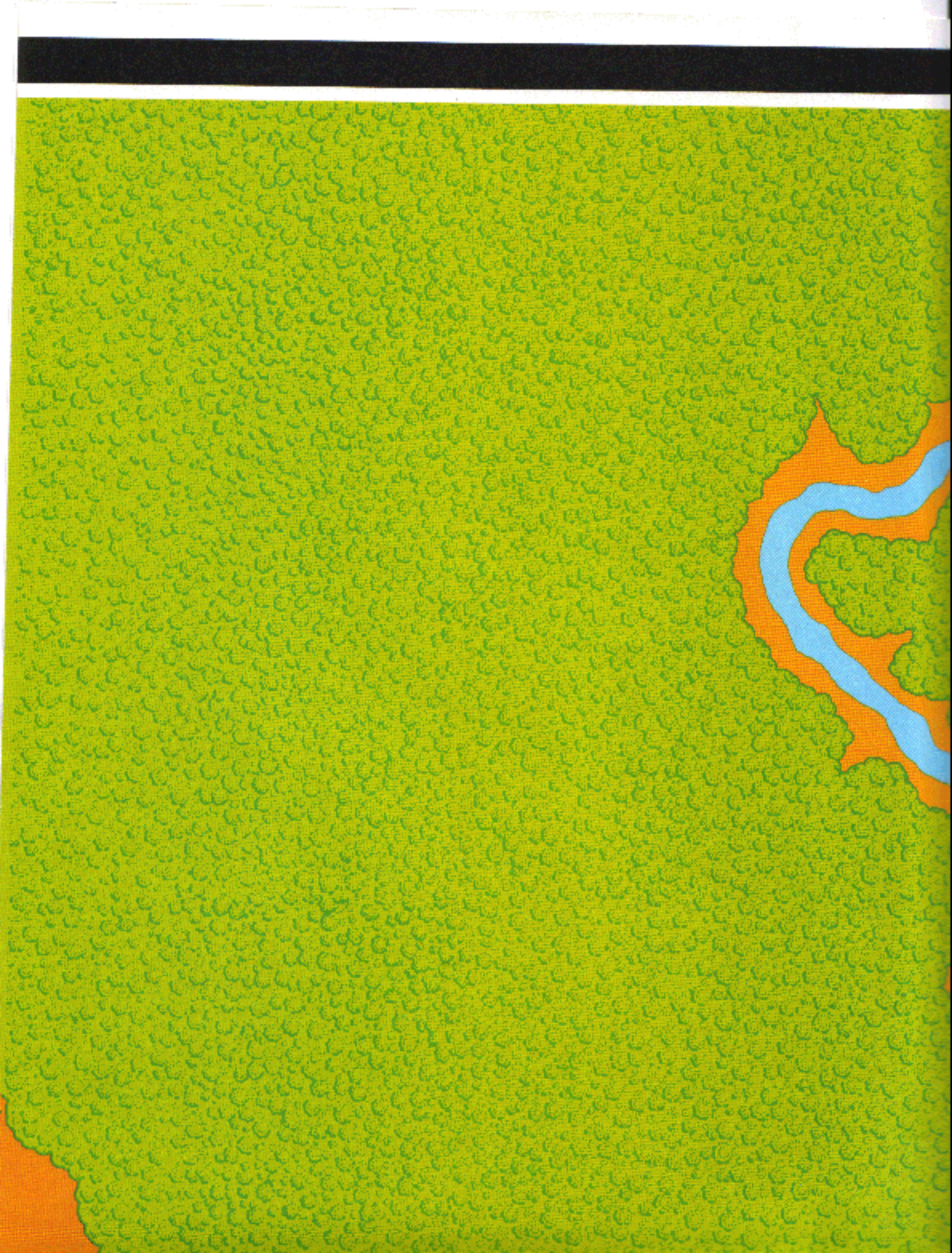


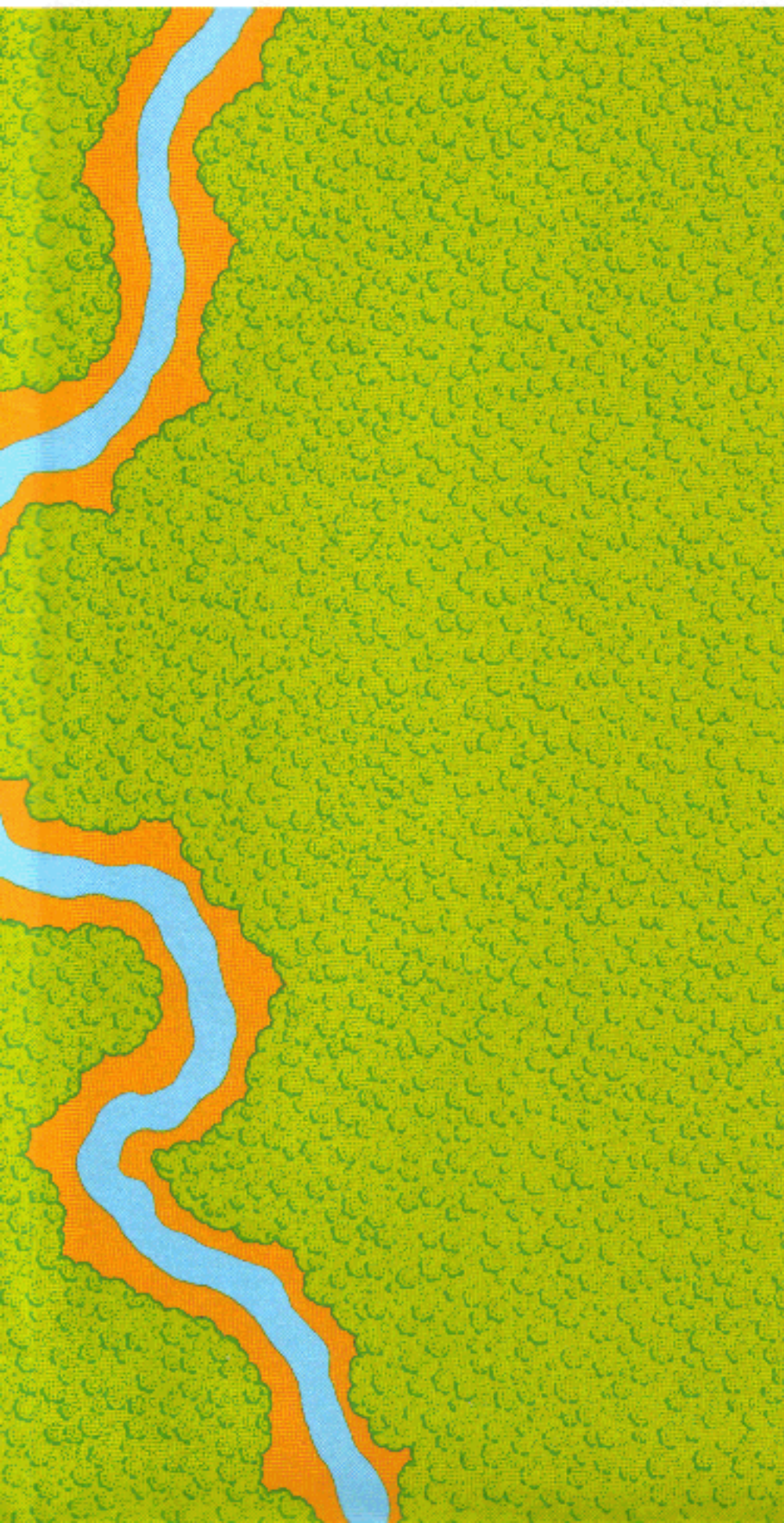












Brigand Encounters

These outlaw bands will be 3d12 in number, and are typically led by an F6 (possible names: Thanshar Blackbridle; Ranthryn Ironstone; and Andragon "the Bold") who is THAC0 15 and has 40 hp. These rogues are AC 7 (leather armor and Dex bonus); MV 12; T2a; hp 12 (each); THAC0 20; #AT 1; Dmg by weapon type (broad sword: 2d4, 2 daggers each: 1d4, 3 spears each: 1d6); ML 13; AL NE; MC1 (under "Men").

They will hurl spears and axes from thickets and overhanging branches, and then charge to the attack. Thin cords will be strung across the trail in front of their attack to trip fleeing horses (automatic spill of rider with 1d4 falling damage, 3d4 to the mount).

Known Woods

d20

roll Encounter

- | | |
|----|---------------------------------------|
| 01 | 1d20 treants or 1d6 dryads |
| 02 | 2d4 trolls or 5d4 pixies |
| 03 | 1d4 giant (poisonous) snakes |
| 04 | 1d6 lycanthropes (wereboars) |
| 05 | 2d10 large spiders or 1d6 skunks |
| 06 | 2d12 giant centipedes or stag beetles |
| 07 | 4d4 wild dogs or 1d4 + 1 giant owls |
| 08 | 2d10 large spiders or wolves |
| 09 | 4d4 stirges* or 1d4 + 1 owlbears |
| 10 | 1d6 wild boars or 1d12 firestars* |
| 11 | 2d4 trolls or 1d8 living webs |
| 12 | 4d4 stirges* or 1d8 dopplegangers |
| 13 | 1d4 + 1 owlbears or giant ants |
| 14 | bears (1d3 black or 1d6 brown) |
| 15 | 2d10 large spiders or hobgoblins |
| 16 | 4d4 stirges* or 1d8 giant weasels |
| 17 | 4d4 gnolls or 2d4 shadows |
| 18 | 1d12 giant toads or 1d8 living webs |
| 19 | 1d2 wild weasels or 1d6 ankheg |
| 20 | Special (see below) |

Special: DM's choice, or roll 1d10:

- | | |
|----|--|
| 01 | 1 groaning spirit or bhaergala or cantobele or elven cat or (night only) silver dog or (dusk only) talking owl |
| 02 | 2d10 al-mir'raj or 2d8 obliviax |
| 03 | 1 greenhag or 1 hamadryad |
| 04 | 1d4 basilisks or gloomwings (flying serpents)* or umplebys |
| 05 | 1 hangman tree ("Plant, Carnivorous") or faux faerie |
| 06 | 3d4 dire wolves or bombardier beetles or (wood) rohches |
| 07 | 1d6 ankhegs or wyvems or (dusk only) manni* |
| 08 | 2d4 satyrs or 1d4 + 1 slagh |
| 09 | 1 choke creeper ("Plant, Carn.") or hendar* or lhiannan shee |
| 10 | 1d2 eltercaps or bulettes or green dragons ("young" or less)* |

Aquatic Encounter Table

d12	roll	Encounter
01	1d6	throat leeches
02	1d4	giant crayfish
03	1	giant catfish
04	1d6	giant gar
05	5d8	giant frogs or 1 skuz
06	1d4	giant lampreys
07	1d8	giant pikes
08	1 skuz or 1d3	water weyrds
09	1d6	freshwater scraggs (trolls)
10	5d8	giant frogs
11	1d10	giant water spiders
12	1d4	water nagas or carp dragons or 1d2 river dragons or 2d12 merrow

Wild Woods

d20	roll	Encounter
01	4d10	kobolds or 1d6 brown bears
02	1d8	sylvan centaurs or satyrs
03	1d20	giant wasps* or wolves
04	4d4	zombies or 1d4 + 1 shadows
05	2d4	giant toads or ogres
06	2d10	large spiders or 1d2 behir
07	1	choke creeper or hangman tree
08	1d12	huge spiders or dopplegangers
09	5d6	stirges* or 1d6 brown bears
10	1	giant hornet* or 1d6 unicorns
11	4d6	goblins or 1d3 black bears
12	2d10	large spiders or wolves
13	6d6	sprites* or 2d8 owlbears
14	5d6	stirges* or 2d8 owlbears
15	1d4	phase spiders
16	1d8	giant weasels
17	4d4	moon elves (archers)
18	1	hunting spider* (FOR2)
19	1	azmyth* (FOR2)
20		Special (see below)

Special: DM's choice, or roll 1d10:

01	1d4	wyverns* or tressym* (FRQ1)
02	3d4	bombardier beetles
03	1	greenhag or deepspawn (FR11)
04	1	will-o-wisp or nyth* (FA1)
05	1d20	treants or 1d4 + 1 giant badgers
06	1	mimic (common or killer)
07	1d2	porcupines (any of the 3 types)
08	1	zygraat* or yellow musk creeper (plus zombies: 2d6 flowers, half that number of zombies) or 1d10 pegasi or 10d10 sprites or (dusk only) talking owl
09	1	druid (for level, roll 2d4 and add 8: note that hierophants are possible; if result equals grand or great druid, re-roll; note also that underlings may be present) or beholder* or sylph* or swanmay
10	2	warring bands (e.g. kobolds vs. bandits, moon elves vs. orcs) meet, with the PCs caught in the middle

MYTH DRANNOR (Circa Y



approximate locations/
of all known "magic de



YEAR OF THE WORM)

s/boundaries
lead" areas









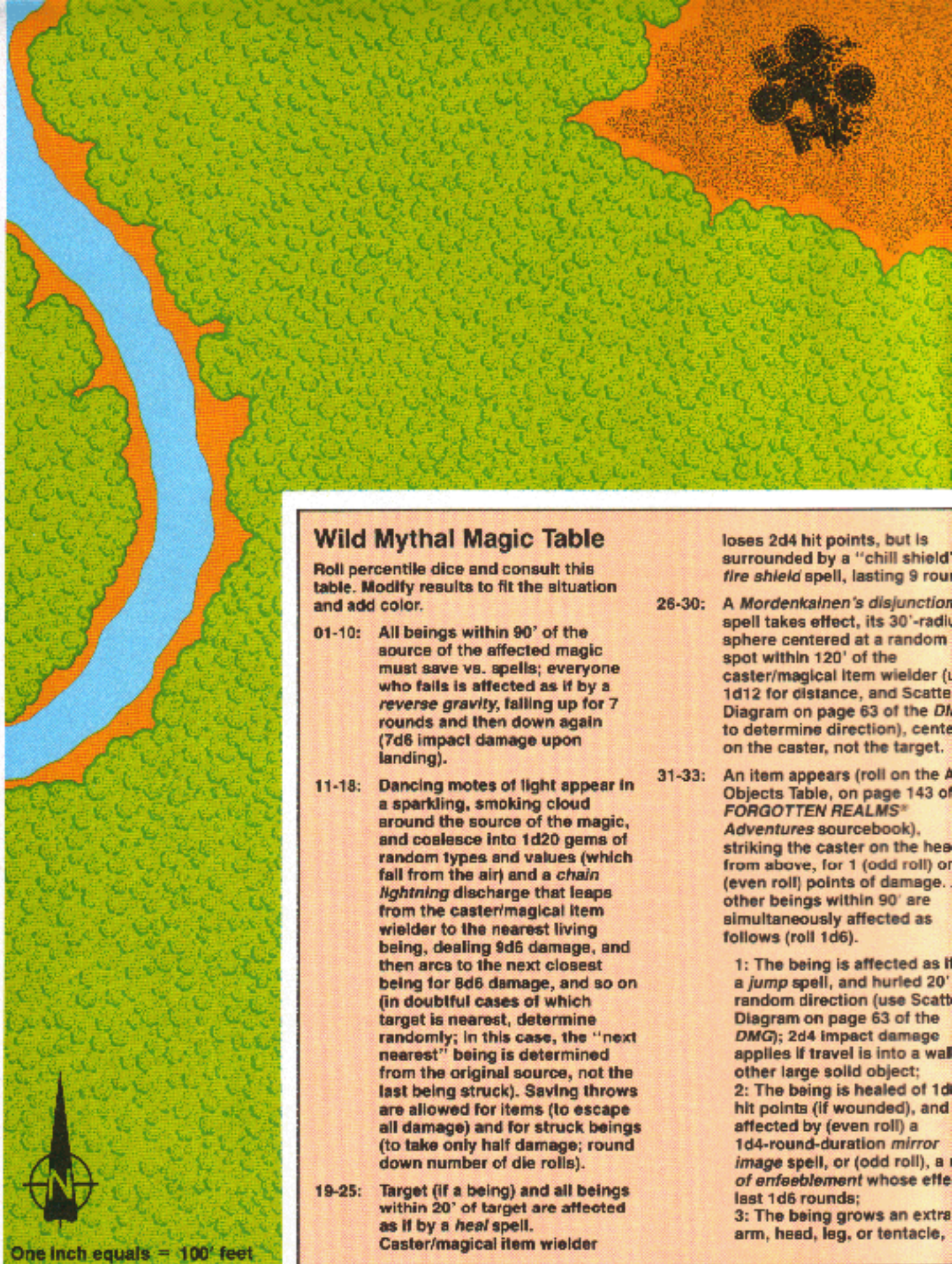












Wild Mythal Magic Table

Roll percentile dice and consult this table. Modify results to fit the situation and add color.

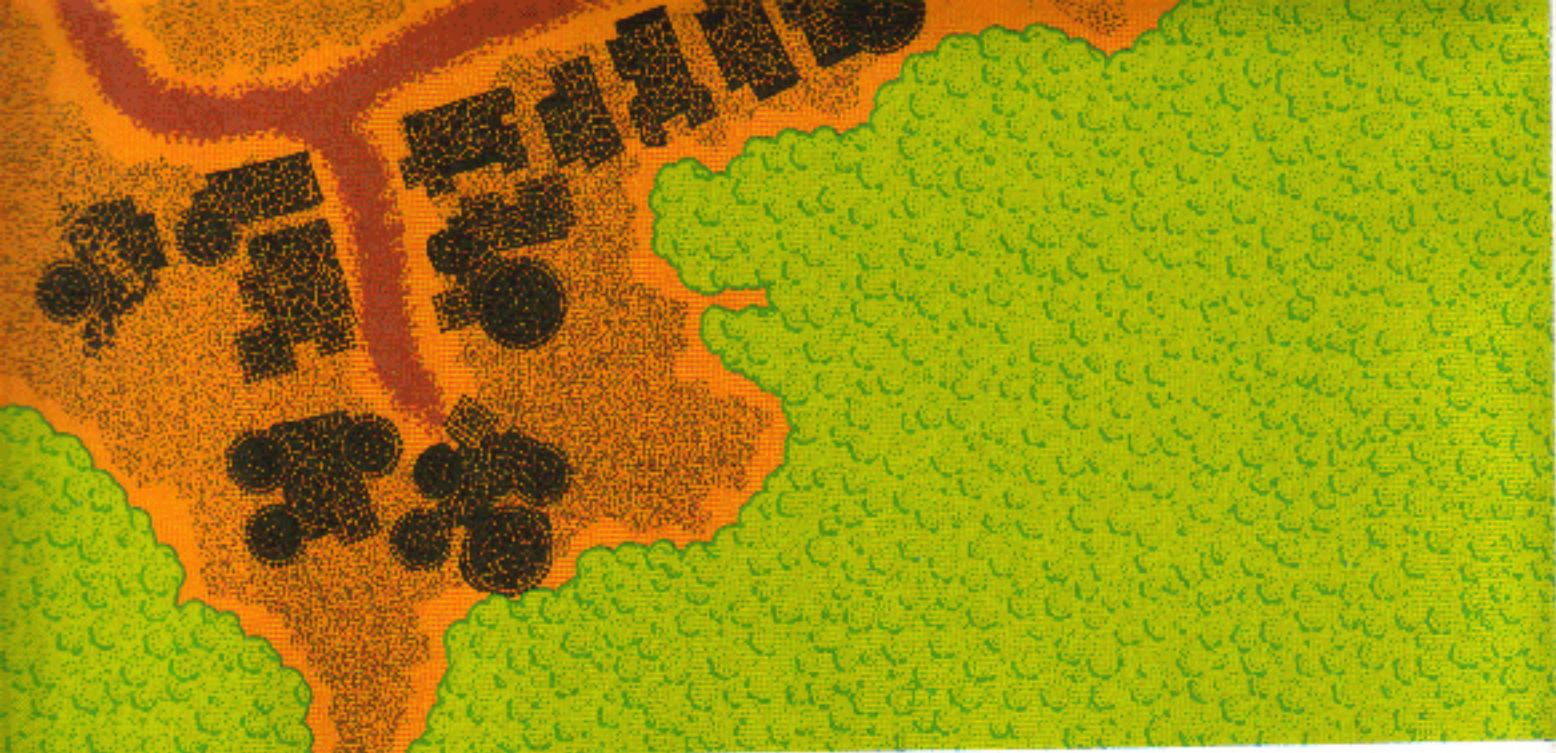
- 01-10: All beings within 90' of the source of the affected magic must save vs. spells; everyone who fails is affected as if by a *reverse gravity*, falling up for 7 rounds and then down again (7d6 impact damage upon landing).
- 11-18: Dancing motes of light appear in a sparkling, smoking cloud around the source of the magic, and coalesce into 1d20 gems of random types and values (which fall from the air) and a *chain lightning* discharge that leaps from the caster/magical item wielder to the nearest living being, dealing 9d6 damage, and then arcs to the next closest being for 8d6 damage, and so on (in doubtful cases of which target is nearest, determine randomly; in this case, the "next nearest" being is determined from the original source, not the last being struck). Saving throws are allowed for items (to escape all damage) and for struck beings (to take only half damage; round down number of die rolls).
- 19-25: Target (if a being) and all beings within 20' of target are affected as if by a *heal* spell.
Caster/magical item wielder

loses 2d4 hit points, but is surrounded by a "chill shield" *fire shield* spell, lasting 9 rounds.

- 26-30: A *Mordenkainen's disjunction* spell takes effect, its 30'-radius sphere centered at a random spot within 120' of the caster/magical item wielder (use 1d12 for distance, and Scatter Diagram on page 63 of the *DMG* to determine direction), centered on the caster, not the target.
- 31-33: An item appears (roll on the *Objects Table*, on page 143 of *FORGOTTEN REALMS® Adventures* sourcebook), striking the caster on the head from above, for 1 (odd roll) or 2 (even roll) points of damage. All other beings within 90' are simultaneously affected as follows (roll 1d6).

- 1: The being is affected as if by a *jump* spell, and hurled 20' in a random direction (use Scatter Diagram on page 63 of the *DMG*); 2d4 impact damage applies if travel is into a wall or other large solid object;
- 2: The being is healed of 1d4 hit points (if wounded), and affected by (even roll) a 1d4-round-duration *mirror image* spell, or (odd roll), a spell of *enfeeblement* whose effect lasts 1d6 rounds;
- 3: The being grows an extra arm, head, leg, or tentacle,

One Inch equals = 100' feet



which coils, flails about, and makes noise uncontrollably—appendage will drop off after 2d6 turns, but until then lowers Armor Class by 3 points, endangers balance (being cannot walk along ropes or even narrow paths without danger of falling or straying off route), and makes stealthy movement impossible;
 4: The being is *diminished* to a tenth of normal height, shrunk as if by a *potion of diminution* for 2d12 rounds, and also rendered *invisible* (for same length of time or until making first successful attack);
 5: The being becomes center focus of a *silence*, 15' radius spell, lasting 1d4 turns or until dispelled;
 6: The being is outlined by orange *faerie fire*, duration 1d4 turns.

34-36: The ground in a 40'-radius circle centered on the caster/magical item wielder ripples, flows, and shudders. Bubbles burst up out of it, streaming upwards. All beings in this area must save vs. spells to avoid falling (no damage, but ruins spellcasting, aiming missile weapons, etc.), and any flames (torches, fire-based spells, even lanterns) in the area trigger a bubble explosion, extinguishing the flame and doing 4d4 points of

damage to any being at or within 10' of the flame, and 2d4 damage to everyone else in the bubble area (no saves allowed).

37-46: Any items of metal or stone within 100' of the caster/magical item wielder that are not in contact with a living being (i.e. a stone someone is sitting on, or metal armor worn or carried by an adventurer won't be affected) rise up and dart about by themselves, flying at MV 29 in wild, erratic courses.

The caster/magic wielder and all beings within the 100' range must make a Dexterity Check to avoid being struck. If there are more than six flying items, two checks at -1 must be made, and if there are more than 15 items, three checks at -2 must be made. For each check that fails, the being is struck for 1d4 points of damage (or if by a weapon, for its usual damage), unless the item has a greater mass than the struck being (a large stone block, for example), in which case the target takes 2d4 points of damage.

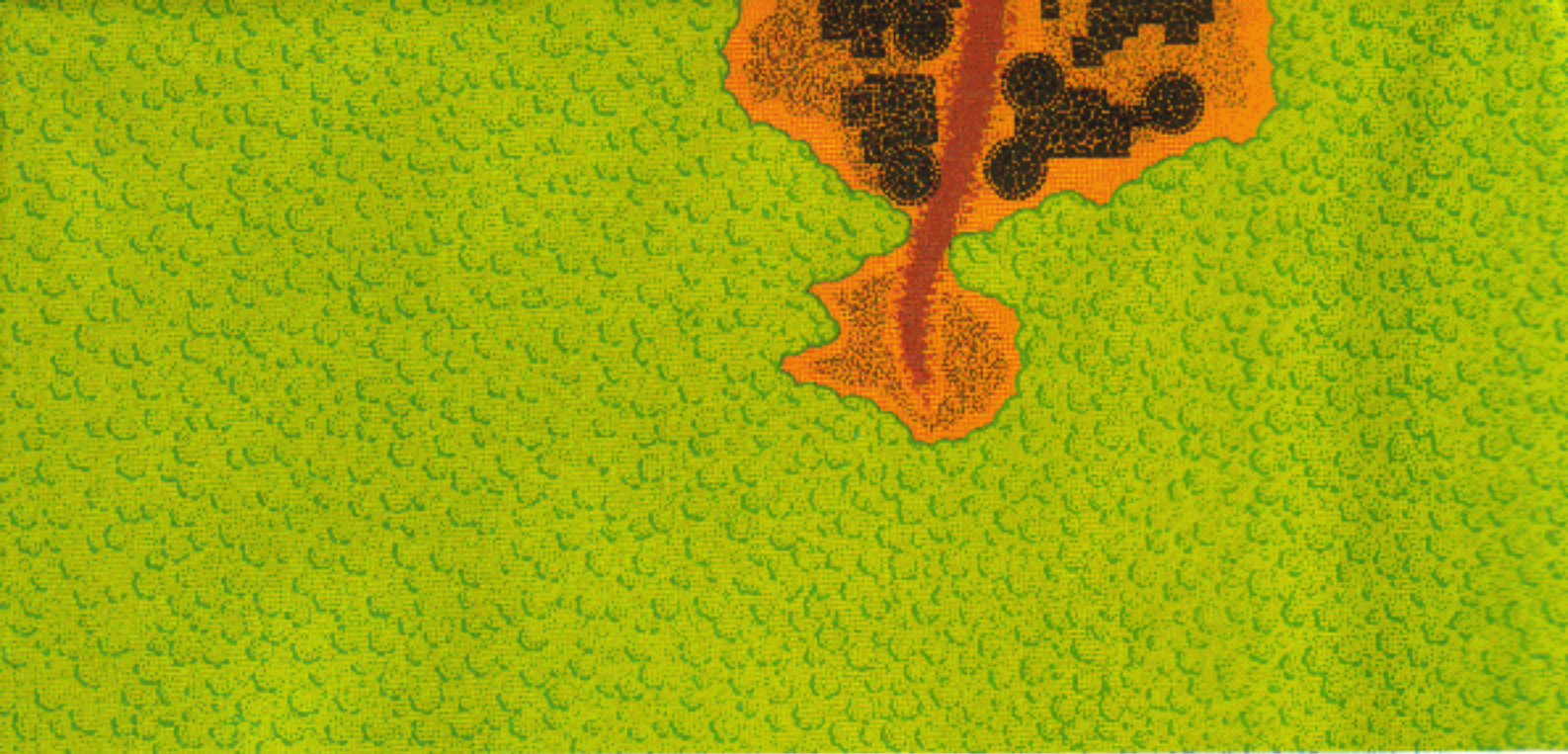
In many areas of Myth Drannor, 2d10 stones within a 100'-radius area are loose enough to rise up and whirl around. Their flights last for 1d4 rounds, and checks must be made each round to avoid being hit. Beings who try to cast spells, pick locks, or

perform other activities that prevent them from freely leaping and dodging about must make their check for that round at -1; if failed, the impact ruins any success at the activity attempted.

47-49: The caster/magical item wielder or a random being within 70' is encased in a *forcecage* of 12 turns duration.

50-53: A random weapon within 100' of the caster/magic wielder animates, flying to attack a random target being, striking 2 rounds at THAC0 9 for normal damage. Then it flies to another random being and strikes for 2 rounds at THAC0 7. Then it seeks another target, striking once at THAC0 5, before falling inert. The caster/magic wielder and original target are candidates for attack, and the weapon flies up to a quarter of a mile at MV 33 to find targets, if none are near. If the weapon is ever struck for 6 or more points of damage in a round (considered to have an Armor Class of 2), harmlessly bursts apart into shards of metal, and its animation ends.

54-58: A weapon (or failing any, a random item) carried by the intended target is permanently changed to (percentile roll of 01-25) a bunch of flowers;



(26-50) a lit torch; (51-75) an intact skeletal arm, its bones still linked by sinews and cartilage; (76-99) a live and angry normal constrictor snake (AC6, MV 9, HD 3+2, THACO 17, #AT 2: bite for 1, constrict for 1-3 points/round); or (00) a wand of wonder of 1d12 charges. A wielded or drawn weapon is always affected before a sheathed or stowed one.

59-62: Spell takes effect as cast, but with a 40'-radius spherical area of effect, centered 20' to the left (even roll) or right (odd roll) of the target. All once-living material on the target (leather, cloth, paper, etc.) crumbles to dust forever (magical items and spellbooks get a saving throw vs. magical fire to escape this result), and the caster/magic wielder is *confused* for 1d4 rounds.

63-65: One random being within 120' of the source of the magic affected by the mythal is *slowed* for 1d6 rounds, and another random being in the same range is affected as if by a *haste* spell (but is not aged).

66-69: Spell or magical item discharge is not "used up"—but the act of calling it forth triggers instead a random wizard spell of the Alteration school (select a random spell from Appendix 5 of the *Player's Handbook*: choose

by the closed-eyes-and-stabbing-finger method, the whimsical-deliberate-choice method, or by rolling 1d6: 1 or 2 means the first column on page 238 (then roll 3d10 to find the spell, counting from the top); 3 or 4 means the middle column (roll 4d12 to find spell, counting up from the bottom of the page); 5 or 6 means the last column (roll 1d4 to find spell). This "phantom spell" affects a random target or area, for minimal results.

70-79: A random being within 90' of the source of the affected magic breathes once as if using a single draught of *potion of fire breath*: they involuntarily exhale a cone of fire 10' wide and 20' long that inflicts d10+2 hp of damage (all beings within range are allowed a save vs. breath weapon for half damage; if the fire-breathing being doesn't want to hurt particular beings within range, the breather is allowed a Dexterity Check to spit the flames to one side and avoid striking any one being).

80-84: A random being within 90' of the source of the magic affected by the mythal is forced into *wraithform* (as the spell) for 2d4 rounds.

85-87: The caster or source of magic levitates 10' and revolves slowly clockwise or counterclockwise

(determine randomly) for 2d6 rounds; at the same time, any one other being within 140' of the caster or source of magic is *polymorphed* into a random creature (roll on Conjured Animals Table, in the end pages of *Monstrous Compendium 1*) or non-living item (roll on the Art Objects Table, on page 143 of the *FORGOTTEN REALMS® Adventures* sourcebook, or choose a random item from the Miscellaneous Equipment list on page 67 of the *Player's Handbook*).

88-90: The caster/magic wielder and target creature (or random being within 90' of caster) instantly trade locations, clothing, and equipment; items that won't fit do no damage, but end up falling to the ground around their former location (and new owner).

91-97: Black smoke curls and writhes about the intended target—and as it dissipates, an *Evard's black tentacles* spell (of 1 hour duration) takes effect around the target (even if target is on the move).

98-00: Last magic wielded by (or affecting) a random PC or being present takes effect again—on a random area or target creature (roll damage/effects again; they need not duplicate the earlier magical manifestation).

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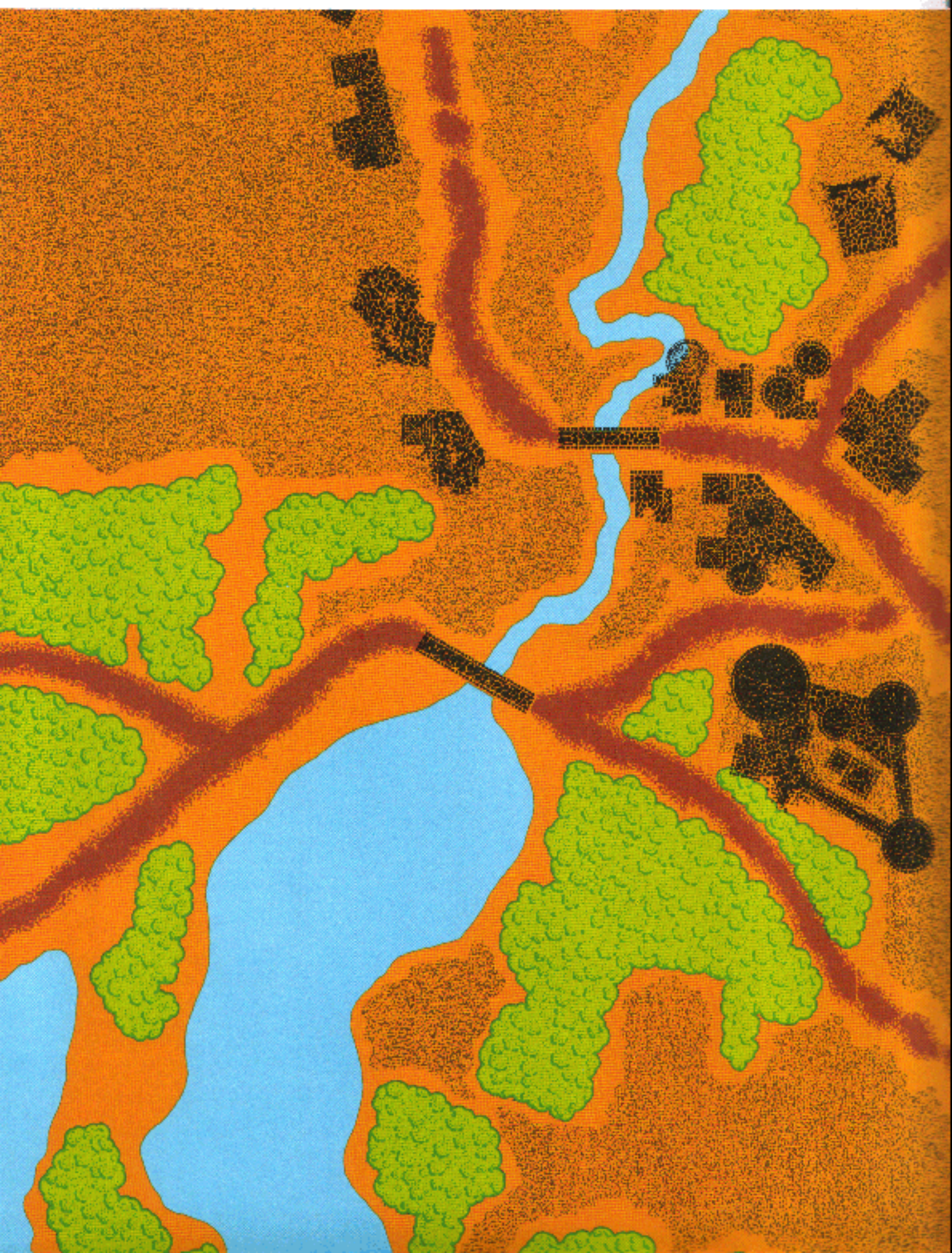
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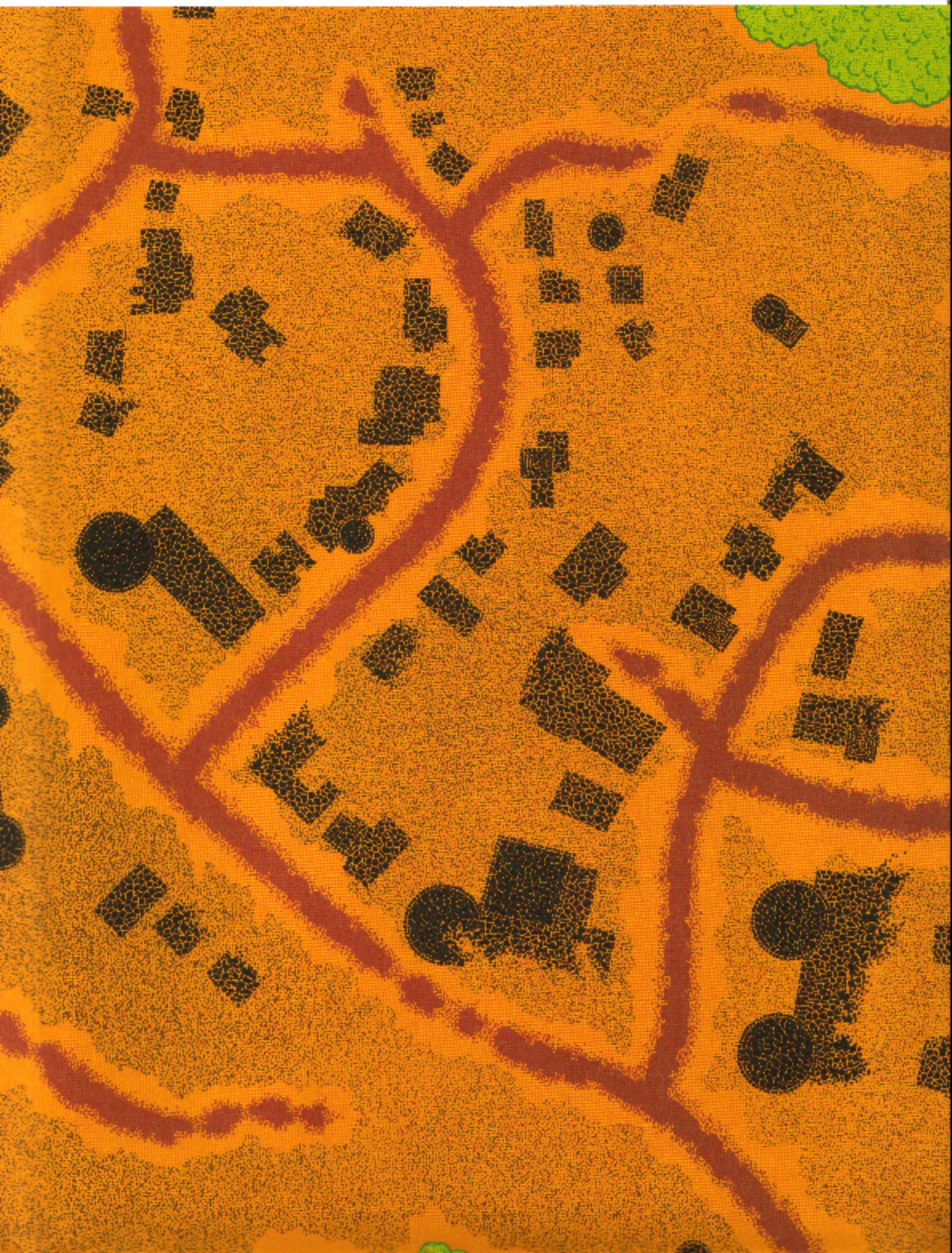
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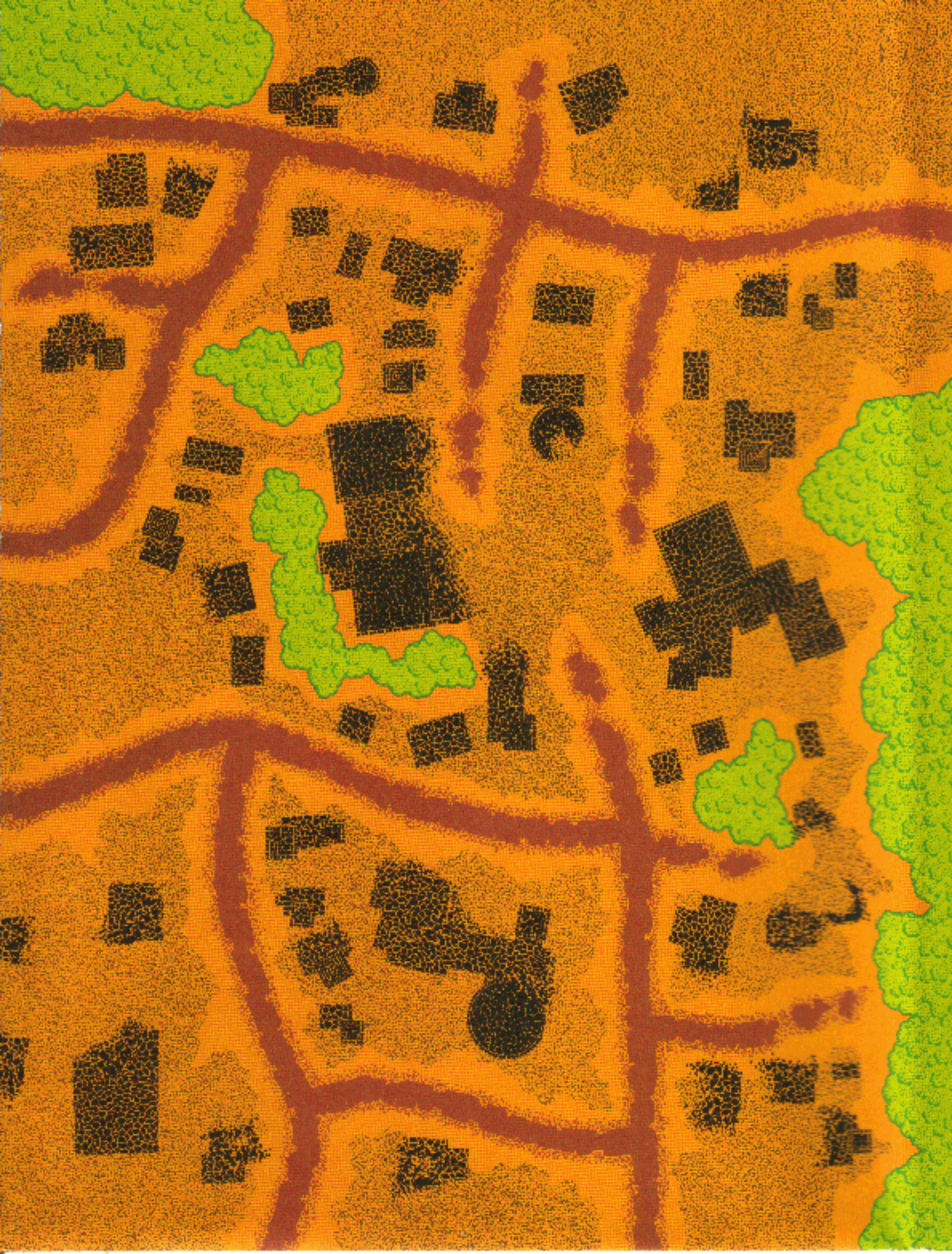
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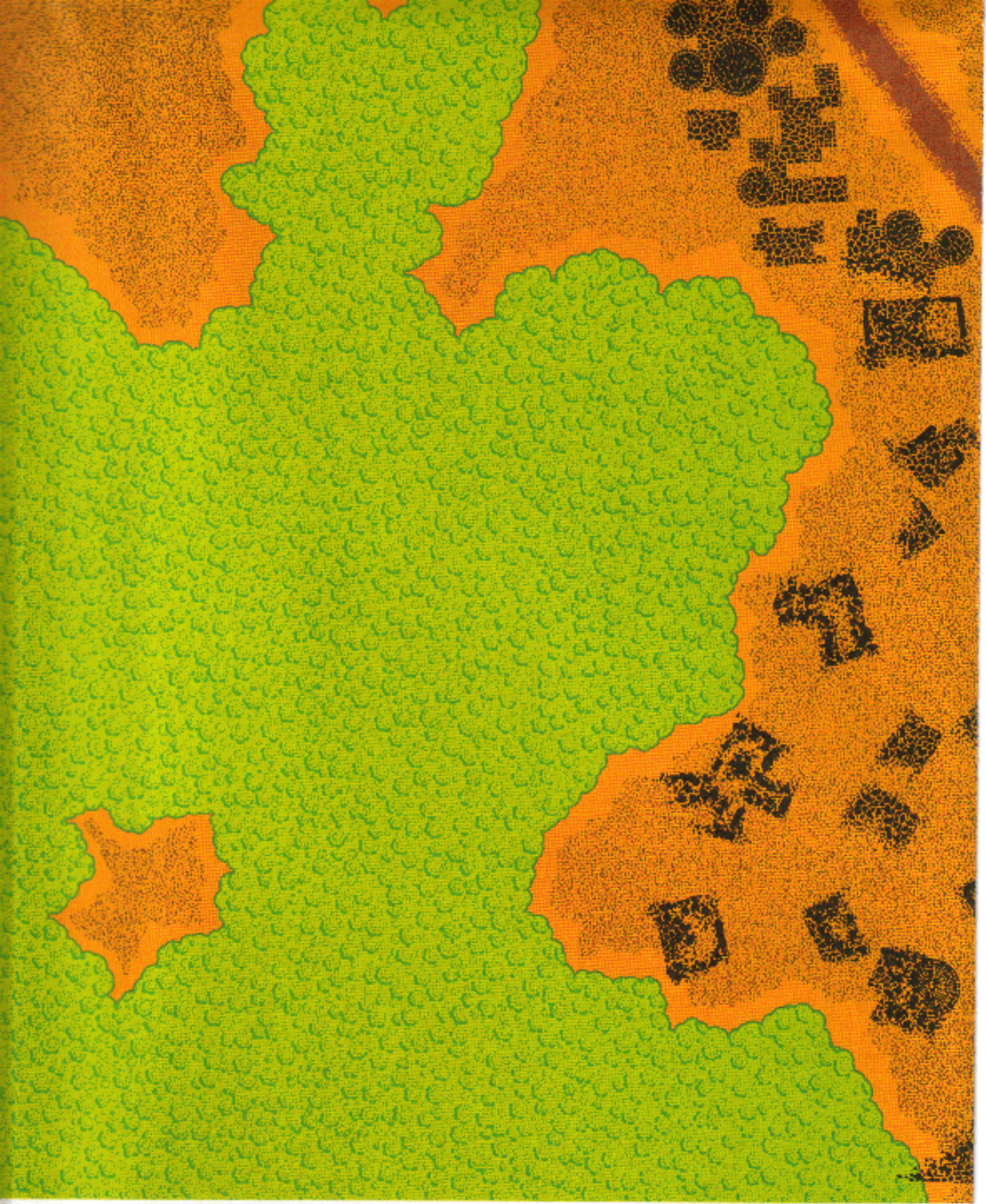


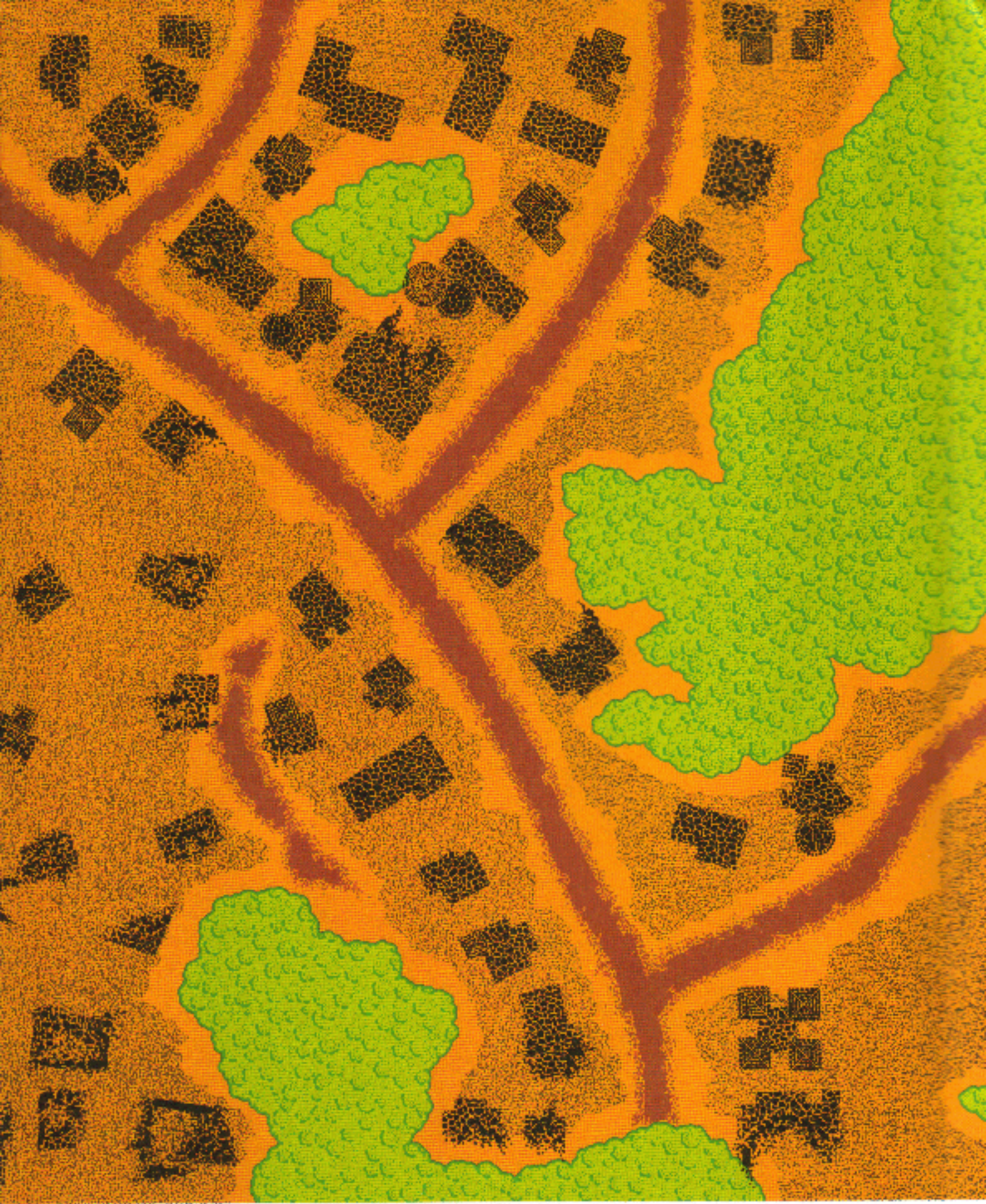
















THE RUINS OF MYTH DRANNOR

MYTH DRANNOR, city of glory. We shall not see its like again.

PERHAPS YOU'VE HEARD ITS SHINING STORY . . . of a time when elves and dwarves, gnomes and halflings and men lived and loved together, striving to create beauty and right wrongs. Magic was brighter then, in the City of Song. Folk were richer then, in the City of Wonder. Once this proud city stood as the highest jewel in the glittering crown of civilization.

THERE CAME A DAY when it was overwhelmed by evil, thrown down, despoiled, and left a ruin in the heart of its encircling wood, as all things of beauty are.

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