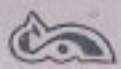


FORGOTTEN REALMS[™]

Adventures

by Jeff Grubb and Ed Greenwood



This colossal addition to the FORGOTTEN REALMS[™] campaign setting updates the popular fantasy world and



TSR, Inc.

makes it fully compatible with AD&D[®] 2nd Edition rules. For intermediate through advanced players; ages 10 and up.

Advanced Dungeons & Dragons®
2nd Edition



Adventures



An updated tour of the Heartlands for the AD&D® 2nd Edition game.

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*Be it ever so humble,
There's no place like home.
J.H. Payne*

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Welcome back, my friends, to the show that never ends.

OK, rock anthems aside, welcome back to the FORGOTTEN REALMS™ campaign setting. The 2nd Edition, post-Avatar, new and improved Realms, created for your fun and amusement by the planetary engineering firm of Grubb and Greenwood, Unlimited, aided and abetted by Messrs. Winter, LaForce, Caldwell, Fabian, and Dameron.

Many of you reading this are old friends of the Realms, coming from long exposure in the pages of DRAGON® magazine, from the adventures and novels that have played out across this humble stage over the years, and/or from the growing amount of projects (from TSR and from licensors) set in the Realms. Some are newcomers looking to figure out what all the excitement is about.

The excitement is about a campaign setting greater in size than North America and still growing. The excitement is about interesting characters and amazing adventures. The excitement is about a magical world that was a home for the AD&D® game, and now, with publication of this text, is the home for AD&D 2nd Edition.

The excitement is about the Forgotten Realms.

Those familiar with the Realms, and in particular those who have the original campaign set, are familiar with the story behind the Realms. It was created by Ed Greenwood as a setting for his own fantasy stories. With the introduction of the DUNGEONS & DRAGONS® game, it became the home of his own personal campaign, and with the introduction of the AD&D game, it took that next step forward. During this time, Ed wrote voluminous entries to DRAGON magazine, using the Realms as a setting for his descriptions of magical items, monsters, and spells.

Meanwhile, down in Lake Geneva, Wisconsin, TSR was looking for a new campaign setting for the AD&D game. I remembered Ed's articles in DRAGON magazine and was assigned to see if there was a world behind it, or if Ed was just making things up as he went along.

Eight months and two file-cabinets worth of material later, the FORGOTTEN REALMS campaign set was unleashed on an unsuspecting world. And we haven't slowed down since.

The book you hold in your hand has several purposes. The first is to create a

common reference for the Realms as it moves into its fourth year. The Realms has changed in the course of its development, with new lands, characters, and tales added by a host of contributors over its young life. In its original inception, we never anticipated the Avatars or the upcoming barbarian invasion. This book is a chance for us to gather our breath, take stock, and then plan for the future.

Its second task is to bring the Realms fully into AD&D 2nd Edition. Enough has been added in the 2nd Edition rules to merit our reflecting those changes in the campaign setting, and to show DMs what we have done in our 2nd Edition campaigns so that they can bring their own Realms up to date. (As a dinosaur of gaming, I remember the S-L-O-W process of upgrading our campaigns from the D&D game to the AD&D game with the release of one hardback book a year.)

The third task of this book is to prepare for the future, to create a common source-book for DMs and everyone else to use while adventuring in the Realms. Rather than repeat a great deal of character and country information from the original boxed set (most of which is still on target), we concentrated on the cities of the Realms, from an adventurer's point of view, including the nation of Sembia. While my original intent was to leave Sembia completely untouched by the whims of our design team, upcoming projects have made that impossible, and for that reason I have included details on many Sembian cities.

Finally, this book is intended to smooth over a few of the problems that DMs encounter, from switching fully over to the 2nd Edition rules on creating new specialty priests to introducing firearms without overturning play balance. In addition, I've redone the magic tables to reflect the new spells of the Realms, and broken them down into bite-sized chunks to create scrolls and random spell lists (something the 2nd Edition books, with their packed tables, did not get a chance to do).

What this text is not going to do is replace the original FORGOTTEN REALMS box or the huge volume of material generated under the original AD&D system for use in the Realms. It will point DMs in the right direction for using that material, but is intended to be both a supplement to it, and to stand alone for anyone interested in the Realms at large.

The Realms began in the mind of Ed Greenwood, but has benefitted and

grown with the contributions of a large number of brilliant individuals. Lands and kingdoms have grown from areas on the map to full-blooded nations under their command, and characters have sprung to life under their supervision. The Realms began with one man, but bloomed under the care of many.

I'd like to thank here those who have increased the richness and diversity of the Realms: Doug Niles, Bob Salvatore, Kate Novak, Scott Ciencin, Jim Lowder, Troy Denning (these last three were the famous Richard Awlinson (All-in-one) of the Avatar trilogy); Zeb Cook, Jim Ward, Scott Haring, Scott Bennie, Paul Jaquays, Steve Perrin, Mike Dobson, Jean Rabe, Skip Williams, Jay Batista, Rick Swan, John Nephew, Mike Pondsmith, Karen Boomgarden, Deborah Christian, David E. Martin, and Bruce Nesmith. These are just the authors, designers, and editors who have expanded the Realms in the past four years.

Those who have literally put the Realms on the map, turning the tightly-crabbed notes of Mr. Greenwood into a final form, are cartographers extraordinaire Dave LaForce, Dave Sutherland, Dennis Kauth, and John Knecht.

And those who have given the Realms its appearance and look: artists Keith Parkinson, Clyde Caldwell, Larry Elmore, Jeff Easley, Gerald Brom, Steve Fabian, Val Valusek, Ned Dameron, and graphics wizards Stephanie Tabat, Roy Parker, and Colleen O'Malley.

And while we're at it, those who have taken the Realms outside the ranks of TSR into new areas: George MacDonald and the folk at SSI, Chuck Crane and the Ral Partha team, and Barbara Kesel, Mike Gold, Elliot S. Maggin, Dan Mishkin, Rags Morales and a horde of other wonderful people at DC Comics.

Is that all? No, lest we forget where all this came from in the first place, thanks to Dave and Gary for the D&D game, which got the whole ball of wax moving.

And to Ed Greenwood and Elminster. After all these years, I can't really call Elminster Ed's creation, or even his alter ego. The best I can do is to say that the old wizard time-shares in Ed's brain, and the two (?) of them produce wonderful things together.

Enough thank yous. Enjoy the Realms as we move forward into its 2nd Edition.

*Jeff Grubb
January 1990*



Well met and welcome, as we say in the Realms. Welcome to my world again.

Those were Elminster's words to me, on a recent visit to his dusty, cluttered tower in Shadowdale. I can find none better to serve, as you open this handy guide to the Realms.

I hope you'll open it often, for the Realms belongs now to all of us. Elminster showed it to me for the first time over twenty years ago, and I've since shown it to you. I wish you the same fun exploring its life, mysteries, splendors, and odd corners that I've had, thus far.

Elminster relates a tale of visiting Silvermoon recently, to meet the High Lady Alustriel. He complimented her on the beautiful towers and clean streets of the city, its clever gardens and welcoming warmth amid the harsh rock and wilderlands of the North. She merely smiled and said, "Whatever I may have done in what you have seen was not done alone. You are thanking me for the work of many. I accept on their behalf."

In like manner, the Forgotten Realms you see in these pages and other works from TSR is the work of many hands. I was the first chronicler of the Realms, its creator and guiding hand for the first eighteen years or so of its existence. Many other hands have joined mine to bring you scenes of the Realms, maps, adventures and descriptions, novels and shorter tales of the splendid world Elminster came from. I do not walk Faerun alone, now.

Jeff Grubb, in particular, deserves recognition as the guiding hand on the creative reins. He keeps all of the various creative forces TSR has unleashed in Faerun consistent with each other, to present gamers with coherent, useful, and entertaining products. For this service, Jeff—the careful, unseen work behind the scenes, keeping everything straight—my thanks. You deserve it.

TSR itself deserves thanks, also, for bringing the Realms to you. Once, the Realms lived only in the heads of my players, a few readers, myself, and in scrawled notes and articles cluttering up my study.

Now, the study—and lots of other rooms, all over the world—are also cluttered with the Realms, in the form of beautiful maps, modules, novels, boxed game sets, and other goodies, none of which would ever have come into being if I was still sitting in the study with Elminster, jawing late into many nights.

My deepest thanks for the Realms must

always go to my longtime players. I thank them, you see, for bringing the Realms to life.

They play their characters with vim and delight, always challenging me to delve ever more deeply, explore this and that detail and nuance of life in the Realms, and to roleplay with skill, love, and gusto. They are Jim Clarke, Andrew Dewar, Jenny Glicksohn, Ian Hunter, John Hunter, Victor Selby, and many others who have joined us for shorter periods, and played (so far) lesser roles. I salute you and thank you, companions and friends. This is your book, too.

To you who read these pages, from Chris and Leo in Stockholm to Stephen and Dave in Don Mills, this is your book, too. It contains a small slice of the Realms; we hope a useful slice, for those who like to adventure in it. It is like a window, giving all who read it a glimpse of the wonders I can see in the Realms whenever I close my eyes.

Keeping the Realms straight is comparatively easy for me; I've been doing it for so long now that I can tour places in the Realms in my head, as if I was walking our world. Reading these pages may not do the same for you, but it's a start.

At conventions, I'm often asked to provide a helpful start to beginning DMs planning to use the Realms as the setting of their campaign. This book is that helpful start. So here you go.

So far, such convention requests usually run along the lines of "explain the 'right way' to run a campaign in the Forgotten Realms." My blithe reply to that is usually that the only "right" way is whatever way works best for you. Nice, neat, and true, but rather unhelpful for DMs eager to learn the True Secrets of Running a Realms Campaign.

So here is one of those True Secrets (which, like all true secrets, is no secret at all). The DM's key to making the Realms come alive is to act the roles of all of the non-player characters to the hilt. That means funny voices, mannerisms, catchphrases and colloquialisms and all. Try to think and speak as a character would, when dealing with the player characters, and adventures will unfold easily and naturally.

Your Realms will come alive if you make the characters live, for they are the world. That's all there is to it. Those who have trouble remembering what funny voices and phrases they used for "NPC X" (or just what NPC X's name was!) are ad-

vised to use a tape recorder during play sessions, for the amusement of their players and for their own reference.

Elminster would have far more to say about the Realms—and my temerity in speaking thus of it—if we let him have his say here. So we won't. This time.

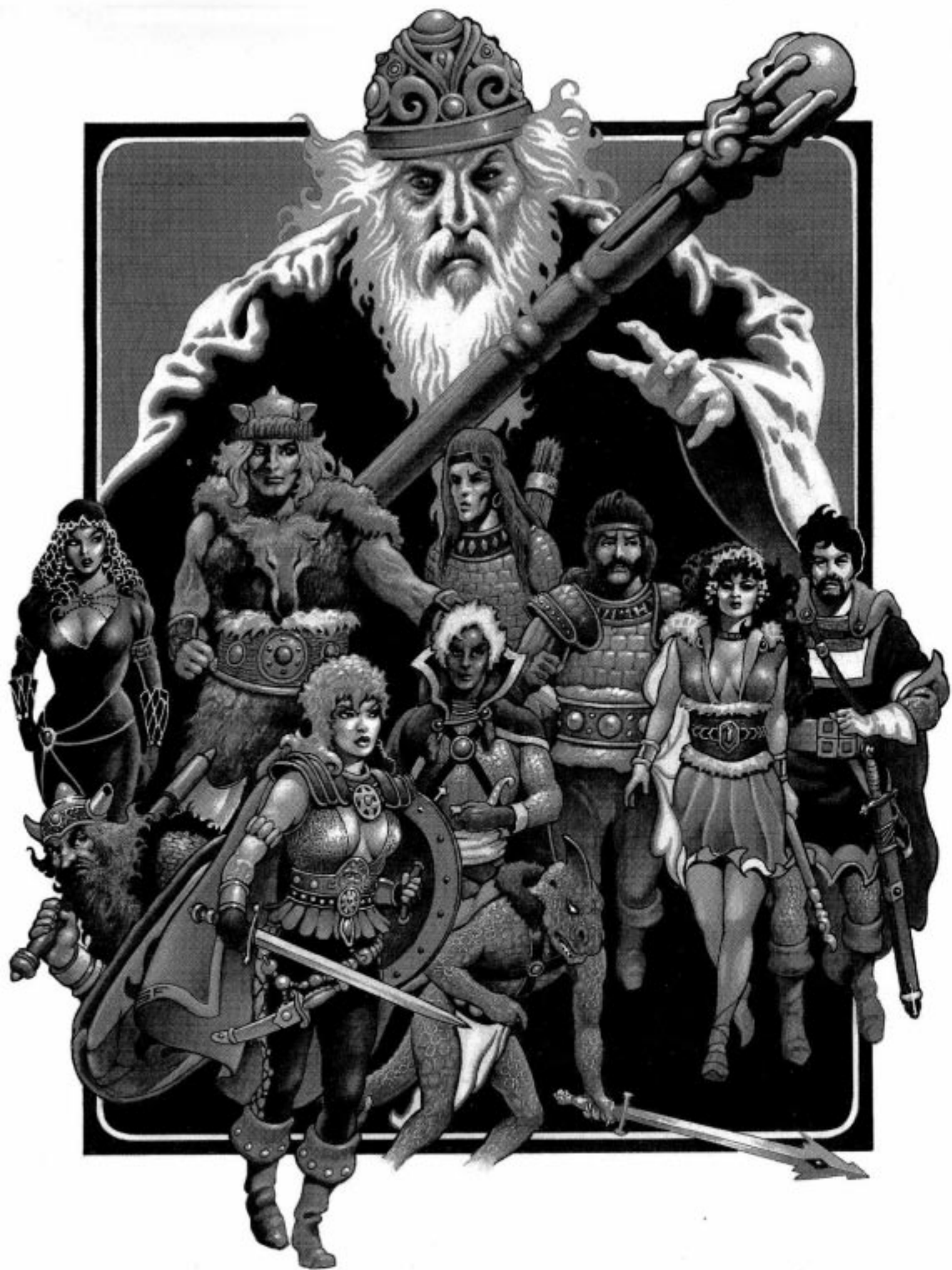
He'll be looking for a chance to speak to you himself, of course, in other pages, in times to come.

Until then, swords high, may your spells fail not, and may your adventures be high and glorious and end happily!

Oh, yes. Ummm. A note just appeared on my table, amid a twinkling of lights. Elminster, of course; I should have known he'd be eavesd—er, advising me at this critical time. It's a simple reminder of the definition of adventure: "Forget ye not; what is so grandly called 'adventure' is merely someone (preferably someone *else*) having a dangerous, uncomfortable, and generally nasty time, in the past, and hopefully somewhere else, far from the chair in which ye sit, scoffing chips and dip." Well, yes. Thanks, Elminster. We'll bear that in mind, as we read FORGOTTEN REALMS™ *Adventures*, together. Bye.

Ed Greenwood
January 1990







*To That Most Puissant and Sage Entity,
Elminster of Shadowdale*

*From the Humble Servant of King Azoun IV,
Vangerdahast of Cormyr*

Hail Elminster!

'Tis most refreshing to know that you survived the recent Time of Troubles remarkably unscathed. When reports of your demise (and its extraordinary unpleasantness) began filtering in, many despaired, but I not only had faith in your survival, I went so far as to bet several choice cases of Sparkling Evermead on it. Your survival, therefore, is of doubly good cheer in my quarters.

Your last missive requested off-handedly for recent news and information in my native land. While it was not stated directly (for I know you never state anything directly), I detected a strong desire to find out exactly what has happened in the wake of the gods' most recent shadow play. Like all would-be puppeteers, your concern is most touching, but would have been better considered BEFORE you and your allies became active participants.

As regards Khelben Arunsun, the Blackstaff of Waterdeep—it surprises me not in the least that he has leapt into the fray as a strong supporter of this Midnight Mystra. He is a spider (like some others I will not mention), but he has always had a soft spot in his heart (and head) for the goddess. I myself prefer the more structured and organized approach to magic put forward by the Azuthian priests. I can confirm that the transition in Cormyr between the old magic and the new has been surprisingly quick and easy. I should also add that, except for a few dozen scrolls, the destruction of some native magic, and the immolation of a library, the Azuthians in Cormyr weathered the Time of Troubles with surprisingly little difficulty.

The note from your Dragon-King ally in the furthest East is of equal interest, though I view his opinions with a great deal of suspicion. While I would like to believe that all the Eastern deities retreated to some mountain top and meditated quietly until the crisis had passed, other tales I have heard indicate that there was as much godly meddling there as here. The Shou spirits and gods have always been mired up to their

hips in intrigue. The fact they have a more organized hierarchy does not reduce their meddling. Your dragon-friend's assurances aside, I would say that the unknown East suffered as much as Faerun; with more space and less value on human life (I am told), it was less noticed.

As for my own land, the greatest boon was the appearance of Tymora in Suzail. Her godly majesty set off a swirl of attention and intrigue that the city is just recovering from now. The fact that the goddess visited the Lady's House in Arabel has put that particular church in a leading position above the others. The other shrines and churches in the kingdom have given at least a nodding recognition to the temple at Suzail, though rumors that Tymora's will become the "official faith" of the kingdom is flash and smoke and nothing more, put forth by the overly enthusiastic priests of Tymora.

If the appearance of Tymora was a gift, the scattering of magic-dead and wild magic areas was the curse of the gods. Though they have diminished in the months since the Troubles, enough of these still exist (permanently, it would seem) to make life a little more dangerous for our wandering brethren. Most are extremely localized, no more than a few city blocks on a side, but one in particular, on our northern border, promises to be nettlesome. The "Pits of Mystra," some are now calling it, though I prefer "the Helmlands," recalling the true villain responsible for this plain of shattered earth and bubbling tar. Preliminary scouting groups report that it is a mixture of magic-dead and wild magic areas, accompanied by the sort of physical chaos that has died out almost everywhere else since the Time of Troubles. Naturally, the pits are attracting a collection of evil creatures and a small army of adventurers seeking to destroy them. As a precaution, I have requested His Majesty, King Azoun, to increase the number of militia-men and garrison troops in the northern cities and along the border.

The largest magic-dead area, from all reports, seems to be in the city of Tantras. The northern quarter of that city has been rendered inert. Already the city has become a magnet for nonmagical refugees, each with his own nefarious reason to hide

from mages. I predict a strong assassins' organization arising from the ruins there, and anywhere else cursed with a large magic-dead area. By royal decree, all such magic-dead lands in Cormyr are to be considered property of the crown.

Speaking of assassins, the forces of evil have apparently suffered greatly from the destruction of their god, Bhaal. Many of those who venerated him strongly (and were rewarded in kind) fell comatose when their deity sucked their spirits into his own form, and were later destroyed. On this side of the Dragon Reach we had no idea what was happening, save that a large number of scurrilous individuals (including, to no one's surprise, half the town council of Waymoot) suddenly keeled over.

This is not to say, however, that all the assassins' guilds have been eliminated from Cormyr (though that is a long-range goal of mine). Those organizations which employed fighters, common thieves, evil mages, and even priests of Bhaal were less decimated than those whose membership consisted primarily of the classic "assassin." From the few sources I can gather, these "new guilds" are trying to establish themselves as quickly as possible, often by eliminating a powerful or important figure. I have increased my own personal entourage and recommend you do the same. It would be a pity if a youngster with a keen blade and dull wit accomplished what the gods themselves could not.

As for the king, the experience of the Time of Troubles has been a good lesson for him. Still as headstrong and willful as before, he is much less arrogant and cavalier than previously. I must report unhappily, however, that the tales of his wandering daughter's return are false—I fear that a happy ending in that matter is the stuff of bed-time tales and children's games.

I look forward to your next missive, and hope that you choose to share all this information you've been gathering.

Yours Most Sincerely,

Vangerdahast

Postscript to Lhaeo—I know you read these things aloud to the Old Scarecrow—I'll send you your cut of the Evermead as soon as Dimswart and the rest of the rubes deliver. Expect a package in the next few months.



This chapter outlines changes that DMs and players should make in their FORGOTTEN REALMS™ campaigns to bring them up to date with AD&D® 2nd Edition and the Avatar trilogy.

For those readers unfamiliar with the Avatar trilogy, it deals with a war fought between the gods of Faerun. In a nutshell, several of these gods were slain, the armies which arose to fight in their causes laid waste to huge territories, and tremendous physical chaos was let loose in the world. This changed not only the appearance of the land, but its political and social fabric as well.

Unless specified otherwise, all references to the Player's Handbook are to the 2nd Edition.

Fighters

There is no significant change between original AD&D and AD&D 2nd Edition fighters. Existing fighters may specialize in a weapon of their choice.

Paladins

Paladins are once again a subclass of fighters. All paladin player characters remain paladins with the same number of experience points (in some cases, however, this will increase the paladin's level; see the experience table on page 26 of the AD&D 2nd Edition Player's Handbook.)

Paladin abilities are unchanged from the 1st edition *Player's Handbook*. They are further explained in the new edition.

Paladin Mounts: The "typical" paladin mount of the Forgotten Realms is a heavy war horse with the following statistics:

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi to low (2-7)
TREASURE:	Nil
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	5+5
THAC0:	15
NO. OF ATTACKS	3
DAMAGE/ATTACK:	1-8/1-8/1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Steady (11-12)

A paladin's mount will always be of at least average quality. Negative traits will be minimal and usually come to the fore only when someone other than the paladin is riding the mount.

Other mounts may be available to the paladin, at the discretion of the DM. These include hippogriffs, griffons, and giant eagles of good and lawful alignment, unicorns, small oliphants (in tundra areas), camels (of at least 5+5 HD, and then only in desert regions), and in one reported case, a buffalo.

Rangers

Rangers from the 1st edition AD&D system remain rangers under the AD&D 2nd Edition and keep the same number of experience points. (In some cases this may increase the ranger's level.)

Rangers select a species enemy instead of just fighting "giant class" creatures. Species enemies in the Realms include, but are not limited to, the following things:

Giants	Orcs
Lizard men	Goblins
Trolls	Ghouls
Gnolls	Beholders
Drow	Ettin
Geniekind	Giant-kin
Hags	Kenku
Kuo-toa	Lamia
Lycanthropes	Shambling mounds
Tasloi	Urds
Kobolds	Hobgoblins
Bugbears	Harpies
Mind flayers	Minotaurs
Owlbears	Wights
Wraiths	Spectres
Vampires	
Dragons of a particular color	
Medusae (including maedar)	
Ogres (including ogre magi)	
Priests, followers, and minions of a particular evil god (such as Malar the Beastlord)	
Human (or nonhuman) natives of a particular city or region, such as Sembians or Keepers (natives of Zhentil Keep)	
Members (human or otherwise) of a particular organization (such as members of a specific mercenary band or minions of the Zhentarim)	

Ranger spells gained at high level are detailed on page 29 of the *Player's Handbook*. They are restricted to the plant and animal spheres. Previous druid and magic-user spells are lost as a result of the change in the nature of magic itself (the

addition of Mystra to the elemental nature of the Realms).

All other new ranger rules (tracking proficiency, animal handling, fighting with two weapons) now apply, while former special abilities such as magical item use and weapon specialization are lost. Rangers make the same number of attacks per round as other warriors.

Cavaliers

Cavaliers are considered warriors in the 2nd Edition. They are treated as fighters with the same experience point total as previously. Those who worked through the "pre-levels" gain an additional 1,500 experience points. Those who have a "weapon of choice" should be considered to have specialized with that weapon.

Cavaliers lose all their other special powers. They gain the land-based riding proficiency as a free bonus, in addition to all other proficiencies, to reflect their familiarity with horses. This is at the first level of proficiency for cavaliers of levels 1-5, the second level of proficiency for experience levels 6-10, the third level of proficiency for experience levels 11-15, and the fourth level of proficiency for experience levels 16 and higher.

Former cavaliers no longer have any combat restrictions and can attack or decline as they choose instead of charging headlong into the fray. While they are no longer officially tied to the knightly virtues and the knights' code, many still follow this code rigorously and endeavor to live up to it regardless of the situation.

The knightly virtues in the Realms are:

Honor	Bravery	Glory
Good faith	Unselfishness	Courtesy
Pride in self and others		

The knightly code, as recognized in the Realms, is as follows, rated from most generally important to those of lesser (but still critical) import.

- Defend any responsibility given, even unto death;
- A knight's word is his law;
- Show courage in all things;
- Show honor to those above one's station;
- Earn respect from those below one's station;
- Leadership is the responsibility of the high-born and the fit;
- Battle is the test of worth (this is rated higher by those knights who strongly venerate Tempus);



- Be courteous to all women (or all men, depending on the sex of the former cavalier);
- Bring death to those who raise their weapons against a knight or those entrusted into the knight's protection;
- Choose death before dishonor.

Failure to live up to these codes no longer results in reduction to a "mere fighter" since all former cavaliers are now fighters anyway. However, many cavaliers still take these codes seriously. Those who call themselves knights and fail to live up to these codes may find themselves having to deal with powerful and honorable individuals who demand retribution.

With the demise of the cavalier, characters of other classes may freely adopt this ethos, including priests, wizards, and even rogues (though this would be unusual). Just as assassins are no longer restricted to one class, those who call themselves knights can be of any class, though they are primarily fighters. The sage Zeboaster (also known as the "sage on the run" after loudly and publicly proclaiming several poorly-thought-out opinions) has pointed out that previous multi-class groups such as the Knights of Myth Drannor indicate that the classic knight has outlived its time and stiff-necked chivalry is an anachronism of a simpler, more primitive past. He made these statements, however, in the court of King Azoun IV of Cormyr, a former cavalier himself. Zeboaster found himself on the road once again soon after.

Barbarians

Barbarians are considered warriors as well under the 2nd Edition. Barbarian player characters become fighters with the same number of experience points. This may increase the character's level.

Barbarians lose the special abilities granted by their former character class. This includes their immunity to magic, but the restrictions against magic use are dropped as well. Sages believe the barbarians' previous inability to use magic was the result of superstition and cultural conditioning and not an innate limitation of barbarian breeding, as previously believed.

Barbarians in general still tend to distrust magic and those who use it. While there may be barbarian wizards (just like there might be wizards professing the knightly codes), they are in the minority for the moment, mainly because until

now such individuals would have been slain or driven out from the tribe immediately.

Former barbarians have the following proficiencies, all at initial levels, all without using up any of their proficiency slots: direction sense, herbalism, jumping, survival, tracking, weather sense.

In addition, should the barbarian have had any of the following tertiary abilities, they become the listed proficiencies:

Ability	Proficiency
Animal handling	Animal handling
Horsemanship	Land-based riding
Running	Running
Small craft	Seamanship
Snare building	Set snares

All other special barbarian abilities are lost, including the ability to automatically gather a horde of similarly-minded individuals to go looting and pillaging. Sages in the Cormyr area, long spared even the slightest trace of large hordelike activity, have tended to downplay these hordes, stating that such gatherings are the result of compelling and charismatic individuals instead of any special power and that the chance of new hordes of barbarians suddenly erupting from the North (or any other direction) is very slim.

Wizards

The lists of magic spells (as summarized on pages 126-127 of the Player's Handbook and on pages 148-151 of this book) have been modified somewhat since the Avatar crisis. Several spells have moved down in level, several have risen in level, and a few have disappeared entirely.

Wizard spell books are modified as follows as a result: All spells should be listed at their new levels. If that level is beyond the wizard's ability, the spell remains in the spell book but the mage cannot cast it until he reaches a sufficiently high level. Those spells which become easier (by dropping to a lower spell level) are listed in the spell books at their new levels. If these new spells exceed the number of spells the mage may know at that level, then the player may choose which spell(s) of the overloaded level to discard.

Spells which disappear entirely from the spell lists (such as *vocalize*) may be treated either of two ways at the option of the DM: Either the spell disappears from the spell book and is replaced by another of the same level and the player's choice, or the spell remains with all the restric-





tions and benefits of the old spell. In this case it is a "specialty spell" that the player character mage has researched on his own. This may place the mage in demand as a teacher or spellcaster, or as a target for other individuals who want his secrets or feel particularly threatened by the spell.

Magic-users from the 1st edition are now mages under the 2nd edition. Player character magic-users become general mages with the same number of experience points and hit points. They may not be specialist mages.

Illusionists from the 1st edition become specialist wizards in the illusionist school. They retain their same experience point totals (this may cause the illusionist to drop one level). They gain the new abilities of the illusionist as described on page 32 of the *Player's Handbook*. Spells which change levels are maintained at their new levels. Spells which disappear as a result of the new structure of magic are lost, but may be replaced with other spells of an appropriate level and school. Spells which are of the necromantic, invocation/evocation, or abjuration

schools are now of opposition schools, and so are lost and may not be replaced.

In the wake of the avatars, there are an increasing number of new spells in the Realms, and formerly hidden magics are coming forward into common use (see Chapter 3 for new magic spells and instructions on handling additional new magic spells).

Priests

Characters who were clerics under the 1st edition are considered priests under the 2nd edition, with the same level and experience points. They are considered standard priests of the faith of their choice (as opposed to "specialty priests" such as druids).

The spells available to these priests are those listed on page 128 of the *Player's Handbook*. Any of the old spells which are not listed or which belong to spheres the priest no longer has access to cannot be cast. Spells which have changed level are granted at their new spell level.

Druids (now considered specialty priests) remain druids of the same level

and experience points as before the Time of Troubles. However, their spell acquisition is the same as for priests. Druids do gain additional spells for higher Wisdom and must have high Wisdom to access the higher-level spells.

Priest player characters may opt to become one of the myriad specialty priests for the wide variety of gods in the Realms. These specialty priests have previously existed in lesser numbers among the organized clergy, but with the increased attention of the various gods in the Realms, their numbers are on the rise.

Rogues

Standard thieves keep the same level and experience points in AD&D® 2nd Edition as they had previously. However, the nature of thieving skills has changed in that the thief may alter skill scores as he sees fit and as the campaign develops. The DM can handle this either of two ways, depending on the amount of trouble he wants to put his player character thieves through.

The DM may establish the player char-





acter thief's scores as they stand and say this is their new base. For every additional level of experience gained thereafter, the thief gains 30 points to distribute among the skills as noted on page 38 of the *Player's Handbook*. Those skills already rated above 95% keep their rating, but no new skill can be raised above 95%.

Alternately, the DM may provide the player characters with the thieving base scores listed on page 39 of the *Player's Handbook*, modified for Dexterity and character race. The player character then receives 60 additional points for the first level and 30 additional points for each additional level his thief has gained (a 5th level thief has $60 + 30 + 30 + 30 + 30 = 180$ points to spread around). No more than half of these points can be assigned to a single skill and no skill can be raised above 95% success.

Assassins

Assassins no longer exist as a player character class in AD&D[®] 2nd Edition. This is not to say that individuals do not take money for killing other characters, or that they do not organize into assassins' guilds, only that their special assassin abilities no longer function. "Assassin," in effect, becomes a job description, like farmer, merchant, or adventurer. Wizards can be assassins, as can evil priests, fighters, and rogues. The nature of assassination is such that those who regularly perform it can only be of evil alignment.

Players running assassins under the original AD&D rules have two options available to them:

- They may decide that their assassin character was slain when Bhaal sucked the spirits of assassins into his own form. The player can create a new character, but with the following benefit: for every level of experience the late assassin possessed, the new character can add one point to an ability score. A maximum of three points can be added to any one ability score, and the abilities cannot be raised above racial maximums or above 19 in any event. The new character is not required to be of evil alignment.

- The assassin loses all former assassin abilities and is considered a thief with the same number of experience points as he had as an assassin (this may increase the new thief's level and hit points). The new thief then receives 60 points to be scattered among the thieving base scores as described on pages 38-39 of the *Player's*

Handbook. The new thief also gains 30 points per additional level up to two levels below the thief's current level (a 9th level former assassin/new thief gains additional points as a 7th level thief—60 for the first level plus 6 times 30 in this case). The restrictions on allocations are those listed on pages 38-39 of the *Player's Handbook*.

Thief-Acrobats

The thief-acrobat becomes a thief with the same number of experience points as he or she had previously. Thief scores can be determined by using either of the two methods described for bringing normal thieves into AD&D 2nd Edition. Former thief-acrobats are no longer denied further progress in skills previously denied them.

In addition, thief-acrobats have the following proficiencies, in addition to the proficiency slots available to them. They may increase their proficiency scores by assigning additional slots to these proficiencies: jumping, tightrope walking, tumbling. These skills function as the new proficiencies, not the old abilities.

Bards

Bards created using the optional rules from the original AD&D system face major changes as the class becomes a standard feature in the AD&D 2nd Edition. Changes are as follows:

- To determine the bard's level, add all experience gained as a fighter, as a thief, and as a bard. This experience point total determines the new bard's level.

- All previous bard abilities are lost, including legend lore and charm percentages.

- All new abilities of the bard as described in the AD&D 2nd Edition are gained, including the abilities to influence reactions, rally allies, and identify items.

- Bards lose their druidic spell-casting ability. They may cast wizard spells, but must somehow gain the necessary books and spells to do so.

- The bardic colleges, such as they were, survived the Time of Troubles, but like the orders of knighthood and the assassins' guilds, are no longer restricted to those of a particular level or class. There may still exist bardic instruments of great power which date back to the "golden age" of the bard's colleges. These items retain all their powers save for the charming ability, which has been lost. The instru-

ments of the bards still inflict damage to bards of insufficient level or those individuals who are not bards.

Players running bard characters under the old rules may choose to retire them to NPC status (under the DM's control) and begin again. The NPC bard may (at the DM's option) retain his previous bardic abilities, but is no longer in play. Characters who retire their bards in this fashion can modify their rolls for a new character by +1 for every bard level (but not fighter or thief levels) previously held. The additions can be made after the dice are rolled. Racial limitations may not be exceeded.

For the curious, the bardic colleges of the Realms were once a powerful force in the North, strongly aligned with the druids (these were in the days before every god with a portfolio involving nature had its own druidic hierarchy). Each of the colleges recognized the superiority of the colleges ranked above it, such that as bards progressed in knowledge, they would seek out the wisdom of these higher colleges. With the advent of more civilization these colleges fell into decline though there are still references to one or another school's style of play, and the elder bards often rank themselves according to their school position. The elder schools were: Fochlucan, Mac-Fuirmidh, Doss, Canaith, Cli, Anstruth, Ollamh Magna Alumnae. (Magna Alumnae is not a "true" school but a recognition of power by the others.)

Monks

Under AD&D 2nd Edition there is no official monk class in the Forgotten Realms. The DM has three choices when dealing with monkish characters, and the decision is up to him.

- Retire the monk character, in much the same way as old-style bards may be retired. For each level of the monk, the player may add one point to his die rolls for a future character's abilities (but cannot exceed racial maximums).

- Continue using the monk character as described in the original AD&D set. No new monks will be created in the Realms, however, which makes for dandy job security for those at the top.

- Convert the "western" monk to the "eastern" version found in the AD&D Oriental Adventures hardback. The monk in this case is considered a wanderer from the East who has found his way (through magic or other catastrophe



to the barbarian westerners of Faerun.

This decision is up to the DM, though he should consult the player running the monk. Given the requirements for monks under the original system, it is unlikely that there are huge hordes of monk characters roaming about any campaign, but it is also likely that any player who has a monk character is rightfully proud of it.

Multi-Class Characters

Multi-class characters are discussed on page 44 of the *Player's Handbook*. Transition of each class to AD&D® 2nd Edition is performed separately. Players with multi-class characters other than those listed should consider the disallowed class to be retired from play at its current level with no further advancement. An elven fighter/cleric is no longer allowed, so the player has the choice of retiring the fighter or clerical half. All earned abilities in that area are retained, but no further advancement is allowed. The character's experience points do not have to be split anymore; they can all be applied to only those classes where advancement is still possible (unlike what happens when one of those classes reaches its maximum level).

Psionics

Any study of psionics in the Realms has had a swirl of mystery and misinformation wrapping it like a thick fog. Powerful individuals and/or monsters were ascribed psionic abilities and powers, though this might just have been the stuff of legend and bragging as opposed to real abilities.

Whatever the case, psionics as handled in the AD&D game (and detailed in the Realms by the superior monograph "Mind over Muscle" by Cuthbert the Unready) no longer exists. Detractors of psionics state that it has never existed, while supporters say that it did once, but the death and merging of Mystra with the nature of the Realms itself has modified it beyond human scope, and the long process of rediscovery must begin again.

This is not to say that odd, deviant, or alien magics not usable within the standard means described by Azuth are impossible. The *spellfire*, a form of magical manipulation, still exists in the dales, while tales drift down of spellsingers and magical dancers whose abilities exist outside the realms of traditional magic.

Player characters with psionic abilities as described in the appendix of the original *Player's Handbook* lose those abilities and gain nothing in return for that loss. Players may choose to retire such characters if they wish, but in any case, psionic powers are gone from the Realms.

Proficiencies

The FORGOTTEN REALMS™ campaign setting uses the optional proficiency rule. DMs who choose to ignore proficiencies in their campaigns are free to do so when running campaigns in the Forgotten Realms, though they are encouraged to use proficiencies in cases where previous abilities are lost (such as barbarians and cavaliers) and when certain classes call for them (such as specialty priests and rangers).

Proficiency slots available for player characters are listed on page 51 of the *Player's Handbook*. The weapon proficiencies should be adjusted to reflect the character's new level and class. In some cases this may make additional weapons available, which can be chosen immediately by the player. In some cases the number of weapons available to the character will be reduced—in this case excess weapon proficiencies must be shed.

When choosing weapon proficiencies, only those weapons available to the character class can be chosen. If the player character uses a weapon that is no longer available to him (for any reason), that proficiency slot becomes empty and can be replaced by another weapon proficiency.

The number of nonweapon proficiencies can be determined by the table on page 51 of the *Player's Handbook* and those slots filled with nonweapon proficiencies of the player's choice (from the appropriate lists). Note that several character classes (such as the ranger and former cavaliers and barbarians) gain some proficiencies automatically and without using up their regular proficiency slots. Note also that languages known by certain characters (such as druids) are also gained outside the standard proficiency system.

In choosing nonweapon proficiencies, the player should take into account the past history of his character. A character who has spent most of his adventuring life at sea will have more nautical proficiencies (seamanship, navigation, etc.) than one who has spent his time as a horseman



in a mercenary band.

There will inevitably be player characters whose lives and exploits reflect a great depth of ability and who seem to deserve far more proficiencies than they are allowed by Table 34: Proficiency Slots. (Raluth the Industrious, for example, is only 2nd level but in his long climb to that level has served as an apprentice armorer, a seaman, a charioteer in Mulhorand, and a magician's aide, and does a mean tap dance on the side.) When dealing with established characters of such extreme depth, the DM is encouraged to grant them all applicable proficiencies, but in turn to deny them any additional non-weapon proficiencies until all those extra slots would have been earned anyway. Once the character's 'deficit spending' has been recouped, he can begin earning new proficiencies at the normal rate.

Advancing Beyond 20th Level

The AD&D® 2nd Edition *Player's Handbook* covers character experience levels up to 20 for all of the character classes available. While this should keep players busy for many years (game and real), there do exist more powerful characters in the Realms whose powers need to be (at least briefly) addressed. The following tables summarize the experience requirements, spell ability, and hit dice of the powerful and famous NPCs of the Realms.



The mage Durlan of Selgaunt

Warriors

Fighters gain an additional level for every 250,000 experience points above 3,000,000. They gain three hit points for every level above 20.

Paladins/Rangers gain an additional level for every 300,000 experience points above 3,600,000. They gain three hit points for every level above 20. Paladins gain no additional spells once they reach level 20. Rangers gain no additional spells once they reach level 16.

Wizards

Mages and specialist wizards gain an additional level for every 375,000 experience points earned above 3,750,000. They gain an additional hit point for every level above 20. They gain additional spells as shown on the Expanded Wizard Spell Progression table.

Expanded Wizard Spell Progression

Level	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	2							
5	4	2	1						
6	4	2	2						
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	2	2				
11	4	4	4	3	3				
12	4	4	4	4	4	1			
13	5	5	5	4	4	2			
14	5	5	5	4	4	2	1		
15	5	5	5	5	5	2	1		
16	5	5	5	5	5	3	2	1	
17	5	5	5	5	5	3	3	2	
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	6	6	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6
30	7	7	7	7	7	7	7	6	6

Priests

Clerics gain an additional level for every 225,000 experience points earned above 2,700,000. They gain an additional two hit points for every level above 20.

Druids gain an additional level for every 500,000 experience points above 2,000,000. They gain an additional two hit points for every level above 20.

Other specialty priests, as described on pages 15-39 of this book, gain an additional level for every 500,000 experience points above 8,500,000. They gain an additional two hit points for every level above 20. They gain additional spells as shown on the Expanded Priest Spell Progression table.

Expanded Priest Spell Progression

Priest Spell Level	Level						
	1	2	3	4	5	6*	7**
1	1						
2	2						
3	2	1					
4	3	2					
5	3	3	1				
6	3	3	2				
7	3	3	2	1			
8	3	3	3	2			
9	4	4	3	2	1		
10	4	4	3	3	2		
11	5	4	4	3	2	1	
12	6	5	5	3	2	2	
13	6	6	6	4	2	2	
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7
30	9	9	9	9	9	9	8

* Usable only by priests with 17 or greater Wisdom.

** Usable only by priests with 18 or greater Wisdom.



Rogues

Both thieves and bards gain an additional level for every 220,000 experience points gained. They gain two additional hit points for every level above 20. Thieves gain an additional 10 skill points to distribute among their thieving skills for every level above 20. Bards receive five points to distribute among their thieving skills for every level above 20.

Player Character Races and Limitations

Page 15 of the *Dungeon Master's Guide* lists the race and level limitations on player character races used in the FORGOTTEN REALMS™ Campaign Setting. The Realms does allow nonhuman characters of exceptional ability to advance beyond the listed levels, as detailed on the same page as an optional rule.

Player characters who are above the levels listed for their race and who do not have exceptional abilities to enhance their advancement have "topped out" — reached the highest level that they can. They may continue to gain experience points, but may not advance in level.

Player characters of other races not listed (half-orcs, tinker gnomes from Krynn, drow, duergar, and the occasional lizard man or centaur—all usable only with the DM's permission) can continue to operate in the Realms on the approval of the DM and within the constraints set on pages 15 and 16 of the *Dungeon Master's Guide*. Characters who do not meet the requirements (such as the magic-resistant drow) should not be allowed as new player characters, though existing characters should be allowed to continue, using similar creatures as a model (for the drow, for example, use standard elves as a guide).

Physical Changes to the Realms

As a result of the coming of the avatars, several changes have occurred in the geography and physical properties of the Realms. So far, these seem to be permanent, but only time can tell for sure.

Dead Magic Regions

The conflict between the gods rendered many regions of the Realms "magic-dead." Most of these dead magic regions are no

more than a few yards across, some are the size of several city blocks, and one large dead magic area (the north quarter of Tantras and beyond, where Torm and Bhaal fought) occupies 400 acres. Fortunately such regions are rare, though individuals are already taking advantage of their special properties.

No magic can be cast or activated within a magic-dead area. Spells cast by a character within a magic-dead area are lost, as are charges from wands, rings, or other devices. Spells which are cast from outside a magic-dead area into a magic-dead area do not function and those which have areas of effect which occupy both live and dead magic areas have no effect within the magic-dead area.

The restriction applies to wizard spells, priest spells, and spell-like monsters' abilities. A beholder who finds himself inside a dead magic area loses the spell-like abilities of his eyestalks, for example. Gods and other extra-planar powers lose their magical abilities as well, and no one, neither man nor god, can teleport, gate, or otherwise magically move or escape from a dead magic area.

Divination spells will not function if the target or subject is within the magic-dead area. Illusions will not operate within the magic-dead area, though they can be seen by characters inside the area if cast outside the area. The petrification ability of gorgons and medusae, as well as dragon breath, are unaffected by dead magic zones.

Spells which were already in operation prior to the creation of a dead magic area were broken as soon as the dead magic area appeared. Spells in operation on a person or object prior to entering the dead magic area continue operating normally, however. A hasted, charmed, geased, or otherwise enchanted individual is still magically enhanced (or hindered) even inside a dead magic area, even though these spells cannot be cast within, into, or out of the area.

Enchanted creatures such as golems are not physically harmed upon entering the area, though they feel uncomfortable within the region and want to leave it as soon as possible. Such enchanted creatures may not use spells or spell-like abilities once within the dead magic area.

Enchanted objects which do not use charges or which always have their magical effects in force are similarly unaffected by the dead magic areas. A *sword +1* retains its +1, but if it also casts a light spell

once per day, that spell-like ability cannot be used within the dead magic area. Swords, armor, potions quaffed before entering the region, some rings, and a number of miscellaneous magical items continue functioning this way.

Spell-casters who enter the dead magic area are immediately aware of its presence, tipped off by the dull headache which results from the spell-caster losing touch with the ambient magical nature of the Realms. Spell-casters are not otherwise hampered within the field (aside from being unable to cast spells), but most will seek to leave the area as soon as possible.

Dead magic areas are invisible and tend to be shaped like spherical bubbles, extending as far above the ground as they do below. Some dead magic areas are in the form of spikey stars or irregular shapes, and in the case of Arabel, a dead magic area is the size and shape of a building which stood there previously (a bar is now being built on this site).

Dead magic areas can appear anywhere, from deep beneath the earth to (theoretically at least) high in the air and even beyond into the space above Faerun. Spelljamming helms would not be affected by the dead magic area, provided that they are already in operation.

Dead magic areas are difficult to destroy; a full *wish* will remove a sphere with a diameter of 12 feet (approximately 1,000 cubic feet) while a *limited wish* removes a sphere with half that diameter (approximately 115 cubic feet). Priests of both Mystra and Torm are working on ways to neutralize the dead magic effects of the larger regions, but the smaller areas are likely to be about for a long time. Individuals who prefer to be away from magic look at these dead magic regions as a place to hide from wizards, or at least stand equal with them.

Wild Magic Regions

Similar to the dead magic areas are those in which magic has become erratic and the effects of spells unpredictable. These "wild magic" areas are smaller than the dead magic zones, with few exceeding 100 yards in diameter. They are, however, scattered through the Realms.

Only spells which are cast by individuals within a wild magic area are affected by the nature of the area. Wizard and priest spells, and the spell-like abilities of creatures, are affected. Spells cast from outside the wild magic area against targets within the wild magic zone are not af-





ected by the wild magic.

When a spell is cast in the wild magic area, the DM should roll on the following table to determine what effect the wild magic area has on the spell.

EFFECTS OF WILD MAGIC

Dice Roll Result

- 01-19 Spell rebounds on caster with normal effect. If the spell cannot affect the caster, roll again.
- 20-23 A pit 10 feet across opens beneath the caster's feet. It is 5 feet deep for every level of the caster.
- 24-27 The target of the spell is pelted with red flowers, leaves, or vegetables, which vanish immediately upon striking. The blossoms or other missiles inflict no damage, but the target(s) will not be able to fire missile weapons or use wands while being attacked this way.
- 28-31 Spell affects a random target. DM should choose (randomly or otherwise) another target among those available, or set the spell off

in a different area 10-60 yards away (use the grenade missile scatter diagram).

- 32-35 Spell functions normally, but material components (if any) are not consumed and knowledge of the spell is not lost (it can be cast again). In case of spell-like abilities, the ability can be used again. Magical items do not lose a charge.
- 36-39 Spell does not function, but instead everyone within 10 yards of the caster (friend or foe) receives the benefits of the priest's heal spell.
- 40-43 Darkness and silence descend on the caster (as the spells) with a 30 yard radius and lasts for 2-8 rounds. The spell does not function.
- 44-47 *Reverse gravity* (as the spell) affects all within 30 yards of the caster, including the spell-caster, lasting one round. The spell does not function.
- 48-51 Shimmering colors appear and swirl around the caster, blinding

the caster and all around him for 1-4 rounds.

- 52-59 Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are lost.
- 60-71 Nothing happens. The spell does not function. Spell components, memory of the spell, or charges (if any) are not lost.
- 72-98 Spell functions normally.
- 99-00 Spell functions with maximum possible effect, full damage, and maximum duration. Saving throws against the spell (if applicable) have a -2 penalty.

Modifiers to the Dice Roll

- +1 For every level of the spellcaster or HD of the creature.
- 2 For every level of the spell being used (spell-like abilities ignore this modification).
- +6 If spell is from a magical item.
- +12 If spell is from an artifact.
- +2 If alteration magic.
- 5 If invocation magic.





Unlike dead magic areas, wild magic areas are not immediately detectable upon entering. Spell-casters and enchanted creatures may enter and leave wild magic areas without realizing they are there or suffering any ill effects, until they attempt to cast a spell in the area.

Wild magic areas respond more favorably to magic—a *dispel magic* will successfully shut down a wild magic area for 1-4 turns, and a *limited wish* or full *wish* will dispel any single wild magic area entirely. Due to the work of the faith of Mystra/Midnight, most of the wild magic areas in civilized areas have been discovered and either destroyed or at least prominently marked with a warning sigil (nonmagical, of course). There remain a number of the wild magic areas scattered throughout the Realms, though these are in lonely, wild places and deep beneath the earth.

The Helmlands

Also called the Pits of Mystra, these bubbling tar pits erupted in northern Cormyr during the Time of Troubles. Though they are now reduced both in size and activity since the coming of the Avatars, it remains a foul region and a destabilizing influence in the North. Situated in the north-east corner of the country near Castle Crag and scattered into the foothills of the Stormhorn mountains, these pits of bubbling tar and oil are a shifting maze of wild magic and dead magic areas. Regions seem to shift from dead magic to wild magic and back to normal at random. Adventuring in the area is difficult and dangerous, and becoming moreso since the strange properties are attracting more evil creatures who use the pits as a staging area for raids on merchant caravans from Tilverton and the Dalelands.

The Winding Water

At Boarskyr Bridge the mortal Cyric slew Bhaal in a battle which destroyed the mighty bridge itself and turned the river jet black. The bridge has since been restored (though now with statues of Cyric and Bhaal at opposite ends), but the waters of the Winder remain poisonous from Boarskyr Bridge downstream to Trollclaw Ford.

The water of this stretch of the river is an oily black and stinks both from its own foul odor and from the fish which have died during the battle and since. The migrating salmon which leapt up the Winder to their breeding groups in the Serpent

Hills are no more, poisoned by the foul waters.

The water of the Winding is type K contact poison if the subject is immersed, type G if ingested. The black water loses its potency (though not its smell) if taken from the rest of the river.

At Trollclaw Ford, the stench and black cloudiness of the water is greatly reduced, and the water, though still cloudy until it reaches the sea, is now potable and can be consumed without danger.

Physical Chaos and Abominations

Most of the physical chaos (walking trees, fireworks, undulating landscapes) of the Time of the Avatars has passed from the Realms, leaving them (mostly) in the same condition they were in before the coming of the gods. There remain a few misplaced mountains and destroyed forests, but in general the land has recovered nicely from the attentions of the powers of the Outer Planes.

There remain certain creatures that were changed by the Avatars. Many either changed back to their normal appearance or died since the Time of Troubles, but many remain. Whether such creatures will breed true or die out in the next generation (however long that may be) remains to be seen. (This has stirred speculation whether the owlbear and the peryton may be survivors of previous magical godswars which have since bred true.)

In game terms, the DM may feel free to introduce new creatures never before seen in the Realms to entertain and bedevil his player characters. Such creatures would not have a "history" in the Realms that a sage could refer to, and should remain a mystery to the player characters. Such creatures can be of the DM's own invention or can be imports from other worlds (with the addition of *Monstrous Compendiums for the diverse DRAGONLANCE®*, *GREYHAWK®*, and *SPELLJAMMER™* worlds this is quite simple.)

The DM may also take a well known creature and modify it to produce an abomination—a creature with all the regular stats (and general appearance) of a better-known monster, with one or two major differences. The differences can be relatively minor (a beholder with big chicken feet, giving it an increased movement rating) or major (a beholder which has one eye that turns things invisible,



WARNING RUNE: "Magic here"

which it can use on itself). In general, the DM should follow three rules when making such modifications:

- 1) Do not change more than one or two statistics per creature. A more powerful, higher HD troll or a faster troll are both fine, but a troll that is both faster and has higher HD is probably too much.
- 2) Leave standard weaknesses—avoid fire-resistant trolls or mummies (or don't blame them on the avatars, at least).
- 3) Use such abominations sparingly—if they overrun your campaign, they will lose their surprise element.

New Weapons

Firearms in the Realms

Smoke powder, a magical powder similar to our gunpowder, functions in the Realms and has done so for hundreds of years, as evidenced by Kara-Turan rockets and small magical thundercrackers made for children. Firearm technology has never been extensively (or even adequately) researched and developed, however, save for a few crackpots and eccentric wizards. The reason is simple—who needs firearms in a world with fireballs? (The answer, of course, is people who can't cast fireballs.) No major nation or organization has invested time and money into producing of smoke powder weaponry on a large scale. The Red Wizards of Thay have developed some large siege guns (some are stationed on the Pirate Isles) but these are hideously inaccurate and consume hundreds of charges of smoke powder in a single shot.



During the Time of Troubles, however, the Lantanese, whose state religion is the worship of Gond the Wondermaker, were taught how to make reasonably safe and accurate smoke powder weapons. As a result, examples of their new technology are now drifting into the heartlands. These weapons are rare, hard to use, and often as dangerous to the user as they are to the target. Most rational fighters have rejected them, but they remain as an oddity, at least for the moment.

The extent of firearms use in any specific Realms campaign is up to each DM. If the DM chooses to introduce the arquebus (and other firearms) in his campaign, it should take several game years for the weapons to become commonly available. A typical timetable, taken from the introduction of the weapon in Lantan, is as follows:

Year 0: The Fall of the Avatars and the Time of Troubles.

Years 1-3: Arquebuses begin to pop up in the Realms, primarily as curios and magical objects. Price (if available) is 10 times listed price.

Years 3-5: Arquebuses and other similar weapons become more common (people stop looking at the player characters strangely when they ask about them). Well-stocked weapon shops will have some, but at twice the listed price.

Years 5+: Firearms are available in large stores at the listed price.

Smoke powder is always treated as a magical item, however, for purposes of sale and/or trade. Characters must negotiate a price every time they make a purchase and should never expect to find very much in stock. In this fashion the DM can limit the impact of smoke powder and firearms in his campaign.

People being what they are, players may try to move forward the timetable, ship large numbers of guns, and/or invest in magical research to develop smoke powder. If the DM includes smoke powder weapons in his campaign, all of these are options and should be used as adventure hooks to send the characters on adventures (a long mission to Lantan, dealing with and/or stealing from the

priests of Gond, facing resistance from the government at home over bringing in dangerous and explosive weapons, as well as quests to find the rare and dangerous components of smoke powder—the truly nasty DM will include some part of a beholder in the ingredients).

The Gondsmen have produced a number of weapons, easily identified by the symbol of Gond (the toothed wheel) stamped prominently on their stock. Others may start producing firearms soon after they first appear, but they will be inferior to those from Gond, at least for the first few years (in game terms, they will explode more often—increase the chance for an explosion by one pip on the die).

The Gondsmen have introduced the arquebus, the caviler (a light arquebus), the musket (which requires a stand to support its barrel), the blunderbuss (a very primitive shotgun), and the ribald (a series of small barrels mounted on a board, similar to the more effective—but anachronistic—Nordenfeldt gun). If the Gondsmen have produced cannons and larger siege weapons, they have not yet

Table 5: NEW WEAPONS IN THE REALMS

Name	cost	Weight	Size	Type	Speed	Base Damage	Additional
Arquebus	500	10	M	P	15	1d10/1d10	10
Blunderbus	500	12	M	P	15	1d4/1d4	X
Bombard	20,000	2000	H	P	20	2d20/2d20	20
Caviler	450	11	M	P	12	1d8/1d8	8
Musket	800	20	M	P	17	1d12/1d12	12
Ribald	1,200	80	L	P	16	1d4/1d4	X
Starwheel	1,000	5	S	P	10	1d4/1d4	4

Name	ROF	S	M	L	Charge	Backfire	Backfire Dmg.
Arquebus	1/3	5	15	21	1	1-2	1d6
Blunderbus	1/3	1	2	3	1	1-2	1d6
Bombard	1/3**	SO	100	200	10	1	2d10
Caviler	1/4	4	8	14	1	1-2	1d4
Musket	1/4	6	18	24	2	1-3	1d8
Ribald	1/24*	3	6	9	6	1	1d6
Starwheel	1/3	3	6	9	1	1-2	1d6

* 1/2 per each of 12 barrels.

** Assuming a fully trained, three-man crew.

Cost: In gold pieces.

Weight: In pounds.

Size: Relative Size of weapon.

Type: All firearms are piercing weapons.

Speed: Speed factor.

Base Damage: Normal damage roll.

Additional: If this number is rolled, score this much damage and roll again.

ROF: Rate of fire—

1/3 = 1 shot per 3 rounds

1/4 = 1 shot per 4 rounds

1/24 = 1 shot per 24 rounds

Range: Short, medium, or long, in tens of yards.

Charge: Number of charges of smoke powder required for one shot.

Backfire: Weapon backfires if these numbers are rolled on the attack roll.

Backfire Damage: Damage inflicted to user(s) in event of backfire.



exported them to other, potentially hostile nations.

Two other firearms have appeared in the Realms, one small and one large. The smaller weapon is called the starwheel in the Realms, or the wheel lock pistol, and is very, very rare. It is so rare, in fact, that it is said to come from another dimension or from beyond the sky. The other weapon is the bombard, a hulking, immobile cannon primarily used in defense, such as the one at the entrance to the Pirate Isles' main base. The bombard is said to have come from Thay and reportedly is held together by magic. All these weapons are described in detail below.

Arquebus: As described in the Player's Handbook, the arquebus is a primitive musket. It can only be fired with both hands. It inflicts 1-9 points of damage normally. If a 10 is rolled, it inflicts 10 points plus the roll of another d10. If that second die roll is also a 10, another d10 is added, and so on. The arquebus of the Realms is metal with a wooden stock.

Blunderbuss: A variation of the arquebus with a wide bore and a trumpetlike barrel, the blunderbuss is also called the Gondgun derisively. It has very poor range, but has two advantages: it can fire stones, pellets, iron shot, or anything else that fits down its gullet, and it can hit several targets simultaneously. The blunderbuss fires a cone of shrapnel that is 5 yards across at short range, 10 yards across a medium range, and 15 yards across at long range. Every potential target within that area, whether friend or foe, takes 1d4 points of damage. Unfortunately, no additional damage is possible with the blunderbuss.

Bombard: The largest of the smoke powder weapons, and not available through the Lantanese, the bombard was developed in Thay as a defensive weapon. Weighing 2,000 lbs, the bombard can only be moved by winches or giants. Its accuracy is dreadful, but so is the effect of a direct hit. The usual tactic with a bombard is to aim it at a particular location (a pass or harbor mouth) and wait for the target to move into the area. Trying to aim the weapon at a moving target is hopeless. The bombard causes 2d10 points of damage. If either die rolls a 10, roll that die again for additional damage (if both dice are 10s, roll both again). The bombard consumes enormous amounts of smoke powder. Reloading takes three rounds if the bombard has a full three-

man crew trained to handle the item. If two men are available, reloading takes five rounds. If one man is performing all the tasks, 10 rounds. Double these times if the men are untrained.

Caviler: A lighter form of arquebus which inflicts less damage but is more accurate (it has a better chance to inflict additional damage). The caviler takes two hands to fire, but can be fired from horseback at no penalty. Most cavilers (except cheap copies) are made by the priests of Gond in Lantan and are marked with the symbol of the god on their metal stock.

Musket: A heavier, more powerful version of the arquebus which requires a support to fire correctly. This support is a Y-shaped pole jammed into the ground, upon which the barrel rests. Resting the barrel on some other support (rocks, for example) results in a -2 penalty to hit. Firing it without any support results in a -4 penalty to hit. These penalties do not affect the chance of misfire—it will still only explode on a roll of 1 or 2 on the 20-sided attack roll, inflicting 1d8 points of damage.

Ribald: Also called Gond's Pipes, this is the closest the Gondsmen have come to a battlefield weapon. It consists of 12 barrels laid side-by-side on a two-wheeled carriage. The barrels have a common fuse and can be fired in the same round. The barrels have an area effect (5 yards across at short range, 10 yards across at medium, and 15 yards across at long). All targets within the area can be hit by the bullets. The number of attack rolls per target is determined by the size of the target creature.

Size S	Maximum of 1 hit
Size M	Maximum of 3 hits
Size L	Maximum of 6 hits
Size H+	Maximum of 12 hits

The gunner firing the ribald may choose which targets are hit, but must assign bullets to all targets at short range before assigning any to targets at medium range, and so on. If not enough targets are present for all 12 barrels, attack rolls are still made to see if any of the barrels misfires and explodes. A backfire does not ruin any of the other shots. Ribalds cannot inflict additional damage to a target.

Example: A character is firing a ribald against a dwarf and a human at close range and two more humans at medium range. The first four shots are against the two targets at close range—one against the dwarf and three against the human.

The dwarf is missed and the human is hit once. The next six shots are directed against the two humans at medium range, resulting in two hits against one target and no hits against the other. This accounts for 10 of the ribald's 12 shots. If there were any other targets at long range, the remaining two shots could be used against them.

The Starwheel Pistol: Not of Gond manufacture, and perhaps not made anywhere in the Realms, the starwheel is a one-handed weapon which inflicts little damage but can be aimed accurately (reflected in the fact that it does 1d4 points of damage, and each 4 rolled allows the die to be rolled again).

All rules applying to arquebuses on page 73 of the *Player's Handbook* apply to the other smoke powder firearms described here. They all have a chance to backfire and injure the gunner, and all require cleaning before being used again. Strength modifiers do not apply to arquebus fire and other firearms.

Given their long reload time and the rareness of smoke powder and the chance of misfires, many fighters who have adopted firearms use them as "softening" weapons to damage a charging enemy before entering melee. The gun is fired, then dropped (or set down) and the sword is drawn for "real fighting." If used in melee, an arquebus, caviler, musket, or blunderbuss is treated as a club (and can be ruined in the process—make a saving throw vs. crushing blow). Starwheels inflict only 1-3 points of damage if used as clubs. Ribalds and bombards cannot be used as melee weapons (except, perhaps, by giants).

For weapon specialization, each of the weapons requires a different weapon proficiency. If tight or broad groups are being used (per *The Complete Fighter's Handbook*), then the starwheel, ribald, and bombard are all separate proficiencies, with the remainder (arquebus, caviler, musket, and blunderbuss) under a firearms group.

No magical versions of these firearms have appeared in the Realms, but given the tendency of wizards to play around with the latest toys, it is only a matter of time before the musket of accuracy or the *blunderbuss* +1 appears on the scene. They will be very rare, more likely found in the king's armory than in a dragon's lair or the tomb of an ancient lich.





Clerics of various deities in the Realms have long received special favors, abilities, and powers as a result of their devotion to a particular divinity. These 'specialty priests' have been more in tune with the needs and aims of their gods and tended to reflect more of their gods' basic temperament than the standard AD&D® game priest (called a "cleric"). The cleric was better known and his spells and abilities common knowledge among the followers of the various gods, but the specialty priest reflected more of the god's philosophy and the areas the god watched over or represented.

The most common type of specialty priest is the druid, as described on page 35 of the *Player's Handbook*. The druid is a specialty priest worshipping those powers which control nature—in the Realms, this portfolio is spread among a number of deities, including Chauntea, Eldath, Mielikki, and Sylvanus. All these gods have druids as followers. Some in addition have specialty priests whose abilities are more tailored to the individual gods.

Players, when choosing a priest character, can choose to be a standard cleric or specialty priest of one of the particular gods. In the main, clerics are more common, and make up the majority of "standard" adventuring priests. Specialty priests can be adventurers, they may be part of the organized clergy (those who stay in towns and maintain temples, shrines, and the church hierarchy), or they may be part of a completely separate order. Relationships between the various types of priests range from very good and cooperative among peaceful gods, to factionalized squabbling and infighting among the evil gods.

Each of the following entries describes the specialty priests (if any) of the various major deities of the North. Each entry names the god and its common alternate name (such as Bane, the Black Lord). The native plane and power level (greater power, lesser power, or demipower) is listed next, along with alignment. The power level dictates the abilities of the god as laid out in the *Manual of the Planes*.

The god's portfolio is those areas where the god is considered to focus most of his or her attention: nature, war, strife, interventions, ranges, etc.

The requirements listed are those basic ability scores required to become a specialty priest of that church. A character can be a cleric of the church (if that church

has clerics) with the standard minimum ability scores for a cleric.

Weapons, armor, spells, and magical items allowed outline the limitations of the specialty priest in those areas. The spells are broken down into major and minor spheres, with limitations as noted on page 34 of the *Player's Handbook*. Often there is an additional limitation on spells, such as the priest being allowed to cast only the reversed version of the spell, or only those spells which create or effect a particular element (called an aspect).

Granted powers lists the special abilities that are available to the specialty priest of the faith: Whether they can turn undead, summon lightning, gain a benefit in combat, etc. Clerics do not get these granted powers and may not use them; only specialty priests get them. Similarly, clerics have their own limitations on weapons, armor, spells, and magical item use which apply to all clerics of all levels.

The Other Notes section deals with the organization of the church and its god. It states whether the god has an organized clergy and clerical hierarchy or exists as a scattered group of temples and shrines. Further, wherever possible, this section will update the status of the god as a result of the Time of Troubles, also known as the Coming of the Avatars or the Godswar.

Gods of the Realms



Auril (Frostmaiden)

Demipower of Pandemonium, NE
Portfolio: Cold

Requirements: Constitution 13
Wisdom 12

Weapons Allowed: All bludgeoning weapons and the ice axe (treat as hand axe in combat). The ice axe bears the symbol of the faith.

Armor Allowed: chain and shield, maximum

Major Spheres: All, Animal, Combat, Divination, Elemental (no fire-related spells), Healing, Necromantic, Protection, Weather

Minor Spheres: Guardian, Creation
Magical Items Allowed: as clerics

Granted Powers

- Specialty priests of Auril cannot turn undead. Clerics who worship Auril may turn undead normally.
- Specialty priests of Auril have an immunity to cold similar to a permanent resist cold spell. They are immune to natural cold and have a +3 bonus when saving against cold and ice-based attacks. They suffer no damage from the attack on a successful save and only half damage on a failed save.
- Specialty priests of Auril at 8th level gain the ability to cast the ice storm spell (wiz 4) once per week.
- Specialty priests of Auril at 12th level have the ability to summon an ice para-elemental (as the conjure fire elemental spell). They may do so once per week for every level over 12.

Other Notes

Specialty priests make up one-third of the priests of Auril. They are referred to by the titles icepriest and icepriestess. The relationship between the specialty priests and the clerics are very good.

Priests of Auril use ceremonial garments of ice white with blue piping. The robes are cinched at the waist by a very wide silver belt, which also holds the ceremonial axe. A silver circlet worn on the head is the final touch.

When adventuring, most priests of Auril wear at least the circlet and the belt with their normal adventuring clothes.



Azuth (The High One)

Demipower of Arcadia, LN

Portfolio: Mages, energy

Requirements: Wisdom 14
Intelligence 13

Weapons Allowed: As cleric

Armor Allowed: None

Spells Allowed: Same as cleric

Magical Items Allowed: As cleric and wizard. Specialty priests of Azuth may use magical scrolls (see below).

Granted Powers

- Specialty priests of Azuth may not turn undead. Clerics who worship Azuth may turn undead normally.



- Priests of Azuth, starting at 2nd level, may cast wizard spells in addition to clerical spells. These spells are cast as if the priest was half his actual level (drop fractions—an Azuthian priest of 3rd level casts wizard spells as a 1st level mage and cannot gain spells that are not available to a 1st level mage). These priests pray for their wizard spells instead of studying and the chosen wizard spell replaces another clerical spell. Further, an Azuthian priest may only take wizard spells from a single school (abjuration, alteration, necromancy, etc.). This school is determined when the first magical spell is taken. From that point on, all magical spells prayed for by that Azuthian priest must be from that school and cannot be from any other.
- Azuthian specialty priests may use magical scrolls in addition to clerical scrolls. They need a *read magic* spell to do so.
- All Azuthian priests have spellcraft proficiency at start. This counts as one of their initial nonweapon proficiencies.

Other Notes

Within the church hierarchy, 40% of the titled churchmen are actually wizards. Another 50% are clerics (who form the strong right arm of the faith) and 10% are specialty priests. Relationships between the three groups are good, though there is some resentment against a current trend to promote specialty clerics into positions of power.

In areas where Azuth has temples and shrines, the ruling (not necessarily the most powerful) cleric is called "First." Other churchmen in large clerical communities expand on this idea—the most powerful user of alteration magic (clerical or wizardly) is called First Transmuter, the leading specialist in divination magic is First Diviner, etc. The First may bestow or revoke such titles within his parish.

The ceremonial robes of Azuth are shimmering gray and usually made of silk (though wrapped with heavier and more sensible materials in the North). The symbol of Azuth is worn on the chest, the color of the aura on the symbol denoting the individual's rank within the church. Most acolytes, monks, mage apprentices, and adventurers have a yellow aura surrounding the symbol of Azuth. Higher level adventurers and churchmen without official position wear symbols with a red

aura. Those with First designation in the church have a white aura. When not used to identify rank, the symbol of Azuth has a blue aura.

In the field, clerics of Azuth wear the symbol of their faith over their hearts, either stitched onto a tunic or robes or inlaid in metal armor.



Beshaba (Maid of Misfortune)

Lesser Power of the Abyss, CE
Portfolio: Mischief, bad luck, accidents
Requirements: Wisdom 10
Weapons Allowed: Bludgeoning weapons
Armor Allowed: Plate mail and shield
Major Spheres: All, Astral, Charm, Combat, Guardian, Protection
Minor Spheres: Summoning, Creation, Divination
Magical Items Allowed: Same as clerics

Granted Powers

- Once per game day, a priest of Beshaba can reduce the saving throw or attack roll of one individual by one (a 3 becomes a 2, a 1 becomes a 0). The priest using this power glows a deep, radiant red for one round when doing so. All effects of the die roll are based on the reduced number. The modification occurs immediately after the number is rolled (that is, before any other numbers are rolled or other actions taken).

Other Notes

Beshaban priests are split approximately in half into clerics and specialist priests. Relations are good between them. Specialist priests are referred to as Doommasters.

Doommasters prefer underground facilities for their temples and in services prefer simple black tunics with the symbol of Beshaba on the chest, and black stockings.

The worship of Beshaba is fairly widespread and varied throughout the Realms. His followers prefer to keep a low profile even in those cities which profess tolerance and those towns which actively

support evil religions. As a rule of thumb, if Tymora can be found in the area, then Beshaba probably goes hand in hand.



Chauntea (Great Mother)

Greater Power of Elysium, NG
Portfolio: Agriculture
Requirements: Wisdom 12
Charisma 15

Specialty priests of Chauntea are druids in all respects, as described on page 33 of the *Player's Handbook*.

Other Notes

Chauntea is not the only god that claims druids as followers, but all specialty priests of Chauntea are druids. Chauntea has some standard clerics as well, who operate in more civilized areas typical druids would tend to avoid (such as overcrowded Waterdeep). The split between the city church and the druids is about 30/70.

The relationship between the druids (who call themselves "the True Clerics of Chauntea") and their urban cousins is polite but strained. Druids have always venerated Chauntea and consider the more recent city disciples to be upstarts and interlopers. The more civilized priests, in turn, feel that the druids' day is done, and while druids are still useful in wild lands (such as Moonshae or the Dales), the rising nations need an organized, professional faith controlled by a more reasonable and rational clergy.

Both branches of the faith maintain simple dress. The druids prefer simple brown robes with high rank denoted only by a belt laced with gold thread or some other similar, precious decoration. The city priests, on the other hand, wear an open-front brown cloak with more standard garments, like tunic and trousers, underneath.



Cyric (The Dark Sun)

Greater Power of Hades, NE
 Portfolio: Death, murder, the dead, strife, tyranny, lies
 Requirements: Wisdom 13
 Intelligence 13
 Weapons Allowed: All bludgeoning weapons and the long sword (Cyric used a long sword to slay a traitorous halfling).
 Armor Allowed: Any
 Major Spheres: All, Astral, Charm, Combat, Guardian, Healing, Necromantic, Summoning, Sun, Weather
 Minor Spheres: Divination, Elemental, Protection
 Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Cyric may command undead as do clerics, but do so as if they were two levels higher.
- Specialty priests of Cyric are immune to fear and other emotion-altering magic. They can still be charmed and are subject to enchantment/charm magic, provided that the spells have no effect on the emotions.
- Specialty priests of Cyric at 5th level can summon an aerial servant (as per the spell). This servant will fight for the priest and can act as a magical assassin.
- Specialty priests of Cyric have the ability to attempt to convert those who previously followed Bhaal, Myrkul, and Bane. After speaking directly with such an individual for an hour on the new glory of Cyric, the target makes a saving throw vs. spells. Failure indicates that the target is receptive and willing to convert to the new religion (player characters can make such decisions for themselves and are not required to make the saving throw). Priests of the religions of Bhaal, Myrkul, and Bane add +5 to their saving throws. Add +2 if the target is of higher level than the specialty priest and -2 if the target is of lower level. A priest changing faiths to Cyric loses all granted powers and special abilities and must become ei-

ther a cleric or specialty priest of Cyric. The converted priest's experience point total also drops to one point above the next lowest level (a 5th level cleric with 16,000 xp, for example, becomes a 4th level cleric with 6,001 xp). Should the individual make the saving throw successfully, his reaction depends on the situation. Mildly interested followers of the Dead Three may be only mildly offended and willing to continue listening and arguing. Priests and those devoted to the following of the Dead Three will become violent once they realize what is happening. Once the saving throw is made, that individual will be unaffected by all future arguments by the Cyricists.

Other Notes

Cyric is the youngest of the gods, and potentially one of the most powerful, having taken on the portfolios of Bane, Bhaal, and Myrkul, as well as adopted their huge horde of followers and worshipers.

Due to his relative youth as a deity, Cyric has very few original followers of his own, though this is changing. Those assassins' guilds which survived the Time of Troubles and those which have arisen since are enthusiastic supporters, as Cyric was responsible for the demolition of the previous assassin god, always a good recommendation. Many of the common folk, unsure of the status of the Dead Three, have been swayed by the arguments of the new temples of Cyric.

The former church hierarchies of the Dead Gods are still in place, however, and to receive the power of their worship, Cyric must still provide the spells to these priests, though trying subtly to sway them fully to his side. While most of the hierarchy of Myrkul has embraced the new master, much of the church hierarchy of Bhaal and Bane do not agree with Cyric or his aims, and/or fear the loss of power. Currently the matter is unresolved as Cyric consolidates his power and the various factions of Bhaalists and Banites jockey for position in the new order.

The "true priests" of Cyric dress simply in black or dark purple robes with hoods. All wear silver bracers on their wrists as a symbol of enslavement to their god. While the Banite custom of facial tattoos is ignored, priests of Cyric paint the symbol of their new god on their cheeks and/or forehead on high holy days.

The priests of Cyric and the god himself

have a great effort ahead of them. Not all the former followers of the Dead Three venerate or even recognize Cyric. The former Banites and Bhaalists are heavily factionalized among their own numbers and petty warfare is already erupting. As an evil god, Cyric's temples and shrines are openly tolerated only in the most evil or most tolerant of cities. And the other evil gods (Talos, Malar, Shar, Umberlee) are carefully watching this young usurper to see if he succeeds in commanding his godhood or stumbles. If Cyric stumbles, the other gods will certainly be there to pick up the pieces and rob the bodies.



Deneir (Lord of Glyphs and Images)

Demipower of Beastlands, NG
 Portfolio: Literature, art
 Requirements: Wisdom 15
 Intelligence 15
 Weapons Allowed: Any one-handed weapons usable by clerics
 Armor Allowed: Banded armor, no shield
 Major Spheres: All, Astral, Combat, Creation, Divination, Elemental, Guardian, Healing, Protection, Summoning
 Minor Spheres: Animal, Plant, Sun, Weather
 Magical Items Allowed: Same as clerics, In addition, a specialty priest of Deneir has a greater chance of avoiding the malicious effects of magical writing or glyphs (see below).

Granted Powers

- Specialty priests of Deneir can turn undead normally, as can clerics who venerate this deity.
- Specialty priests of Deneir gain a +4 bonus on all saving throws vs. damage and malicious effects caused from books, scrolls, runes, and other magical writing, including the effects of curses and magical tomes handled by the wrong class. In situations where the reader gets no saving throw (such as reading explosive runes), then a normal saving throw is allowed without modification. The DM may determine the extent of this benefit, but it should be confined to written works



or those using specific, definable images.

- Specialty priests of Deneir can speak any languages that Deneir can speak without needing to take reading/writing as a nonweapon proficiency for each of the languages involved.
- A priest of Deneir, when confronted with a ward or runic symbol can try to identify the symbol. Make two Intelligence checks. If the first succeeds, the priest determines the type of person (Harper, merchant, ranger, orc, etc.) who left the rune. A second Intelligence check allows the priest to determine the general meaning of the rune (warning, good food, ambush, ancient magic), though not the exact details of the message.

Other Notes

Only about 15% of the total clergy which venerates Deneir are specialty priests of that god. However, specialty priests occupy all the high positions within the church hierarchy. Standard clerics are welcome, but even if they attain high levels, they will not be awarded holdings by the church. As a result there is some grumbling among the clerics in the faith and many turn to adventuring to give them advancement in other areas.

The standard dress of priests of Deneir, both in normal daily use and for ceremony, is a tan-white tunic and matching trousers. The medium-length cloak is worn with the clothes as a badge of rank within the hierarchy. The lowest levels wear blacks and grays while the local High Scrivener (always a specialty priest) has a white cloak. The tunic has a stiff, circular collar.

The most important identifier for a cleric of Deneir is the ubiquitous writing kit, a triangular pouch of leather worn on the right hip, which contains paper, inks, and pens.

Adventuring clerics of Deneir wear whatever is most suitable for their particular mission, but always have both the writing kit and a gold circlet on the forehead bearing the symbol of their god.

Deneir priests, both specialty and standard, have a special vow of charity. They will write letters and transcribe information upon request, usually at a modest price for the individual petitioning their help. Large projects must be negotiated, but in slow times, priests of Deneir can be found in the local commons and bars, writing letters for those unable

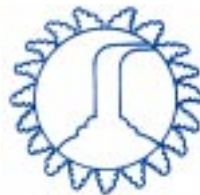
to do so, charging no more than a few silvers, or performing the service for free to the needy.

Because of this vow, even standard priests of Deneir are strongly encouraged to have the reading/writing proficiency in at least one language.

Also because of this vow, priests of Deneir often gain information that is otherwise sensitive, dangerous, or potentially lucrative. While a sizable donation to the faith will help keep such matters secret for some time, priests of the faith may gain a quick understanding of the lay of the local landscape from talking to their neighborhood parish priest. There is a saying, "Remember that the pens of Deneir also have ears."

The hierarchy of Deneir also provides scribes and will train nonbelievers of good and neutral alignments to read and write. While such scribes are very good, many rulers and mages have a feeling that the information they transcribe also finds its way to the church's secret libraries.

Most large communities and temples of Deneir have secret libraries which may contain anything from a few tomes in the High Scrivener's office to (reputed) extensive underground vaults filled with the wisdom of the ages. Supposedly only the highest levels of the specialty priests have access to such huge vaults, which are, of course, protected by powerful magical guards and wards.



Eldath (Goddess of Singing Waters)

Demipower of Prime Material plane, N
Portfolio: Peace, pools, springs, and druid groves

Requirements: Charisma 13
Wisdom 14

Weapons Allowed: Staves, clubs, stones, slings, and staff slings only, and then only within great restrictions (see below).

Armor Allowed: None

Major Spheres: All, Astral, Charm, Divination, Elemental (water-aspected spells only), Healing, Protection, Sun
Minor Spheres: Animal, Plant

Special: Priests of Eldath may use any priest spells of the enchantment/

charm type, regardless of sphere. A specialty priest of Eldath may use a *hold plant* spell, though normally 4th level spells in a minor sphere would be denied them.

Magical Items Allowed: Same as clerics, but specialty priests of Eldath will not use items or those effects of items which inflict harm upon others.

Granted Powers

- As noted above, specialty priests of Eldath may make use of enchantment/charm priest spells, regardless of type.
- At 1st level, the specialty priest of Eldath may cast a *remove fear* spell once per day. This *remove fear* will effect other magical fears, including the fear aura of the now-dead Bane. To cast additional *remove fear* spells, the priest must pray for them normally and take them as part of his assigned spell mix. This special *remove fear* spell and the spells which follow do not count against the spells taken for that day.
- At 3rd level, the specialty Eldath priest may cast a *sleep* spell. The priest gains an additional *sleep* spell for every additional three levels of experience.
- At 5th level, the specialty priest of Eldath may cast a *silence, 15' radius* spell. The priest gains an additional *silence 15' radius* spell for every additional three levels of experience.
- At 10th level, the specialty priest of Eldath can breathe water automatically.
- At 15th level, the specialty priest of Eldath has a *sanctuary* spell in effect on himself at all times. Any direct attackers must make a saving throw vs. spells or totally ignore the cleric.
- In combat, the priest of Eldath may parry attacks, subtracting his Strength bonus plus 1d6 points directly from the attacker's roll to hit. At 10th level, this becomes the Strength bonus plus 1d10 points. If the priest attacks, he loses this ability for the remainder of the battle.

These abilities come at cost—the priest of Eldath cannot fight, except to defend himself and those with him. They may not initiate attacks, charges, or ambushes. They are pacifists. Those specialty priests of Eldath who seek to bend the will of the goddess to their own ends will soon find themselves without clerical abilities.



Deneir

Sune

Chauntea

Milil

Lathander

Torm



Other Notes

Given the limitations and goals of the specialty priests of Eldath, it shouldn't be surprising that there are not very many of them in the Realms. Normal clerics serve Eldath without the limitations against harming others, as do a significant number of druids (that is, Eldath has two types of specialty priests—druids and the specialty priests noted here). Clerics and druids, while not as restricted as the specialty priests of Eldath, are encouraged to conduct themselves in a fitting fashion as put forth by their god.

Only some 10% of the priests of Eldath are specialty priests, called "Peacemen" and "Peacewomen" in the faith. The remainder of the followers are split between druids and clerics. Most of the high-ranking members of the church's loose organization are Peacemen, and the great druids of the faith defer to them in discussion. Relations between the three branches of the faith are excellent, and both of the more militant wings of the faith are very supportive and protective of the specialty priests.

Specialty priests wear no armor, but instead don a series of sheer robes, each in different shades of blue and green. The sleeves and hems of the garments are ragged.



Gond (Wonderbringer)

Lesser Power of Concordant Opposition, N
Portfolio: Artifice, craft, construction
Requirements: Wisdom 14

Intelligence 14
Dexterity 14

Weapons Allowed: Bludgeoning weapons
(and firearms such as the arquebus, if available)

Armor Allowed: Plate (maximum), no shields

Major Spheres: All, Astral, Combat, Divination, Elemental, Protection, Sun.

Minor Spheres: Charm, Guardian, Healing

Magical Items Allowed: Same as clerics but including all magical staves, wands, and rods

Granted Powers

- Specialty priests of Gond gain a +2 bonus when using the following profi-

ciencies: armorer, artistic ability, blacksmithing, carpentry, engineering, pottery, and weaponsmithing. A specialty priest does not gain these proficiencies automatically, but does gain the +2 base bonus when using them. Additional nonweapon proficiency slots devoted to these proficiencies increase this modifier normally.

- Specialty clerics of Gond have an aptitude for devices, which includes mechanical locks. They may pick locks, given proper tools, as a thief of half their level.
- Specialty priests of Gond cannot turn or command undead.
- Gnomes may be priests of Gond. This vocation is frowned on in most gnomish communities, but the deity is slowly gaining acceptance among these people.

Other Notes

Specialty priests of Gond tend to be southerners, as their greatest concentration is in Lantan, where veneration of Gond is the state religion. There are a number of northern branches of the faith, including a budding temple complex in Tilverton, though most of the specialty priests of the faith are Lantanese.

In most of the Realms, the proportion of clerics to Gondsmen (as the specialty priests are called) is 20:1. In Lantan this proportion is reversed. Most Lantan merchants encountered in the Realms are specialty priests of Gond.

Gondsmen wear saffron vestments with a crimson sash over the right or left shoulder. The sash is dotted with small metal tools and other objects, which may or may not prove useful (and range from interesting bits of tin to the Gondsmen's lock-picking set). They wear a metal belt about the waist and enormous sun hats. In dangerous situations Gondsmen wear standard armor (along with the sash), but generally a Gondsmen prefers the protection of 10 or 12 big fighters.

Clerics of Gond are called Krii, a Lantanese term meaning "Disadvantaged." Despite the slur, many clerics hold positions within the state religion in Lantan. A cleric occupies the post of Most Holy Avenue for Spreading the Faith, which is (in title at least) the supreme authority for all worshippers of Gond not in Lantan.

It is reported that during the Time of Troubles Gond himself, in the avatar of a gnome, washed ashore on Lantan, where

his true nature was quickly discovered and the deity was revered and worshipped until the crisis passed. As a result, Gond gave the secret of smoke powder to the Lantanese, and arquebuses, stamped at the base by the symbol of Gond, are appearing at western ports.



Helm (He of the Unsleping Eyes)

Lesser Power of Nirvana, LN
Portfolio: Guardians, protection
Requirements: Strength 14
Wisdom 13

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Full plate and shield

Major Spheres: All, Astral, Combat, Divination, Guardian, Protection, Sun

Minor Spheres: Creation, Elemental, Healing

Magical Items Allowed: Same as clerics, but in addition priests of Helm may use crystal balls as wizards do.

Granted Powers

- Specialty priests of Helm gain an advantage against being surprised. A specialty priest of Helm, if alone, gets a +2 bonus on his surprise roll. If accompanied by others who are not specialty priests, this is reduced to a +1. This benefit is not cumulative with other advantages to surprise, but may be affected by penalties (an elven thief trying to sneak up, alone and unarmed, on a priest of Helm would still cause the priest to subtract 4 from his surprise die roll, but this is cumulative with the priest's +2 bonus).
- Specialty priests of Helm may create a short-term *glyph of warding*, as per the spell, but which lasts only one day per level. The priest may choose the glyph from those spells he is capable of casting, glyphs or any other, regardless of the sphere of the spell involved (though the level requirements must be observed).
- Specialty priests of Helm may turn undead normally. They will not command undead, as that is objectionable to their god. This restriction applies also to the clerics who venerate Helm.



Other Notes

Specialty priests of Helm are called Watchers, or Godseyes (the last is derisive, and usually used behind their backs). Their ceremonial gear is full plate mail, with an open-faced helm (a visor reduces vision) topped with a plume. In the magical regions of the South, the armor is made of gold, but in the North it is usually steel or iron, occasionally inlaid with patterns of other metals. In areas where heavily-armored clerics are frowned on, the armor is reduced to a set of heavy shoulder plates, but the helm remains in any case.

Because of the useful nature of the ceremonial gear of the priests of Helm, it is worn in the field as well, unless it is so valuable that the priest fears it will attract thieves, in which case a more utilitarian version of the same armor is worn. In either case, the armor is dominated by the symbol of the eye on the chest, often shown as a sun or as the topmost level of a stepped pyramid.

Prior to the Time of Troubles, Helm was a well-respected faith in most areas of the North. Its large temple complexes were usually situated near dangerous and evil areas (such as Darkhold in the western Storm Horn Mountains) and were regarded as a first line of defense against evil men and creatures.

With the Time of Troubles and the coming of the Avatars, this changed. Helm was the guardian who kept the gods confined on Toril, where they inflicted great damage and loss of life before they were returned to their home planes. As a result, most of the civilized nations of the North have little love for Helm or his servants, and direct worship of the god has decreased while persecution of his followers increased. Such a reaction to a lawful god is surprising, but there are several areas of dead magic or wild magic in the Realms that are called "The Legacy of Helm."

The worship of Helm is unaffected in the South, and if anything has grown in the months since the Time of Trouble. This may be because other gods created greater havoc in the South.

Ilmater (The Crying God)

Lesser Power of Twin Paradises, LG

Portfolio: Endurance, suffering

Requirements: Constitution 14

Wisdom 12

Weapons Allowed: Bludgeoning weapons and the scourge

Armor Allowed: None

Major Spheres: All, Charm, Creation, Guardian, Healing, Necromantic, Protection

Minor Spheres: Combat, Elemental, Summoning, Sun, Weather

Magical Items Allowed: Same as clerics

Granted Powers

- All specialty priests of Ilmater gain a +4 bonus to saving throws that involve endurance or resisting pain and suffering. They gain a +2 bonus on all ability checks involving Constitution in such situations (such as swimming and drowning).
- All specialty priests of Ilmater gain the endurance proficiency as one of their initial nonweapon proficiencies. This is in addition to all other initial nonweapon proficiencies.
- A specialty priest of Ilmater can survive without food and water for a number of weeks equal to his level. He will be reduced in fighting ability by -1 to hit and damage for every three weeks without food or water, but will not perish. The priest will be wracked by hunger pangs, but that's to be expected in this faith.
- At 12th level and higher, a specialty priest of Ilmater suffering under extreme punishment, torture, or suffering, may be possessed by a beneficial servant of Ilmater. This is at the request of the character. During the possession, the servant takes all the pain inflicted, but no physical damage. The servant cannot move the body and remains only until the suffering has passed. A *dispel magic* spell will drive out the servant.
- A specialty priest of Ilmater can remove fear from others and negate the effect of baneful emotion-based spells which cause pain, suffering, or hopelessness. The priest can perform this

task on up to two other people per day.

- Specialty priests of Ilmater cannot turn or command undead.

Other Notes

Both types of priests of Ilmater, clerics and specialty priests, are called simply clerics. Their dress is a solid gray tunic, tabard, and trousers, with a gray skullcap. The symbol of Ilmater is worn as a pin over the heart. Higher levels in the church hierarchy have red skullcaps. Some of the older members of the faith have a gray teardrop tattooed to one side of the eye.

Churches of Ilmater are usually located in areas which guarantee the persecution of its members, such as Mulmaster and Zhentil Keep.

Relationships between the branches of the church hierarchy are very good. Relations with the rest of the world are a little worse. A common figure in the traveling shows is "Ill-Mater," a slapstick clown in gray that is continually being struck, pummeled and knocked over for the amusement of the audience. The sage Zeboaster of Ordulin has referred to Ilmater as "the Stupid God." (Zeboaster the Blunt also referred to the rulers of Thay as the "Dumb Wizard's of Thay" after their most recent failure to capture Rashamen—the sage is currently missing.)

There is also a neutral cult of Ilmater which believes in passing the suffering around to others, especially nonbelievers. They are noted for self-flagellation, kidnappings, and inciting riots. The organized church of Ilmater disavows all the actions of this cult, and claims that their god is not granting these cultists their powers or spells. But the organized church also realizes that this is just one more suffering that they must endure in the service of their god.



Uttebyn, an elder rune for religious site or object



Lathander (Morninglord)

Greater Power of Elysium, NG
 Portfolio: Spring, dawn, birth, renewal
 Requirements: Charisma 12
 Wisdom 14

Weapons Allowed: All non-edged bludgeoning weapons

Armor Allowed: Plate mail and shield
 Major Spheres: All, Astral, Charm, Creation, Elemental, Healing, Plant, Sun, Weather

Minor Spheres: Combat, Divination, Guardian

Magical Items: Same as clerics

Granted Powers

- Specialty priests of Lathander turn undead at four levels higher than their listed level, if that undead is affected by direct sunlight. Intelligent undead

such as vampires know about Lathander priests and will either avoid direct conflict or act to remove their threat as quickly as possible.

- At 3rd level, the specialty priest of Lathander may cast *faerie fire* once per day.
- Specialty priests of Lathander gain a +2 base bonus when using the following proficiencies: appraising, artistic ability, juggling, musical instrument, and pottery. A specialty priest does not gain these proficiencies automatically, but does gain the +2 bonus when using them. Additional non-weapon proficiency slots devoted to these proficiencies increases the proficiency score normally.

Other Notes

Specialty priests of Lathander call themselves the Morninglords, and there are rumors of a secret society with that name consisting entirely of specialty priests of this god. The clerics of Lathander call both themselves and their specialty brethren the Dawn Priests, ignoring any difference. Only about 30% of the or-

ganized priesthood is specialty priests, the remainder being clerics. A larger number of the adventuring priests who are in service of the Morninglord are specialty priests. Each priest, regardless of rank or experience level, is considered the master of the temple, shrine, or parish he is responsible for.

Priests of Lathander dress in bright, long-sleeved robes of yellow, red, and pink. Those priests with their own temples have their robes trimmed with ornately-crafted gold ribbons. A sunburst headpiece, worn toward the back of the head to appear as a rising sun or radiant sun-peacock, completes the ceremonial garb.

Adventuring clerics usually wear more utilitarian garb, but prefer reds and yellows, to the point of tinting their armor those shades.

As may be surmised, most ceremonies of Lathander are held at dawn. Actions taken and contracts agreed to at dawn are considered "blessed" by the god. Funerals are held at dusk, followed by a wake that lasts until dawn.





Leira (Lady of the Mists)

Demipower of Limbo, CN
 Portfolio: Deception, illusion
 Requirements: Wisdom 14
 Intelligence 12
 Dexterity 11

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Any. Armor of any type, however, negates all spell-casting ability, including clerical spells and those special spells granted by the god.
 Major Spheres: All, Astral, Charm, Creation, Divination, Healing, Protection, Summoning, Weather

Minor Spheres: Combat, Elemental, Guardian, Necromantic

Magical Items Allowed: Same as clerics, plus all items involving illusions and deceptions usually restricted to wizards, including scrolls with illusion/phantasm spells.

Granted Powers

- Specialty priests of Leira may use certain types of wizard spells from scrolls without using a read *magic* spell to comprehend them. Spells which are purely illusion/phantasm spells may be used in this fashion. Any spell which uses illusion/phantasm magic in conjunction with other magic schools cannot be used. If a scroll contains illusion/phantasm spells with those of other schools, then only the illusion/phantasm spells may be used.
- At 5th level, a specialty priest of Leira can cast a *misdirection* spell (2nd level wizard spell) once per day. The priest may cast another *misdirection* for every additional five levels.
- At 13th level, a specialty priest of Leira can cast a *mislead* spell once per day.
- One spell is completely forbidden to both clerics and specialty priests of Lleira—*true seeing* or devices that use *true seeing*. Any priest of Lleira who uses this spell goes irrevocably insane. There is no penalty for casting the reverse of this spell, *false detection*.

Other Notes

The church of Leira has large numbers of clerics, specialty priests, and illusionists in its organization. Exact numbers are unknown because members of the faith cheerfully lie about its tenets, organization, numbers, and powers. Relations between the various followers in the hierarchy are good, mainly because no one knows fully what is going on.

Making matters worse is the fact that all of the church hierarchy dress in the same manner—long, cowl-robes with a smooth, silvered globe worn as a mask. The mask is similar to those worn by the Lords of Waterdeep, but nonmagical. The mask runs down to the chin, but bulges out so the priest can still breathe and speak normally. The mask is made of silvered glass so the wearer can see normally, though everything looks rather dim.

The silvered mask will reflect gaze attacks from creatures whose attacks can be reflected by mirrors, though the priest can still see the creature and be affected; the priest gains a +3 bonus on saving throws vs. gaze weapons. Vampires, who hate mirrors, seek to slay Leiran priests whenever possible.

The color of the orb depends on a number of factors, including the time of day (red is used for morning, blue for afternoon, rust for dusk, and gray for night).

Leiran priests are called whatever they choose to be called, and official titles vary from day to day and from person to person. Pompous titles are often followed by misleading ones (this week's high pontiff is next week's acolyte).

Given their tendencies to prevaricate, priests and devoted followers of Lleira are at best tolerated, but usually mistrusted. However, Lord Khelben of Waterdeep is said to hire Lleirans exclusively to staff the Waterdhavian Bureau of Adventurer Information.

A sure sign that a Lleiran priest trusts you is not that he does not lie, but that his lies are obvious lies, huge tales without a shred of plausibility.

During the Time of Troubles, it was widely reported that Leira had been destroyed and that no Avatar had replaced her in the pantheon. However, Leiran specialty priests are still receiving their spells and powers, which indicates this may be a lie or that an avatar has come forward, or that another deity has picked up the portfolio of the Lady of the Mists. Official statements by the church say there is no

trouble and Leira emerged from the Troubles more powerful than before. However, given the fact that most official statements are lies, most people believe her dead. But since the church knows that most people believe the statements are lies, Leira could stage her own death, report the truth, and have everyone believe her dead. As usual, the gods aren't talking about this.



Lliira (Our Lady of Joy)

Demipower of Arvandor, CG
 Portfolio: Joy, happiness, dance, festivals
 Requirements: Charisma 13
 Wisdom 13

Weapons Allowed: Lasso, Net, Bludgeoning weapons in extreme circumstances
 Armor Allowed: Any

Major Spheres: All, Animal, Charm, Creation, Elemental, Healing, Necromantic, Protection, Sun, Weather
 Minor Spheres: Divination, Plant, Summoning

Granted Powers

- Specialty priests of Lliira may turn undead, just as may clerics who venerate this goddess.
- Specialty priests of Lliira automatically have the dancing proficiency. This is in addition to their normal nonweapon proficiency slots. The dancing proficiency may be increased in the normal fashion.
- Specialty priests of Lliira may utter a soothing word once per day. The soothing word has two functions. First it may remove fear or other harmful emotion-affecting magic from all within 20 feet of the priest. The priest has a 50% chance per individual affected to remove the magic, plus 2% per level. Second, the soothing word may add +2 to initial reactions with others. The use of the soothing word is obvious and visible, so if the individuals it is being used on are suspicious of magic or are paranoid, it may be interpreted as an attack.
- Specialty priests of Lliira gain a +2 to hit when engaged in wrestling or other nonlethal forms of combat.



- All of the above abilities for priests of Lliira are revoked if the priest uses a weapon (other than net and lasso) which inflicts damage on another. This penalty exists until the Lliiran priest spends a full day engaged in meditation and absolution, followed by a big party all night.

Other Notes

Ceremonial vestments of Lliira consist of a skin-tight outfit divided into orange, yellow, and red sections. One leg may be yellow, the other red, one sleeve orange, the other yellow, the front orange, the back yellow. A sleeveless robe is worn over the entire affair in patches of yellow, red, and orange. Plunging necklines are common among both priests and priestesses, and the hair is worn long.

In the field, when possible, the off-center color scheme is followed in armor and clothing. When this is not possible, a cloak of red, yellow, and orange is preferred.

Both specialty priests and clerics of Lliira are called Joybringers. They have no organized hierarchy or chain of command. Relations between clerics and specialty priests are excellent and the visit of an adventuring cleric to an established temple is cause for celebration (of course, a sunny day is also cause for celebration, as is a cloudy one, or a cloudy one with a nice sunset, etc.)

Lliirans have a well-deserved reputation as festival animals and more than one adventuring company has found an empty till when it left the Lliiran priest in charge.

A nasty legend has surfaced out of the Time of Troubles that Lliira hunted down and killed Leira, the Lady of the Mists, since their names are similar. Lliirans deny this, and Leirans deny it publicly while admitting it privately.



Loviatar (Maiden of Pain)

Demipower of Gehenna, LE
Portfolio: Pain, hurt, torture
Requirements: Constitution 15
Wisdom 15

Weapons Allowed: All bludgeoning weapons plus whip and scourge
Armor Allowed: Scale mail and shield (see below)

Major Spheres: All, Charm, Combat, Elemental, Healing, Necromantic, Sun
Minor Spheres: Animal, Divination, Guardian, Summoning, Weather
Magical Items Allowed: Same as cleric

Granted Powers

- Specialty priests of Loviatar cannot turn or command undead.
- Specialty priests of Loviatar may inflict a *pain touch* on their opponents. The recipient is allowed a saving throw vs. spells. If this throw succeeds, he suffers no effect. If the target fails the saving throw, he is wracked by pain, suffering -4 penalties to attack rolls and -2 to all Dexterity checks for as many rounds as the priest's level. The priest may attack one individual of size H or smaller each day for every three levels of experience (one person at levels 1-3, two at levels 4-6, etc.). Certain special abilities of other specialty priests (Ilmater and Eldath, for example) negate the effect of this ability. As a result, there is great hatred between the clergy of Loviatar and that of these gods.
- Individuals who have brought great pain and suffering to others sometimes receive a boon from the goddess in the form of a white wand. This white wand is a magical item that may only be used by the one it was given to. If anyone else touches the wand it dissolves like ice melting in the sun. The wand absorbs hostile spell energy sent against the holder, sucking up 1-10 levels of spells before being used up and dissolving. A spell which is partially absorbed is totally spoiled (a 3rd level *fireball* cast against a priest with a white wand that can absorb only two more spell levels will still fail). Loviatar usually grants these boons to priests (specialty priests and clerics) who have caused extreme suffering in her name. However, she has been known to grant such wands to individuals outside her faith who have, willingly or not, caused widespread suffering. She prefers to grant them to those who have unwillingly or unknowingly done so, in particular good and lawful types who will be tormented just knowing that they have advanced her cause.

Other Notes

Priests and priestesses of Loviatar wear a pleated armor that resembles scale mail, both when adventuring and during cere-

monies. However, the ceremonial garb is light-weight, designed for fashion rather than protection. The AC of ceremonial scale mail is 6 instead of 4.

Loviatar maintains a small but tightly organized clergy composed primarily of clerics. Her specialty priests, called pains, operate as a separate arm of the faith, moving from place to place and ensuring that the goddess's will is carried out. The clerics hold the pains in great regard, since they are often the tools of Loviatar's punishment. If an organized temple or shrine of Loviatar is present in a city, clerics make up the bulk of the organization, but 1-3 pains will also be available.

As stated above, the priests of Loviatar have a hatred for any other being who grants its specialty priests the ability to resist Loviatar's pain-inflicting abilities. In particular, priests of Ilmater are actively hunted and killed when possible. The root of this hatred is simply that Ilmats are so stupidly cheerful when they are hurt, and pain seems to make them more fervent about their deity.



Malar (The Beastlord)

Demipower of Tarterus, CE
Portfolio: Hunters, beasts, blood
Requirements: Strength 13
Wisdom 12

Weapons Allowed: Same as clerics plus "the claws of Malar" (see below). No missile weapons.

Armor Allowed: Any
Major Spheres: All, Animal, Combat, Healing, Plant, Summoning, Sun, Weather
Minor Spheres: Divination, Elemental, Protection
Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Malar cannot command or turn undead.
- Specialty priests of Malar have the hunting proficiency automatically with a +2 bonus. Additional slots allotted to this proficiency increase it normally.
- Specialty priests of Malar may use the *claws of Malar*. These are acquired through the church and are not nor-



Tempus

MysTra

Leira

Waukeen

Gond

Sylvanus



mally for sale on the open market. They are claw-like devices similar to brass knuckles, but with sharp, jagged edges along the top like lion's claws. The claws weigh 1 lb each, are size S, do type S damage, with a speed factor of 2. They inflict 1d6 damage to S/M targets and 1d4 to L or larger targets. The priest of Malar can attack twice per round, once with each hand, using these weapons without disadvantage. The priest must allocate a weapon proficiency for these weapons in order to use them. Other individuals can try to use the claws, but a nonbeliever or nonpriest of Malar will suffer the wrath of the church if he does so. (Said wrath translates to the priests hunting down and slaying the individual as a warning to others.)

- At 3rd level, priests of Malar can identify plants, animals, and pure water with 98% accuracy.
- At 7th level, priests of Malar are immune to the effects of *charm* spells cast by woodland creatures, in a fashion similar to druids.

Other Notes

The "church" of Malar has no real organization. Rather it is built around the concept of the hunt. The most powerful individual in the group is the huntmaster and he rules the followers. It is the huntmaster who decides the time of the ceremonial hunts, the type of prey, and the location of the ceremonial hunt. The huntmaster may be a cleric, specialty priest, or even a fighter, wizard, or rogue. The huntmaster may be challenged at any time by others. He may resign to the challenger or (more likely) battle to the death.

Specialty priests of Malar are normally dressed in woodland gear, usually red and brown in color. The headpiece is always that of a great bear, cat, wolf, or other predator, preferably one that the priest slew himself with either his bare hands or his claws.

The weapon known as the claws of Malar is considered the sole property of the followers of Malar. Nonbelievers use the claws at their own risk, as the followers of Malar will target that individual as the subject for their next hunt.

Malar is not a popular god with many devoted followers. Like Umberlee, he is invoked usually to prevent his intercession (usually heralded by wild beasts) as opposed to beseeching it. There do exist groups devoted to following him and

these bands terrorize civilized areas, poaching for what they need.

Priests of Malar will seek out and attempt to destroy druids, regardless of the faith that the druid professes. Because druids fight to maintain a balance, they are the antithesis of the single-minded Malarites. Druid organizations, including the Harpers, also try to seek out and destroy Malar strongholds.



Mask (Lord of Shadows)

Lesser Power of Hades, NE

Portfolio: Thieves, intrigue

Requirements: Wisdom 14

Dexterity 14

Weapons Allowed: Same as clerics plus knife

Armor Allowed: Leather, padded leather, or studded leather, no shield

Major Spheres: All, Astral, Charm, Combat, Divination, Guardian, Healing, Protection, Sun

Minor Spheres: Elemental, Necromantic, Summoning, Weather

Magical Items Allowed: Same as clerics plus devices that can be used only by thieves

Granted Powers

- Specialty priests of Mask have some thieving abilities. They have the thieving skill base scores as set out on page 39 of the *Player's Handbook* with 20 discretionary points to distribute among them. Each time a specialty priest of Mask gains an experience level, another 20 points can be added. Priests of Mask do not gain other thief abilities, such as the backstabbing bonus or scroll use.
- Specialty priests of Mask understand and can use thieves' cant.
- Specialty priests of Mask cannot turn or command undead.

Other Notes

The adventuring cleric of Mask dresses like any other armored cleric. The specialty priest of Mask usually dresses as a thief (that is, like almost anyone who might be met on the street). Ceremonial garb is much more impressive. The tunic

and trousers are a bright motley, with ballooned sleeves and cuffs. The entire ensemble is covered by a gray cloak that can be bundled shut, concealing the brightness beneath. The cloak has a hood and the priests of Mask (standard or specialty) wear black cloth masks beneath.

In areas where thieves are tolerated and worship of Mask is fairly open, these masks are of a sheer fabric, while in most of the North they are a thick wool to hide identities. There is a saying that, "the degree of law in a town can be seen on the face of a cleric of Mask."

The priesthood of Mask is independent in each major city or region, to prevent the frequent actions against one thieves' guild or temple from spilling over and affecting others. The hierarchy makes use of clerics, specialty priests, and thieves in about a 40/30/30 ratio.

In areas with a single strong thieves' guild, the temple or shrine to Mask is usually connected to the guild hall via underground tunnels. In large cities with competing guilds, the temple is in an underground location and is recognized as neutral ground by all sides.

Specialty priests of Mask are called demarchs if male, demarchesses if female.



Mielikki (Lady of the Forest)

Lesser Power of Prime Material plane, NG

Portfolio: Forests, rangers, dryads

Requirements: Strength 13

Dexterity 13

Constitution 14

Wisdom 14

Mielikki's specialty clerics are rangers, as described on page 28 of the *Player's Handbook*. Most rangers venerate Mielikki as their deity and she grants the bulk of their spells when they attain sufficient level. As a result the ranger player character class and the priests of Mielikki tend to work closely together.

The organized church hierarchy of Mielikki is almost exclusively clerics, with rangers in direct service to the church regarded as an adventuring arm or a tool to be used against marauders and followers of Malar. While Mielikki has no druids within her faith, relations between her



churchmen and druids are good.

Ceremonial dress of the followers of Mielikki is a simple tabard and trousers with a short cape. The shirt is usually short-sleeved, but long-sleeved in winter. The symbol of Mielikki is worn over the heart.

The colors of the ceremonial garb vary with the seasons, each season having a base color and an accent. Winter is white with green accents, spring green with yellow accents, summer yellow with red accents, and fall red with white accents.

Adventuring priests of Mielikki and rangers in direct service of the goddess dress like clerics in times of war, but try to keep their colors constant with the time of year.

Mielikki, like Eldath, makes her home on the Prime Material plane, and so was unharmed by the Time of Troubles, though the presence of so many other gods in the Realms gave her followers great difficulties.



Milil (Lord of All Songs)

Demipower of the Beastlands, NG

Portfolio: Poetry, song

Requirements: Wisdom 14

Intelligence 13

Charisma 14

Weapons Allowed: Same as clerics

Armor Allowed: Any

Major Spheres: All, Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning

Minor Spheres: Elemental, Sun, Weather

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Milil may turn undead, as do clerics.
- Specialty priests of Milil may immediately receive either singing or musical instrument nonweapon proficiency. Choosing one does not occupy an initial proficiency slot. Choosing both requires one proficiency slot.
- At 1st level, the specialty priest of Milil may enthrall an audience (as the spell of the same name) with song. This ability may be used once per day, with the same limitations as the spell, but with the following exception: the

priest may not affect creatures of a higher Wisdom than himself or creatures with more hit dice than his own experience level.

- At 10th level, the specialty priest of Milil can create a song of suggestion that functions as the wizard spell of the same name, once per day.

Other Notes

About half of the total clerical population of the church of Milil is clerics, the remainder being specialty priests and a few bards in the service of the god. In general, the priests in the larger cities, with more organized churches beneath them, are standard clerics, while the churches in more remote areas are commanded by specialty priests. Relations between the clerics and the specialty priests are good, though the more conservative clerics are a bit concerned about recurring incidents of specialty priests using their enthralling and suggestion powers to enhance their own status, and the specialty priests' continual support of bards and other ne'er-do-wells.

A quick way to determine whether a local temple of Milil is run by a cleric or a specialty priest is to listen to its music. All temples of Milil have very good choirs, songmasters, organists, and/or musicians, but the type of music varies. Clerics tend to play traditional songs and hymns while the specialty priests prefer newer works, some of which may be disconcerting to the parishioners.

Milil is an organized faith, with all churches in the North paying heed (or at least lip service) to the Patriarch of Song in Waterdeep. The influence of the patriarch diminishes with distance, such that those congregations in Sembia tend to pay attention only to the most urgent messages.

The ceremonial robes of the priests of Milil are rich, usually crimson with gold thread depicting dragons, warriors, and bards across its folds. They wear their hair either cropped close (preferred by clerics) or held in place by a golden net (preferred by specialty priests).

When adventuring, both clerics and specialty priests prefer the security of full plate armor and a strong mace. Song has its place, but in a world full of orcs, dragons, and critics, it is best to be prepared for anything.



Mystra (Midnight, The Lady of Mysteries)

Greater Power of Nirvana, NG

Portfolio: Magic

Requirements: Wisdom 12

Intelligence 14

Weapons Allowed: All bludgeoning weapons

Armor: Any

Major Spheres: All, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning

Minor Spheres: Animal, Plant, Sun, Weather

Magical Items Allowed: Same as clerics plus all items normally usable by wizards, except scrolls

Granted Powers

- Specialty priests of Mystra have a +2 bonus to their saving throws against any sort of magic.
- Specialty priests of Mystra function normally in both magic-dead and wild magic areas.
- Once per day, specialty priests of Mystra can detect magic (as the spell of the same name).
- Specialty priests of Mystra have the spellcraft proficiency initially. This is in addition to their normal proficiency slots. They get no bonus to their proficiency level, but can increase it by using additional proficiency slots as usual.
- Specialty priests of Mystra can turn undead, as can clerics.

Other Notes

Mystra differs from Azuth in that Azuth is the god of spellcasters while Mystra is the goddess of the spells themselves, the magical energy that makes all spell casting possible. Mystran advisors are common in Azuthian churches, and vice versa.

Collectively, the priests of Mystra are known as Servants of Mystery. Higher level priests, both those with title and lands and those legendary adventuring priests, are called Lords (and Ladies) of Mystery.



Gods and Their Specialty Priests



Cyric

Talos

Malar

Mask

Talona

Loviatar



The hierarchy of the Mystran faith is wide and varied, separating into orders concentrating on one form of magical energy or another. Mages, clerics, specialty priests, and bards can all be found in its ranks without regard to experience level or origin. The general rule of the Mystran faith is that talent and ability for the job outweighs social rank or legendary feats.

Relations between the various orders and subgroups of the faith are very good.

The ceremonial gear of the priests of Mystra are simple blue robes accented by a cloak of deep blue in the colder climates. Some form of headgear is required, though this may range from a simple blue skullcap for the scholarly orders of the north to wide, ornate, blue hats and helms in the southern lands.

In the field, all priests of Mystra wear armor, and bear the new symbol of Mystra on their shields as a display of their faith. They will let established symbols of the old Mystran faith stand, but when creating new symbols, always use the new sigil of their goddess.

Prior to the Time of Troubles, the clerics of Mystra wore veils and masks to draw attention to the mysterious nature of magic. Since the Time of Troubles, the priests now go unmasked and barefaced to show that their goddess has changed.

During the Time of Troubles, the goddess Mystra was destroyed and her essence merged with that of the land itself. A new goddess, arising from the human form of the magician Midnight, took her name and place in the pantheon. Unlike the similar succession of Cyric into the place of Bhaal, Bane, and Myrkul, the replacement of Mystra with Midnight occurred smoothly and without argument from the faithful followers. Midnight is revered within the church as the human avatar of Mystra and is said to be the chosen form of the goddess when she walks the Realms, seeking to rebalance the wild and magic-dead areas of the land.



Oghma (The Binder)

Greater Power of Concordant Opposition, N
Portfolio: Knowledge, bards
Requirements: Wisdom 14
Intelligence 12

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Banded armor, no shield

Major Spheres: All, Astral, Combat, Charm, Divination, Elemental, Healing, Protection, Summoning

Minor Spheres: Guardian, Necromantic, Sun

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Oghma may use any of the standard "clerical" weapons, but are most comfortable wrestling, a type of combat which their deity is excellent at. Specialty priests of Oghma suffer no penalty for wearing armor when wrestling and gain a +2 bonus to hit when wrestling. Damage is as described on page 97 of the *Player's Handbook*.
- At 3rd level, the specialty priest of Oghma can cast an *identify* spell (as the wizard spell) once per day. The priest must be in a temple, shrine, or other area sanctified to Oghma, or within the radius of a *protection from evil* spell.
- At 10th level, the specialty priest of Oghma may cast a *legend lore* spell (as the 6th level wizard spell) once per week. The priest must be in a temple, shrine, or other area sanctified to Oghma.
- Specialty priests of Oghma may turn undead as do normal priests. They are treated as priests with four additional experience levels when attempting to turn creatures that are native to the Outer Planes.

Other Notes

Priests and priestesses of Oghma are called loremasters and include clerics, specialty priests, and a smattering of bards and wizards. The entire church hierarchy is devoted to the spirit of one man, the Grand Patriarch of Oghma, who until the Time of Troubles made his home in Procampur.

During the Time of Troubles the grand patriarch disappeared without a trace. Some claim that the patriarch died in the confusion of the Avatars while others say that it is the god Oghma who died and the grand patriarch replaced him. Answers from the gods have been conflicting and confusing. Until the grand patriarch's fate is known, the church is running without

an ultimate head. To date, there has been cooperation between the regional churches, but a growing rift between those in Sembia and those in Cormyr is developing.

All priests of Oghma have the same ceremonial dress—white shirt and trousers with a vest of black and gold brocade. The shirt sleeves are wide, but tied at the wrists. A small box-like hat is worn in ceremonies. The Church of Oghma (in Sembia) wears a thin, black, harlequin's mask in addition.

In the field, Oghman priests have a relaxed code for clothing, wearing what they choose and usually choosing as much armor as possible. The Church of Oghma (in Sembia) retains the mask, but only within the borders of Sembia.



Selune (Our Lady of Silver)

Lesser Power of Gladsheim, CG
Portfolio: Moon, stars, navigation
Requirements: Wisdom 14
Constitution 12

Weapons Allowed: All bludgeoning weapons, with the preferred weapon being a smooth-headed mace called the moon's hand. The moon's hand has identical stats to a standard mace, but if wielded by a specialty priest of Selune, strikes with a +1 to hit and damage.

Armor Allowed: Any

Major Spheres: All, Animal, Astral, Combat, Divination, Guardian, Healing, Necromantic, Summoning, Sun, Weather

Minor Spheres: Charm, Elemental, Plant
Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Selune may turn undead, as can their clerical counterparts.
- Specialty priests of Selune are gifted with infravision (30-foot range).
- Specialty priests of Selune have the navigation proficiency at start. This does not occupy an initial proficiency slot and can be increased in the normal fashion.
- Specialty priests are not immune to lycanthropy. If infected by a lycanthrope, however, and that



lycanthrope's alignment is the same as the infected priest's (or the priest changes alignment to match the lycanthrope, with all attendant penalties), then the specialty priest can control the transformations at will, as a natural (rather than infected) lycanthrope.

Other Notes

As befits her changeable and chaotic nature, the hierarchy and even ceremonial costume of the Selunites vary from place to place. They run from simple hermitages and plain brown robes to opulent temples and rich pageantry. The finest can be found at the House of the Moon in Waterdeep, where the high priestess Naneatha Suaril presides in a wide-bottomed skirt hooped with whalebone and set with pearls, with a large fan-like collar rising at the back of the neck, again stiffened with whalebone and set with precious stones. A great deal of moon-related activity occurs in and around Waterdeep, and most of this is attributed to the temple to Our Lady of Silver.

Most Selunites, however, tend toward smaller shrines and individual worship, since "Anywhere the full moon shines is the place for Selune." The goddess is reputed to be free with her gifts and boons to mortals, mostly through a group of shining female servitors known as Shards.

Reflecting the chaotic and scattered nature of the church of Selune, its hierarchy is a hodgepodge of clerics, specialty priests, informed or blessed lay individuals, and a smattering of good-aligned lycanthropes (natural and infected). All cooperate in relative (if rollicking) peace under the moon symbol.

Selune's activities in the Time of Troubles are as yet undocumented.



Shar (Mistress of the Night)

Greater Power of Hades, NE

Portfolio: Dark, night, loss

Requirements: Strength 14

Wisdom 12

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Chain and shield

Major Spheres: All, Astral, Charm, Combat, Divination (reverses only, those which hide or conceal knowledge), Guardian, Necromantic, Protection, Sun

Minor Spheres: Creation, Elemental, Healing

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Shar may command the undead as clerics.
- At 1st level, specialty priests of Shar may cast one *darkness* spell per day. For each two additional levels (3rd, 5th, 7th, etc..) the priest gains the ability to cast another *darkness* spell that day.
- At 5th level, specialty priests of Shar may cast one *continual darkness* spell per day. For each five additional levels, the priest gains the ability to cast another *continual darkness* spell.
- At 7th level, specialty priests of Shar may cast a *forget* spell (as the wizard spell of the same name) once per day.
- In darkness (even that of their own creation), specialty priests of Shar have a +1 bonus to hit, damage, and on saving throws. This is not cumulative with other darkness modifiers, but replaces them.
- In the light of a full moon, specialty priests of Shar have a -1 penalty to hit, damage, and on saving throws.

Other Notes

The specialty priests of Shar are called nightbringers. They exist outside the standard church hierarchy. Shar has no main temple, but instead has a scattering of cells and secretive places throughout the Realms. The nightbringers of Shar serve as contacts, messengers, and enforcers of the Dark Lady's will.

Ceremonial dress is long-sleeved robes of deep purple, parted in front to reveal black tights. A black skullcap covers the entire head, except for women with jet-black hair; this is left long as a symbol of the Dark Lady's pleasure.

One of the reasons for the small numbers of Shar's followers is the hatred held for Selune and her worshippers. Several local jihads led by Shar fanatics against more powerful forces (usually Selunites backed up with the aid of several other faiths and/or clerics of good alignment) have served to keep their numbers down. However, Shar is a popular human goddess among goblins and other light-hating

beings, and many venerate (without actually worshipping) her when doing business in the dark.



Silvanus (Oak Father)

Greater Power of Concordant Opposition, N

Portfolio: Nature, druids

Requirements: Wisdom 12

Charisma 15

The specialty clerics of Silvanus are druids, with all the abilities noted on page 35 of the *Player's Handbook*.

The ceremonial dress for both clerics and druids of Silvanus is a suit of armor made of overlapping leaves. For clerics the leaves are made of metal plates and the suit functions as a set of scale mail. For druids the leaves are made of green-tinted leather and the suit functions as leather armor. Either set is worn with green breeches and shirt. The outfit is topped with a large helm with oak leaf-shaped wings.

In urban areas, where the clerics outnumber the druids, the standard dress has been simplified to a green-copper pin worn on the breast when not involved with the High Ceremonies.

When adventuring, druids and clerics of Silvanus may wear their ceremonial armor or switch to something less flamboyant, depending on their mission.

There are many druids who worship different gods in the Realms—Chauntea, Eldath, Silvanus, and Mielikki. All these groups maintain their own hierarchy of great druids, grand druids, and arch-druids. Their inter-faith relations are fairly cordial, and each will defer to the others in their areas of expertise (Chauntea for clerics and crops, Eldath for pacifics and pools, Mielikki for forests and rangers, and Silvanus for nature in general and druids). Conflicts between the faiths are settled through negotiation, or, failing that, ritual or personal combat.



Sune (Firehair)

Greater Power of Arvandor, CG
 Portfolio: Beauty, love, passion
 Requirements: Wisdom 12
 Charisma 16

Weapons Allowed: All bludgeoning weapons and darts

Armor Allowed: Any

Major Spheres: All, Astral, Charm, Creation, Divination, Guardian, Healing, Protection, Sun

Minor Spheres: Combat, Elemental, Necromantic, Summoning

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Sune may turn undead as clerics.
- Specialty priests of Sune may attempt to charm (as the wizard spell) individuals of the same race and opposite sex. The priest may attempt this charm once per day, but if it fails (the victim is allowed a saving throw vs. spells) he cannot use it again until he has made proper offerings and meditations at an established shrine or temple. The victim is penalized one point on his save for every point of Charisma the priest has above 16 (-1 at 17, -2 at 18).
- Those priests who have earned a great boon from Sune (by completing some great task in her name) may be gifted with a draught of Evergold, which raises the Charisma of the individual by 2d4 points for one day. Only priests of Sune may benefit from this draught—to all others it is poison. Charisma may reach godly levels in this fashion. Followers and henchmen gained at high Charisma will drift away after the draught wears off, but initial reactions and the effects of the natural charm spell will remain.
- Should a specialty priest of Sune drop below 16 Charisma, then he is cast out of the faith until he recovers from the loss. This does not apply to clerics, though the prejudice within the church hierarchy against those who are marred is very strong.
- Elves and half-elves may become specialty priests of Sune, though these in-

vite the wrath of Henali Celanil, the goddess of elven beauty.

Other Notes

Sunites are called priests regardless of their status as specialty priests or clerics. Their leader is a high priest or priestess, regardless of level. Organization is loose and informal, so a high priestess can easily abdicate her position for adventuring (or a good party) without creating much scandal in clerical circles.

The standard ceremonial and official garb of Sune priests are monastic robes for men, habits for women, both cut to show off the figure and dyed a deep crimson. Men wear a crimson bandanna while women wear a red wimple with a v-shaped forehead piece. Hair is normally worn long, and while red hair is considered touched by the goddess, all shades of hair and skin are welcome, provided they are unmarred and lovely.

When fighting or adventuring, clerics of Sune prefer as much protection (magical and otherwise) as they can afford—not that they are cowards, but they want desperately to avoid scars or even magical healing.

Other faiths tend to regard Sunites as flighty and vain, but basically harmless. The Sunites have an intense rivalry with the followers of the Elven goddess Henali Celanil. The only other conflict currently stirring the church is which is more beautiful, the graceful arches of the House of Firehair in Daerlun or the proud towers of the Temple of Beauty in Waterdeep.



Talona (Lady of Poison)

Demipower of Tartarus, CE

Portfolio: Disease, poison

Requirements: Wisdom 14

Constitution 14

Weapons Allowed: All bludgeoning weapons plus a ceremonial dagger with poison-grooves and the symbol of Talona on the handle.

Armor Allowed: Any

Major Spheres: Astral, Combat, Divination, Guardian, Healing, Necromantic, Summoning

Minor Spheres: All, Charm, Protection

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Talona cannot turn undead.
- Specialty priests of Talona gain a +4 bonus to all saving throws vs. poison. They gain a normal saving throw against potions that would normally not allow a saving throw.
- At 3rd level, specialty priests of Talona can identify pure poisons by smell. At 5th level they can identify poisons in drinks by taking a tiny sip (which has no effect on them). At 7th level they may identify poisons in food by taking a tiny bite (again, this is too small to effect the priest).
- At 10th level, the specialty priest can cast *cause disease* once per day on touch. The debilitating form of the disease is called the "green rot" and is typified by a luminous, greenish decay on exposed skin. The fatal form of the disease is the "scaly death" in which the bones weaken and the flesh peels back until the major systems of the body fail.
- If a specialty priest of Talona has Charisma of 12 or greater, other priests will insist on the use of tattoos or self-mutilation to lower that Charisma to less than 12. This may not be voluntary on the priest's part, so good-looking Talonites have been warned.

Other Notes

Ceremonial dress of both specialty priests and clerics of Talona are raggedy gray and green robes. Among the higher levels (or older members) of the church, facial tattoos and scars are common. In the field, priests of Talona prefer to wear as much armor as possible.

Talona, like most chaotic evil gods, is more feared than worshiped, and propitiated to avoid her attention, not to draw it. Those who actively worship her tend to gather in secret in the catacombs beneath cities or in wilderness ruins.

The clerics of Talona are referred to with the honorific "Most Debilitating Holiness." Specialty priests are called "Most Fatal Horror."

Only the specialty priests of Talona carry the poison daggers of the faith. They have no compunction against using them in combat. A nonbeliever caught with such an item will attract the attention of Talonists as well as their wrath.

Old texts of Talona refer to her as Kiputytto. This may be an earlier name for the same goddess, or reflect the fact that Ta-



lona killed and replaced Kiputytto in the godhead. Such an idea would have been scoffed at only a few years ago by noted sages, but following the coming of the Avatars, this argument has gained weight and importance.



Talos (The Destroyer)

Greater Power of Pandemonium, CE

Portfolio: Storms, destruction

Requirements: Strength 13

Wisdom 14

Weapons Allowed: All bludgeoning weapons and javelins

Armor Allowed: Any

Major Spheres: All, Animal, Astral, Combat, Elemental, Healing, Necromantic, Summoning, Sun, Weather

Minor Spheres: Creation, Divination, Protection

Magical Items Allowed: Same as clerics, plus magical javelins

Granted Powers

- Specialty priests of Talos may turn and command undead the same as clerics.
- At 7th level, the specialty priests of Talos may cast a *lightning bolt* (Wiz 7), once per day. They may not cast the lightning bolt if they are wearing any armor. They gain an additional lightning bolt for every three levels of experience (another at 10th, a third at 13th, etc.).
- At 10th level, the priest may control weather once per day. The priest may move the conditions to any worse condition under the same prevailing heading (as per the spell description and the chart on page 232 of the *Player's Handbook*). Priests may never use their abilities to improve the weather condition (as that would not be in the best interest of their god).

Other Notes

Talos's name, like Talona's, is invoked by individuals who wish to escape his attention, not draw it. There are a few direct followers of his who support (and encourage) his storms. These followers are almost always led by a specialty

priest, who is called a stormlord. Such groups are small, because if they succeed as an organization, their end result is to destroy the territory they are in.

The ceremonial garb of the stormlords is black robes shot with jagged yellow streaks. The robes have jagged hems and rough, uneven sleeves. A black eyepatch is worn, even if the priest has good vision in both eyes. Unlike the followers of the orc god Gruumsh, self-mutilation is not a requirement.

In the following of Talos, it is the clerics who are in the minority. They are usually found only as adventurers and free operatives outside the scattering of church cells.

In the months since the Time of Troubles, the clergy of Talos has declared that violent death is also in the portfolio of their god. It remains to be seen if the nascent god Cyric responds to this challenge.



Tempus (Lord of Battles)

Greater Power of Limbo, CN

Portfolio: War

Requirements: Strength 14

Wisdom 12

Weapons Allowed: All bludgeoning weapons, the spiked glove, plus one other weapon of choice—any one weapon chosen by the cleric

Armor Allowed: Any. If a two-handed weapon is taken as the chosen weapon, no shield may be used.

Major Spheres: Animal, Combat, Divination, Elemental, Healing, Necromantic, Protection, Weather

Minor Spheres: All, Guardian, Summoning, Sun

Magical Items Allowed: Same as clerics, plus magical versions of their individual "chosen weapons."

Granted Powers

- Specialty priests of Tempus can incite a berserker rage in themselves and others. The rage lasts for 10 rounds. During this time the recipients have a +2 bonus to attack, damage, and all saving throws. The priest may affect one person per level of the priests' experience, once per day. The berserker rage lasts a full 10 rounds. If the recipient runs out of enemies to fight, he

must either attack the closest living target in the area (even a friend) or suffer five points of damage for each of the remaining rounds. This is a conscious choice of the berserk character.

- At initiation, the specialty priest of Tempus chooses a particular weapon as his chosen weapon. This is not a weapon type (such as "all flails") but one specific weapon (such as "this flail that I'm holding right now"). This chosen weapon may be of any type. The specialty priest can fight with that weapon type normally, but when using *that particular weapon* gains a +1 bonus to hit and damage (this is in addition to the any other benefits, including the berserker rage). Should the chosen weapon be lost or destroyed, the specialty priest may reconsecrate a new weapon at a recognized temple of Tempus in a ceremony of meditation and fasting which takes a week.
- While recognizing the need for bows, slings, and even firearms and bombardments on the battlefield, the specialty followers of Tempus take a dim view of missile weapons. In a perfect world, no one would use such cowardly items, but the world is imperfect. Therefore, no missile weapon can be taken as a chosen weapon unless it can also be used as a melee weapon (like a spear).
- Specialty priests of Tempus have an excellent feel for weapons. They can discern the workmanship and potential magical ability of a weapon merely by handling it. The specialty priest can determine the magical pluses (though not any other special or magical abilities) of any weapon that he is proficient with (including his weapon of choice).
- All specialty priests of Tempus have the following nonweapon proficiencies at no cost: armorer, blind fighting, chariotteering, and weapon-smithing.
- Specialty priests of Tempus, particularly those of high rank, wear a spiked gauntlet as a symbol of office. The gauntlet costs 10 gp (though more elaborate ones may be found in more important churches). This gauntlet is size S, a piercing weapon, with speed factor 2, and inflicts 1d4 points of damage to creatures of any size. The gauntlet usually is worn only by priests with some sort of authority—



those in charge of temples or leading crusades.

Other Notes

Ceremonial garb is the same for both clerics and specialty priests of Tempus, whether they are in the temple or on the battlefield (it is all the same to a priest of Tempus). They wear full plate, spattered with blood. The arms and legs may have white saffron over the plates, but this, too, is spattered with red. A full helm is usually common, but with no face plate (or an open face plate). In those few areas untouched by war, a steel skullcap is worn instead.

The orders of Tempus are military orders, and military ranks within the faith are common, such as priest-captain and most holy general. Ranks are assigned by higher-ups, in light of service, needs, and situation, and brevet (temporary) commands are common in desperate situations and suicidal missions. The leaders of a temple or crusade are entitled to wear the heavy battle gauntlet of rank.

Tempurian crusades have been referred to as "a civilized man's barbarian horde." Whipped into a frenzy by a strongly charismatic leader, such crusades have been known to travel great distances and level the castles of those (good, evil or unaligned) who pose a threat to the faith. There have been rumblings here and there in the past century, but no full-blown crusade has rocked the lands from Waterdeep to Cormyr in recent memory.



Torm (The True)

Demipower of the Prime Material, LG
 Portfolio: Duty, loyalty, obedience
 Requirements: Wisdom 15
 Constitution 12
 Weapons Allowed: Same as clerics
 Armor Allowed: Any
 Major Spheres: All, Astral, Combat, Divination, Guardian, Healing, Protection, Summoning, Sun
 Minor Spheres: Charm, Elemental, Necromantic, Weather
 Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Torm may turn undead as clerics. They may also command the undead to perform tasks, such as guarding a passageway, without endangering their alignment.
- Henchmen following a specialty priest of Torm treat that priest as if his Charisma was 18 for purposes of determining loyalty, provided that those henchmen worship (or at least recognize the power of) Torm.
- The duration of divination and protection spells is doubled when the spell is cast by a specialty priest of Torm. Of course, a permanent spell is still permanent.
- Followers of Torm may use the *command* spell once per day, at will.

Other Notes

Like the followers of Tempus, the ceremonial costume of Tyr is the same in the field as in the temple—a full suit of battle armor with an ornate helm. But while the church of Tempus prefers its ceremonial armor dented, battle-scarred, and bloodied, the church of Torm keeps its armor in well-polished shape.

Rank within the church hierarchy is shown by the color tints of the armor—rich, church-approved shaded inks rubbed into the metal itself. The lowest rank has a bloodstained red similar to that of Tempurans, then rising (according to the local customs) to sunrise orange, harvest yellow, dragon green, and a sky blue for the patriarchs of the faith. The greatest heroes of Torm are entitled to have a dusky purple polish rubbed onto their armor.

Torm was slain in the Time of Troubles in combat with Bane. However, because the god died in service to his own ethos (following orders) and Torm's native plain was the Prime Material itself, he was reinstated by Lord Ao, a universal force who is overlord of the gods.

Torm is called "the True" and "the Brave." Because his worshippers are notoriously single-minded, he is also called "the Foolish" by the sage Zeboaster of Ordulin (currently in hiding).



Tymora (Lady Luck)

Lesser Power of Arvandor, CG
 Portfolio: Adventurers, skill, good fortune
 Requirements: Wisdom 15
 Dexterity 14
 Weapons Allowed: All bludgeoning weapons
 Armor Allowed: Any
 Major Spheres: All, Charm, Creation, Divination, Healing, Necromantic, Protection, Summoning
 Minor Spheres: Guardian, Sun, Weather
 Magical Items Allowed: Same as clerics

Granted Powers

- Once per day, a specialty priest of Tymora may raise one die roll of any type by one (a 1 becomes 2, 17 becomes 18, etc.). *This modification must be announced before the dice are rolled.* The modified result is considered the true number rolled.
- The faith of Tymora is popular among halflings, in particular halfling adventurers. Halflings may become specialty priests of Tymora within human Tymoran churches.

Other Notes

Tymora is one of the most common faiths in the Realms, in particular since it caters most heavily to a highly mobile, relatively wealthy, and intrinsically powerful group of adventurers who live by their wits and by their luck. There is a large network of shrines and temples to Lady Luck throughout the heartlands of the Realms.

Each temple is its own independent operation with its own clergy. While each temple recognizes the sovereignty of the others in their own regions, they tend also to compete with each other like rival fishmongers, each declaring that their brand of the faith is the most wholesome and the best for continued spiritual growth. Relationships between the various temples are good, however, because all the various shrines benefit from wandering adventurers.

The standard clerical dress varies from



Gods and Their Specialty Priests



Myrkul

Bane

Grumbar

Beholder
Cult Leader

Dwarven Priest
of
Clanggedin

Elven Priest
of
Corellon
Larethian



temple to temple as well, ranging from full habits and headpieces in Arabel to simple robes in Shadowdale. Personal taste of the patriarch influences the dress code, as does climate (natural and political) and availability of fine clothing. The common item through all the various types is the Disk of Tymora, usually carried on a small chain.

During the Time of Troubles, Tymora's earthly avatar appeared in Arabel, which created a great sensation in Cormyr. The fact that Arabel was spared most of the destruction visited on Waterdeep, Tantras, and other Godswar cities was taken as a boon from the goddess herself. With the passing of the Godswar a thick fog covered the city, and when it lifted, the goddess had gone with it. The Lady's House, the temple of Tymora in Arabel, takes credit for the goddess's appearance and its high priest offers this as proof that the seat of Tymoran government should be in Arabel. The other churches of Tymora have responded politely but negatively to this suggestion.

In ancient texts, Tymora is referred to as Tyche. Whether this is merely an earlier name for the goddess, or a separate, now-dead entity (like Kipputytto or Moander) is unknown.



Tyr (The Even-Handed)

Greater Power of the Seven Heavens, LG
Portfolio: Justice
Requirements: Wisdom 9

Tyr neither has specialty clerics nor does he provide additional abilities or powers to his faithful. This may be because Tyr himself is a relative latecomer to the Realms, or because the god's ethos does not allow it—in seeking justice, would it be just to place one clerical group ahead of another? Given the experiences of the various faiths listed here, this may be a very good reason to not provide such aid.

The ceremonial vestments of priests of Tyr are deep blue and purple robes tied with a white sash. The left glove (or gauntlet, when dealing with armor), is white, the right one black. This is to symbolize the loss of their god's right hand.

During the Time of Troubles, Tyr was

blinded as well. As a result, his followers have added a sheer white cloth tied over the eyes, usually damask or some other thin fabric sufficiently light to not block sight, to symbolize their gods' loss.

Some sages schooled in godly actions say that Tyr's further mutilation was a sign that the god should indulge in specialty priests, while others point to it as a sign that the Realms themselves are rejecting the justice god. His faith has grown ever more popular, however, and several knightly orders have been founded dedicated to him, as opposed to Torm or Tempus.



Umberlee (The Bitch Queen)

Lesser Power of the Abyss, CE
Portfolio: Oceans, waves, sea winds
Requirements: Wisdom 13
Constitution 15
Weapons Allowed: Bludgeoning weapons plus the trident and harpoon
Armor Allowed: Leather and shield
Major Spheres: All, Combat, Creation, Elemental (involving the water-aspect only), Healing, Necromantic, Summoning, Weather
Minor Spheres: Animal, Charm, Elemental (all other aspects), Guardian, Protection, Sun
Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Umberlee may not turn or command normal undead. They may command undead that were killed at sea or are aquatic in nature (such as lacedons or skeletons of pirates).
- Specialty priests of Umberlee have the swimming proficiency at start. This proficiency does not count against their allotted proficiency slots and may be increased in the normal fashion.
- At 5th level, priests of Umberlee may breathe water automatically.
- At 10th level, specialty priests of Umberlee can move through water as if they were wearing a *ring of free action*. Should they acquire such a ring, it provides no additional benefit.
- Like priests of Talos, specialty priests of Umberlee can control weather by moving the status to any situation

worse than the present one and under the same condition (as listed on page 232 of the *Player's Handbook*). They may only perform these actions when at sea (fresh or salt water), or at the shores of an ocean or large lake. Large ponds and rivers are not sufficient to allow the use of this ability.

- At 12th level, specialty priests of Umberlee can call and control 1d4 sharks in areas where they normally exist, once per day. The sharks arrive in 1d6 rounds. They respond to the priest's commands (even if spoken underwater).

Other Notes

Umberlee is one of the evil gods who is more feared than directly worshiped. Those who invoke her name are usually seeking to avoid her attentions rather than call forth her or the power she commands. There are those who relish her power and potential, and these become the specialty priests of Umberlee. As opposed to the other evil or avoided gods, Umberlee has a number of shrines and temples, the largest of which is the House on the Cliff, located in Marsember (away from the city itself).

Specialty clerics make up most of Umberlee's clergy, since the advantages of the faith prove to be quite handy when superstitious sailors want to dump the priestess overboard at the first sign of a storm. There are some clerics in the organization and many among the adventuring order of the church.

The ceremonial garb of the priests of Umberlee consists of a skin-tight blue or green body stocking worn with a voluminous cape trimmed with white fur (to represent foaming breakers). A tall collar, similarly trimmed, rises from the back of the neck.

Umberlee was believed to have spent the Time of Troubles in the Sea of Fallen Stars, wreaking destruction on one pirate isle after another. The sea has remained stormy and troubled since that time. Mariners fear that the sea is so agitated that it will not freeze along the northern shores this winter.



Waukeen (Merchants' Friend)

Lesser Power of Concordant

Opposition, N

Portfolio: Trade, money, wealth

Requirements: Wisdom 14

Intelligence 12

Charisma 12

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Any

Major Spheres; Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Weather

Minor Spheres: All, Elemental, Summoning, Sun

Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Waukeen can command and turn undead as clerics.
- Specialty priests of Waukeen have the appraising and gem cutting proficiencies at no cost. These can be improved normally.
- Specialty priests of Waukeen have the ability to discern true metal from false. They cannot identify metal per se, but can determine if a supposedly gold coin is truly gold or a gold-plated lead fake, or even if it was created magically (say, by a djinn). They do this by hefting the item in the hand and thinking of what the material should be. For mixtures they will get a "partial" result for those metals which are a significant component of the alloy.

Other Notes

Waukeen was apparently destroyed during the Time of Troubles. No avatar has come forth yet to regain Waukeen's portfolio and no other god or goddess has picked it up.

In game terms, both specialty priests and clerics of Waukeen cannot gain spells above 2nd level. Several of the higher level adventuring clerics have already switched worship to Tymora, who has adopted the good and neutral ones with no loss of level or power, or to Beshaba, who has taken the evil ones.

The bulk of the organized clergy of Waukeen is holding forth the idea that

their goddess is still wandering the Realms or has been imprisoned by some darker force and that all will return to normal once the proper hero has restored her to the Outer Planes. However, all divinations draw a blank and point to the fact that Waukeen is truly dead, or at least totally absent from the Realms. The faith can probably hold its congregations together for another generation, but unless the situation is rectified, the following will die out and Waukeen will become a dead religion.

For the moment, the ceremonies are observed and the pageantry maintained. The ceremonial garb of Waukeen's followers are gaudy, ornate, and overdone. A heavy, baroque cloak loaded with plates and wheels of different precious metals covers rich tunics, tabbards, and trousers of fine material in vibrant colors. The high priest of the local temple carries a magical staff also decorated with precious metals and gems. These staffs are usually *staffs of curing* and represent the sole major magical energy left in the church.

Nonhuman Deities

The various pantheons of elves, dwarves, halflings, gnomes, and other sentient creatures have not to date developed specialty priests. With the passing of the Time of Troubles, there are reports from Evermeet, the Great Rift, and Llurien of a change in this, but it is not known if these are reports of true specialty clerics of the various nonhuman gods, or are just travelers' tales.

Elemental Cults

Grumbar, Boss of Earth
Kossuth, Tyrant Among Fire
Akadi, Queen of Air
Istishia, Water Lord

All are lesser powers of the various elemental planes.

Cults tend to vary greatly from one area to another, as different individuals seek to tie into the same natural or supernatural power. They also tend to be much weaker than the mainline clerics.

Typical Elemental Cult Powers:

Weapons Allowed: Any blunt weapons

Armor Allowed: Chain and shield

Major: Elemental (their particular elemental aspect only)

Minor: Divination, Combat, Protection, or Weather (any two)

Granted Powers

- At 5th level, the priest may summon an elemental of the particular type once per day. That elemental is under the priest's control for one hour, and then it fades away.

Other Notes

Ceremonies, alignments, and ethoi of the various elemental cults vary from cult to cult. Ceremonial dress varies as well, though they tend to tailor themselves along the lines of the gods whom they mimic.

Followers of Grumbar choose large, bulky vestments with heavy padding to bulk up their mortal frames. They normally choose earth tones, blacks, and grays.

Followers of Akadi choose light, sheer robes in myriad blues and pastel yellows.

Followers of Kossuth prefer robes and long capes in reds, yellows, and oranges.

Followers of Istishia prefer flowing robes and capes in deep blues, greens, and purples.

Most cults are secretive and usually are formed for other purposes than advancing the ethos of their "god." The various elemental lords are unfeeling toward their followers and probably do not gain any power from their existence. During the Time of Troubles, none of the elemental lords were spotted in the Realms.

Beast Cults

Like elemental cults, beast cults vary from location to location and from beast to beast. Two cults which venerate a "lion god" could be very different in their ceremonies, appearance, and powers.

The beast cults believe in the existence of perfect forms of animals. A dog cult, for example, believes there is a perfect dog, who is leader of all other dogs. A cat cult believes there is a perfect cat, who is master of all cats regardless of breed and size. They seek to tap into the power of these beings, who may or may not be gods in their own right. Perhaps with sufficient worship, one or more beast lords could achieve full-fledged godhood (though Malar, the Beast God, might have a few words on the matter).

A typical beast cult could have the following characteristics:



Weapons Allowed: Any Two
 Armor Allowed: None
 Magical Items Allowed: Same as clerics
 Major Sphere: Animal
 Minor Sphere: Plant, Combat, Charm,
 Weather (any one)

Granted Power (Choose one)

- The cult priest can summon a number of creatures of the worshiped type. This will be 2-12 small creatures, 1-6 medium creatures, 1-2 large creatures, or 1 huge creature. The creatures arrive in 1-3 turns.
- The cult priest can transform into the type of beast he worships, gaining all the abilities of that creature for 3-18 turns, once per week.

Other Notes

Beast cults may worship monsters in their "ultimate forms" as well as normal animals. Priests of these cults only gain their special abilities at level 10 or higher.

Cult of Ao

Starting in Waterdeep at the close of the Time of Troubles, a new cult arose, devoted to the overgodly force called Ao. The overgod appeared at the peak of Waterdeep mountain at the end of the Time of Troubles, at which point he claimed to be the creator of the gods (though not of the Realms themselves). He confirmed the godly power held by Midnight/Mystra and invested the former power and responsibilities of the Three Dead Gods into Cyric. Then he removed the barrier preventing the deities from returning to the Outer Planes, charging these gods to be more responsive to their worshippers and tying their power more closely with that of their living followers.

The cult of Ao receives no spells or special powers, and so cannot be considered a true faith in a land where the gods prove their good intentions by delivering on their promises. It does attract a broad spectrum of followers, including mages, rogues, and fighters, including a number of former cavaliers. The primary alignment of these followers is neutral, but all alignments may join.

The ceremonial garb of the ministers (not necessarily priests) of Ao is black trousers and shirt with a long, flowing

robe of black dotted with either white spots or jeweled spangles.

In Waterdeep, the group currently meets at the western end of the Market, which was destroyed in the final days of the Godswar. They are currently acquiring the surrounding property with the intention of raising a temple to Ao on that spot.

The cult has spread beyond Waterdeep into many other civilized areas of the North. The cult may be little more than a passing fashion, a reassurance of the powers of the gods in the face of the Time of Troubles, or may represent a new form of worship. None of the established faiths have spoken out publicly against or acted against the cult, possibly because they do not fear it, or possibly because they fear it a great deal.

The Dead Three

As a result of the Time of Troubles and the coming of the Avatars, three powerful, evil gods were destroyed and never returned to life. Instead, their powers and portfolios were given to Cyric, the Black Sun. However, these gods still have followers active in the Realms and these followers still receive spells and granted abilities, but through Cyric instead of their former masters. How long this situation will last remains to be seen. In addition, there are those who declare that the three are not dead, but only in exile or in hiding and will return to plague the Realms again.



Bane (The Black Lord)

Greater Power of Acheron, LE
 Portfolio: Strife, hatred, tyranny
 Requirements: Wisdom 10
 Strength 12
 Weapons Allowed: All nonmissile bludgeon weapons and javelins
 Armor Allowed: Any
 Major Spheres: All, Combat, Divination, Elemental, Guardian, Healing, Necromantic, Summoning
 Minor Spheres: Sun (reversible effects only), Creation
 Magical Items Allowed: Same as clerics

Granted Powers

- Specialty priests of Bane may not turn or command undead. Clerics who worship Bane may turn and command undead normally.
- Priests of Bane are unaffected by fear spells, though they may be affected by other emotion-affecting spells and spell-like abilities.
- Priests of Bane at 5th level may generate an *aura of fear*, stretching 10 feet away for every level of the priest. Everything within the area which fails its saving throw will try to escape the area (70%) or attack the source of their fear (30% – the DM may modify these chances based on the situation). Those who pass their saving throw vs. spells or are unable to escape are affected by ill-ease and a great desire to be somewhere else (no modification to hit or damage dice). This aura of fear can be created at will, once per day. It lasts one round per level of the caster. It is often used when questioning suspects or bullying less powerful individuals. Priests of Bane are immune to this effect.

Other Notes

Specialty priests of Bane have a variety of titles within their organization, depending on location and position. They tend to be grandiose and threatening (high imperceptor, grand bloodletter, etc.).

The church of Bane in the Realms is, like the church of Azuth, overrun with wizards, especially near Zhentil Keep. Unlike the church of Azuth, there is a fierce internal rivalry bordering on holy war between the orthodox (mostly clerical) and transformed (mostly magical) organizations. Only 5% of the orthodox and 10% of the transformed priests are specialty priests, and most are kept in low-level positions. There are specialty priests of Bane who operate outside the orthodox/ transformed conflict. These are mostly adventurers and hermits seeking to create their own power base to eventually destroy the others.

The rift between orthodox and transformed Banites has worsened with the Time of Troubles and the coming of the avatars. During that conflict Bane was apparently destroyed, and his portfolio given to Cyric. Orthodox Banites hold that Cyric is merely a new form of Bane, expanded to take the powers of Myrkul and Bhaal to show the growing power of



evil. Transformed Banites instead argue that Bane is dead and Cyric takes the mantle and position as god of strife, and it is the "office" of Bane that Cyric holds that is the power that they worship. (Coincidentally, transformed dogma also indicates that if Cyric falls, one of his followers will become the new Black Lord—in other words, godhood is just one more religious office for barter and dealing.) There are scattered sects of hardcore Bane worshipers who believe Bane is still alive and that Cyric, whom they refer to as "the Pretender," is a usurper, to be punished in the future along with all his faithless followers.

All Banites still receive their spells and special abilities, presumably from Cyric and his minions. This may be because the new god has not mastered his own spell-granting operations or he is gathering strength from all the old cults for the present before consolidating his hold.

Ceremonial dress for Banites, regardless of their cult and feelings about Cyric, are black armor with blood-red capes. The more prosperous the priest, the finer the workmanship of the armor. Facial tattoos are common among Banites, which unfortunately makes them stand out among clear-faced Cyricists. High-level officers in the hierarchy wear gems on their foreheads.

When adventuring, priests of Bane retain the black armor. Wizards who follow Bane prefer long, flowing, black and red robes. Neither group would wear such gear if it would expose them to persecution or hamper their service to their god. Usually, extensive facial tattoos among present and former Banites is enough to identify them.



Bhaal (Lord of Murder)

Lesser Power of Gehenna, LE

Portfolio: Death

Requirements: Wisdom 14

Constitution 12

Weapons Allowed: All bludgeoning and piercing weapons

Armor Allowed: Chain mail, no shield

Major Spheres: All, Astral, Charm, Combat, Elemental, Healing, Necromantic, Summoning

Minor Spheres: Divination, Creation, Guardian

Magical Items Allowed: Same as clerics

Granted Powers

- Bhaal priests may turn and command undead as do clerics.
- Bhaal priests of sufficient level may summon an aerial servant (as the spell), but in addition, the aerial servant will fight for the priest and can be used as a magical assassin.
- Specialty priests of Bhaal may at 10th level engage in *plane skipping*. Plane skipping involves the priest traveling to Bhaal's area of Gehenna, moving through that slanted plane, and then back into the Prime Material plane at his destination. In general, each 10 feet moved through Gehenna equals one mile of distance on the Prime Material Plane. Direction does not matter in Gehenna, since the will of Bhaal and the intention of the traveler determine where he comes out. The plane skip takes a turn to prepare for the movement into Gehenna and another turn to return, plus travel time in Gehenna. This form of travel is 100% reliable under normal circumstances, but cannot pierce magical shields, areas sanctified to the forces of good, anti-magical areas, or areas which cannot be reached from the Outer Planes. The traveler is not protected while in Gehenna (Bhaal considers anyone capable of traveling to his homeland capable of protecting himself). A traveler may take another person with him for every two levels of experience over 10th.

Other Notes

Bhaal priests tend to be clerics in the urban areas of the Realms, while in remote areas (such as the Moonshaes), they tend to be specialty priests and priestesses. Relations between the city-bred and country versions of the god's followers are fair, but cool and distant. The difference between the two factions has increased with the apparent demise of their god in the Time of Troubles.

Priests of Bhaal have no organized hierarchical organization. The highest level of Bhaal-priest is the high priest of that part of the faith—this may vary from a 1st level terrorizing the locals to an evil high priest with a heavily-defended temple

deep beneath Waterdeep.

Priests of Bhaal prefer to wear full robes and a deep cowl, both either purple or black with violet streaks. The inner lining is always black, and a black veil is worn over the face to make the hood seem empty. Both specialty priests and clerics wear ceremonial daggers at their belts—large, curved blades of Eastern design. Only the specialty priests, however, may use the blades in combat.

When adventuring, Bhaal priests prefer standard armor, usually but not always with black capes and leggings.

In the Time of Troubles, Bhaal was apparently destroyed after his banishment from the Moonshae Islands. The followers of Bhaal in urban areas have almost universally switched to worshipping Cyric, to the extent of adopting the new god's vestments and ceremonies. They refer to the power they venerate as Cyric, or Cyric-Bhaal, to differentiate him from the lesser aspects worshiped by former Banites, whose god was utterly destroyed, and who have erroneously declared Cyric to be their god as well. Relationships between the Bhaal-Cyricists and the factions of the other believers of Cyric are heavily strained and often break into open conflict.

The rural followers of Bhaal retain their belief in the god, pointing to the fact that they still receive their accustomed magical spells, so someone must be home. The schism between urban and rural Bhaalites continues to grow, with ambushes reported between rival factions.



Myrkul (Lord of Bones)

Greater Power of Hades, NE

Portfolio: The dead, decay, corruption, dusk

Requirements: Wisdom 14

Intelligence 14

Strength 14

Weapons Allowed: All bludgeoning weapons

Armor Allowed: Any

Major Spheres: All, Combat, Guardian, Healing, Necromantic, Summoning

Minor Spheres: Charm, Divination, Elemental

Magical Items Allowed: Same as clerics



Granted Powers

- Specialty priests of Myrkul may command undead normally. They can affect up to triple the normal number of skeletons and zombies when commanding undead.
- Specialty priests of Myrkul are unaffected by disease or parasites. They are not immune to parasites or disease (as the paladin is), but are unaffected by the disease's debilitating game effects. A specialty priest of Myrkul could have the gray death obvious in his rotting, dry face, spreading it through the land, but would suffer no penalties from the disease. Fatal diseases will continue to rot the body until the priest drops over, but have no game effect until that time.
- Specialty priests of Myrkul gain a +1 on their saving throws vs. death magic. This bonus does not apply when using or defending against the *Hand of Myrkul* (see below).
- At 1st level, the specialty priest of Myrkul can feign death, once per day, as the spell.
- At 10th level, the specialty priest of Myrkul can summon a minor death to fight for him. The minor death appears as a skeleton in a robe with a scythe. The minor death always has an initiative roll of "1" and its THAC0 is 0. It is unaffected by cold, fire, electrical energy, and sleep or enchantment/charm spells. The priest may summon the minor death once per week to fight for up to 10 rounds—at the end of 10 rounds, or when the combat is over, the minor death disappears. If the minor death disappears before killing its opponent,

another minor death cannot be summoned until the priest slays a living creature himself. Characters slain by a minor death can be raised normally (as opposed to those slain by a minor death from the *Deck of Many Things*, who are dead forever).

- Minor death (1): AC -4; HD na; hp 33; #AT 1; Dmg 2d8; MV 12; THAC0 0.
- At 15th level, the specialty priest can call up the *Hand of Myrkul*. This is a very dangerous power, and will only be used by the priest in the most dire of situations. Invoking the *Hand of Myrkul* causes the priest's hands to flame for six rounds. The hand must be used in this time, or the power will be wasted, never to be used by that priest again (a *wish* can reverse this). If the *Hand of Myrkul* touches any living being (regardless of size), the being must make a saving throw vs. death magic. If the target fails, it is slain and the body reduced to dust. If the target succeeds, the priest must then make a saving throw vs. death magic (without bonuses for being a priest of Myrkul) or suffer the same fate. If both target and priest make their saves, then the *Hand of Myrkul* is still operating and may be used the next round, up to the six round time limit.

Other Notes

The faith of Myrkul is not popular, nor are its priests numerous. Many venerate Myrkul, and offerings are made in his name at funerals and other solemn occasions, but few actually worship the god as their primary faith. There are those romanced with death who follow the god

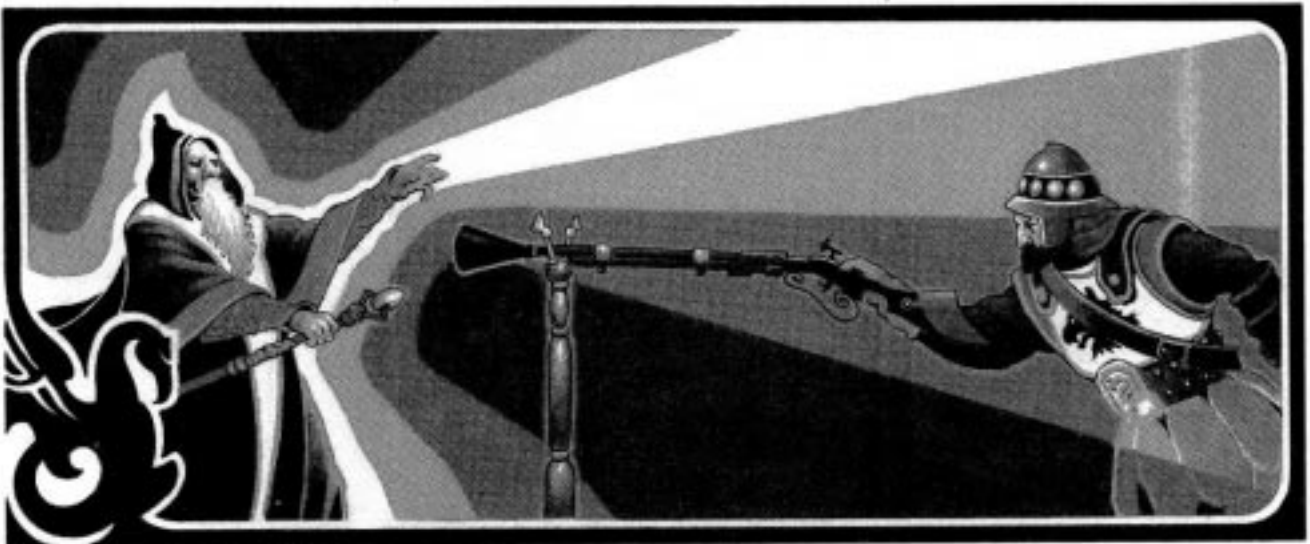
and his teachings, and of the priests who do this about three-quarters are specialty priests. Relationships between the various branches of the faith of Myrkul are very good, primarily because no single person holds enough power to confidently direct it against others.

Priests within the hierarchy of Myrkul are given the honorific "death" as in "Death Williamson," or "The Most Holy Death Trollslayer."

Ceremonial dress of priests of Myrkul are black robes with a hooded cloak. A single sash of bone-white cloth ties round the waist. The upper half of the face is concealed by a skull mask that extends from the forehead to the upper cheeks. Exposed flesh is darkened with ash.

During the Time of Troubles, Myrkul was destroyed and his portfolio handed to the new god Cyric. The followers of Myrkul have enthusiastically embraced the new god, who they refer to as Cyruk in their writings. Of the three evil gods who were slain and their powers given to Cyric, the followers of Myrkul have provided the best response. New priests of Cyric/Myrkul have the powers of priests of Cyric, but are accepted into the hierarchy without objection by the old-line priests.

The overwhelming acceptance of Cyric by the older priests is attributed to the similarity of the two gods as well as a belief that Myrkul himself may be a replacement for an older, unnamed death god who was destroyed and whose portfolios were given to Bane, Bhaal, and the other evil gods. Cyric/Myrkul dogma states that Cyric now lives in the Land of Always Night (Hades), building a golden palace on the ruins of the Castle of Bones.







Magic has weathered the recent unpleasantness caused by the Avatars mostly intact or, if anything, strengthened by the physical merging of the old Mystra into the natural magical aura of the world and the rising of the new Mystra, called Midnight. As a result of the upheaval, however, many spells have been altered either in their level of power or their effects. Those changes are reflected in the spell descriptions in the AD&D® 2nd Edition *Player's Handbook* and in the new spell descriptions in this chapter. In cases where earlier texts disagree with Second Edition texts, the Second Edition takes precedence.

Schools of Magic and Their Members

The great bulk of wizards in the Realms, including such bright lights as Elminster, Khelben Arunsun, and Vangerdahast of Suzail, are "standard" wizards—their training does not reflect a specialization in any one school of magic of the Realms. Most of the "old guard" among spellcasters represent this generalized approach to spells, and vary from dabblers in a number of fields to intense researchers attempting to gain some form of power in all areas of research.

There have always been specialist mages in the Realms, however, individuals who choose to center on one particular spell grouping or another. Of these groups, previously only those who involved themselves heavily with illusion and phantasm spells, the illusionists, were developed enough to qualify as a separate "sub-class" of the standard magic-user.

With the passing of the avatars, this has changed. All schools of magic have their champions now, and illusionist spells have been brought into the mainstream of magical research and thought. There are a rising number of young, powerful wizards (along with the handful who have always leaned toward one area) who believe that specialization is the answer to the problems posed by magical research and an ever-increasing body of diverse and conflicting spells.

The magical community, always typified by wizards squirreled away in their towers, not communicating with others, now is split along generations (old standard mages versus the new specialists) as well as theoretical lines (the various schools). The resulting mixture has the potential for conflict, but to date has not

resulted in more than a few skirmishes, which have tended to be caused by personal disagreements rather than dogmatic differences.

There are no true "schools" of magic in the Realms—recognized colleges where an aspirant can study under a variety of teachers to become a competent spellcaster. There are small groups in major cities such as Waterdeep and Mulmaster, but these are neither large nor common. Further in the magical South, such as the lands of Halruua, there may be such organized colleges, but this is not a standard fixture in the North as of yet.

The usual procedure of becoming a wizard still starts with apprenticeship, and most powerful mages would rather be researching than teaching some wet-behind-the-ears neophyte how to not blow up the wizard's tower. It is normally the mid-level spellcasters (levels 5-12) who take on apprentices and teach them their first spells.

What follows is a brief overview of the schools of magic in the Realms, including tendencies, attitudes, and general dress. These are not definitive descriptions—there can be subdued invocers and gaudily-dressed illusionists. However, as a guide to the "typical" spellcaster of these various schools, these do apply.

Abjurers: These spellcasters specialize in protection spells and as a result tend to think defensively. The teachings in abjuration magic set forth the idea that the Realms is a dangerous place and a wizard needs all the help he can get to merely stay alive. Abjurers tend toward devices that provide protection while still allowing spellcasting (such as the *brooch of shielding* and *bracers of defense*).

Abjurers are also easily recognizable by the large groups of well-armed servitors and guards and the number of mechanical and magical traps and warning devices in their quarters. Abjurers are viewed as cowardly by other groups (in particular the transmuters), but consider themselves sensible, solid, and cautious.

Abjurers prefer robes of dark green and brown, the better to fade into the background with. They follow local styles, so if tabbard and slacks are the common fashion, abjurers will be found looking like the local population. There is safety in camouflage.

Abjurers have good relationships with most other specialist mages, save for transmuters, who view abjuration magic in general as a cowardly art. Though ab-

jurers and illusionists are of opposite schools, the two groups get along fairly well, in part due to their concealed nature and appearance.

Conjurers: Conjurers tend to be flashy explosive individuals in brightly colored robes and styles and fashions that appear foreign at best, outlandish at worst. Their spells center around summoning or bringing into being help from elsewhere, so they tend to treat everyone and everything as a potential hireling or ally. This often makes them seem overly friendly and fawning around the powerful. At worst, they are overbearing and insulting to those less powerful than themselves.

Conjurers can afford to be loners, because for them help and friends are usually no more than a few spells away. They tend to be willing to take chances, whether it is plumbing the depths in search of treasure or insulting a large (and obviously nonmagical) barbarian.

A conjurer's dress usually makes the fashion statement—"Hey, I'm a mage, and a pretty darn good one, too." Bright colors, numerous gems and rings, and outlandish styles are common. This is not to say that a conjurer who needs to be stealthy to complete a mission will ignore common sense; in such cases he will still seek to be a fashion-plate, but a subdued one.

Conjurers tend to like all other wizards as a group, though they hold grudges against particular individuals who have slighted them in some manner. They don't have much need for or dealing with diviners, only because they don't see the point in casting spells for information when you can summon something powerful who will give you the correct data.

Diviners: Diviners tend to be more bookish and introspective than the other magical brethren. The gathering of knowledge is very important and many who dabble heavily in divination magics as active adventurers have settled down and become sages later in life.

While abjurers might flee a conflict, diviners would prefer to ignore it entirely, and seek to use their spells to gather enough information to help them in that course. Careful planning is the watchword of most diviners, as those with impatient minds and itchy spell-fingers are usually pointed toward evocation or conjuration/summoning as a magical school.

Diviners are careful, almost plodding.

Correct wording and literalness are the watchword of the divining class, and detection is their business. As a school they suffer in that there are few divination spells in comparison with the other schools, and that lesser divination spells are available to all mages, regardless of class. This seems to create an inferiority complex among diviners who seek to prove their worth over their more flashy brethren. Of course, this makes them even more careful, literal, and plodding.

Diviners tend to wear modest clothing of severe cut and style. Hair is almost always kept back out of the face, and there are a minimum of loose ends about them. They tend to haunt libraries and other places of learning.

Enchanters: Enchanters specialize in both investing charms into items and controlling and influencing the thoughts of others. As a result, they tend as a class to be rather self-centered and vain. Just as everyone is a potential ally to the conjurer, everyone is a potential worshipper to the enchanter.

Enchanters are self-confident as a rule, in some cases to excess. Everything can be accomplished if you set your mind and body to it, or preferably someone else's mind and body. Like conjurers, enchanters are less concerned about striking out on their own, because potential helpers are around every turn, with the casting of the proper spell.

Enchanters tend to be gregarious among strangers, and in extreme cases almost sleazy in their reactions with others. They accumulate magical devices that perform multiple functions. Most will not perform physical work if a spell will do the job faster or (especially) easier.

Enchanters get along well with most of the other schools, though all are aware when an enchanter is trying to weasel his way into the good graces of others. The one school that they have a deep dislike for is necromancy. Since necromancers have control over one group that enchanters can never influence, the undead, they are uneasy at best with the followers of necromancy.

Enchanters dress well, usually according to the fashions of those around them. They prefer clothes of good fit and fine fabric, and tend to preen. Their good looks are a hallmark for the group and they wish to make the most of them. Given a choice, they would prefer to associate with other beautiful people, such as elves and paladins, though the latter often

seem to be put off by the enchanter's manners.

Illusionists: Illusionists were a full-fledged subclass prior to the Avatars, and do not take the "demotion" well. They are a secretive lot even at their peak, and for good reason: When an illusion is revealed as such, it is no longer effective.

The illusionists of the Realms are almost a secret society. They are the most established of the specialist mages, owing primarily to a great deal of research previously as a separate subclass of wizard. As a result, more spells are available to the illusionist than to the necromancer or the diviner. They have had more time to entrench themselves in their ways, even to the end of having their own written language, Ruathlek. Ruathlek is thought to be derived from magical writing (before the avatars, magic-users and illusionists could not use each others' spells or scrolls—this is no longer the case), and is still used as a means of communication between illusionists.

Illusionists prefer grays and browns in their clothing, often highlighted by a single red gem or green swatch of cloth. Unlike the abjurers, they do not dress to hide from others—rather, they would rather call attention to their spells and illusions than to themselves. There are exceptions, in particular among the higher levels who do not care if anyone knows they are illusionists, but in general illusionists tend to be somber in dress and flashy in spells,

Illusionists as a class hate necromancers, since the undead are generally unaffected by illusion spells.

Invokers: Invokers effectively get something for nothing by transforming magical energies into immediate effects. This trait follows through into their nature as a class—they tend to be mercantile, greedy, acquisitive, and always looking for the easiest way to accomplish a task.

Invokers are as self-confident as the enchanters, and more willing to let it be known. Their main stock in trade are destructive spells such as *magic missile*, *fireball*, and *lightning bolt*, and most have no qualms about using them. They are smart enough to invest in sufficient protective devices for themselves (*rings of fire resistance* are common among the fireball-flinging set) but often do not consider of their unprotected brethren when casting spells.

Invokers like bright, solid colors—reds, yellows, whites, and blues. They en-

joy jewelry and rings but not to the extremes of conjurers or enchanters. They will usually (though not always) carry a staff, which may or may not be magical.

Invokers have good relationships with other magical specialists—actually, invokers don't really worry about other magical classes. Other mages' spells are pretty interesting, in particular the conjuration and enchantment spells that the invokers cannot use. But nothing matches the sheer energy and power of a lightning bolt, so why be jealous?

Necromancers: Necromancy attracts two groups of individuals. The first and smaller group contains those who have a great interest in the body and curative medicine. These are few because the ones who are most interested in curative magic lean toward the priesthood, with its more direct rewards in this area. Such necromancers, usually of good alignment, refer to themselves as white necromancers.

The greater number of necromancers—black necromancers—follow the school because it gives them the power to affect and control large groups of mindless servants, usually for destructive purposes. Necromancers tend to hold grudges for incredibly long times. A large number of liches have had extensive necromantic training in life (most liches in the Realms are at least a little brain-damaged—whether this is the result of the magic which made them liches or comes from studying necromancy is unknown).

Necromancers prefer black robes (white necromancers, in particular those trying to offset the bad reputation of the class, wear white). Powerful necromancers highlight the black with silver, red, or gold, but black is the most common color.

Necromancers, as noted, hold grudges. Against everyone. Living creatures, other necromancers, paladins, everyone. High on their lists are illusionist and enchanters (who use spells denied to the necromancer), priests (who turn the undead), and white necromancers (who are too stupid to see what sort of power they have).

Most necromancers are evil or tend toward evil (with the exception of white necromancers). Their pragmatic actions tend to make them unpopular with their allies (animating the body of a fallen comrade, for example, is considered tasteless by most characters of breeding) and their attitudes on life and death are certainly outside the normal bounds of their society.

Transmuters: Alteration magics take



what already exists and change it into something more desired. This pretty well sums up the mind-set of transmuters in the Realms. As a class, they are tinkers and experimenters, always seeking new ideas, new spells, and new horizons. For this reason, and the fact that transmuters tend to talk readily (and unceasingly) to anyone who will listen, alteration spells make up the largest group of spells on the standard lists.

Transmuters tend to dress comfortably without frills or pretence. They prefer robes over the local styles since robes are a recognized sign of wizardhood and transmuters generally have no fear of letting others know where they stand. They are social animals, usually willing to spend a few hours kicking back some brews and swapping lies and information about one spell or another. As a result, most alteration spells are the result of diverse hands as one individual contributes one piece, then a second another, until the whole is made up.

Transmuters also tend to travel, visiting new lands and picking up new ideas. As a result they may have an item of clothing (a hat, glove, or cape) that doesn't seem to fit with everything else. This is usually a keepsake, but is often magical in nature, particularly at higher levels.

Transmuters as a class tend to like their brother mages, but have a rivalry with the abjurers. Neither can use the other's spells, though they can create similar effects (a *fire shield*, for example, acts to protect, but so do many alteration spells).

General Wizards: The general wizard makes up the majority of the magic-using population of the North, and almost all of the most powerful wizards in the land. Few generalities can be made about general wizards. Some are friendly and helpful while others are malicious creatures. General wizards view their specialized brethren more as experimenters than competition, and none think that the general wizard's day is done.

General wizard dress according to the individual's taste, subject to the restrictions of the class (no armor). Robes are fairly standard, since it is a universal symbol of being a wizard (fighters don't often wear robes). Also, robes never go out of style, always a major point when most of your gold and time go into magical research. Of course, they never go out of style because no one is going to tell Elminster that robes are passe', but that is another matter entirely.

Mage Sigils in the Realms

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

A wizard chooses his symbol sometime before reaching level four. Long-lived wizards sometimes go through a number of symbols, but most stay with the first sigil they chose. A change can be made at 10th, 15th, 20th, or 25th level, at the character's option. An inherent nature of the sigils themselves prevents accidentally copying another living wizard's sigil. (Accidental copying of a dead wizard's sigil is another matter, though some liches have their own ideas about protecting their symbols).

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

This curse is said to come from the goddess Mystra herself and to be delivered by her faithful servant Azuth, whom all wizards venerate for the ability to cast spells. The recent time of troubles seems to have done nothing to change the nature of this curse, which affects any and all who attempt to use the sigil of another mage for their own personal use.

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

Failing the Strength check means that the offender loses one point of Strength permanently and 1-4 hit points.

Failing the Intelligence check means that the offender loses one point of Intelligence permanently and is feebleminded (as per the spell, no saving throw).

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



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

Spells of the Realms

The section which follows delineates new spells which are specific to the Forgotten Realms. This is not a complete list; while many forgotten spells have been brought to light from old, musty tomes, there are a number that still remain hidden from general use.

The spells presented here are those which are in general use, or at least those that the magical population at large is aware of. This awareness is in part due to a pamphlet published early this year entitled "Volo's Guide to All Things Magical" in which the author revealed a large number of long-forgotten spells to the general populace. Soon after its release, Volo was confronted by some powerful mages who would have preferred the spells to remain forgotten, and the sage is now reported to have shifted his effort to writing travel guides.

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

Named spells are usually named for their creators. There are spells by Bigby, Mordenkainen, and other characters who are not native to the Realms in the 2nd Edition lists. Given that travel to other planes is common among the higher level mages of the Realms, this should be expected. While it is suspected that Elminster has visited Oerth and Bigby has visited Toril, it is known that Mordenkainen and Vangerdahast both competed magically for the hand of a young extra-planar beauty (both lost, by the way).

First Level Spells

Catapult

(Alteration)

Range: 150 feet
 Components: V,S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: One object
 Saving Throw: None

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

This spell can be used offensively to hurl an item into an enemy. The item hits the individual in its path with the caster's THAC0, with a +3 to the die. It is considered a +3 magical weapon when rolling to hit but not when rolling damage. The damage caused depends on the item, but use the following guidelines:

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

Corpselight

(Alteration/Necromancy)

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

This spell causes a dead or undead body to glow with a pale radiance. The glow may be white, yellow, green, amber, or red according to the desire of the caster. The caster may alter the glow at will, provided he is within 30 feet of the glowing body. The light may vary from the barest outline to the brightness of a torch, suitable for reading or detailed work.

The glow is diffuse and constant, and does not penalize the undead figure in combat (cf *faerie fire*). The caster can affect one medium-sized body per level, twice as many small-sized bodies, half as many large-sized bodies, and one-fourth that many huge creatures. Nothing that is larger than huge can be affected by this

spell. The glow does not harm undead creatures in any way. It can be cast on undead which have material form, even if that form is gaseous (such as wraiths, but excluding ghosts, which exist primarily on other planes).

The material components of the *corpse-light* spell are the carrion to be affected, a pinch of saltpeter, and a bit of phosphorous or glowworm. This spell can be used by necromancers (specialist mages in necromancy) but not by transmuters (specialist mages in alteration magic).

Know School

(Divination)

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

By means of this spell the caster may determine the school of another spellcaster (if any). This spell will only function on other wizards who are specialist mages in a particular area (abjurers, conjurers, necromancers, etc.). The spell produces no result on priests, spellcasters without schools, or creatures without spell ability.

This spell is used primarily to vouch for the statements of one particular wizard as a spellcaster of one particular type or another. The target is unaware of being divined upon, but as with all such divination spells, probably would take umbrage if he found out. Let the caster beware.

The material component of this spell is a small tube of paper or vellum.

Scatterspray

(Alteration)

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

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



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

Creatures of size S generally take 1-6 points of damage from the shrapnel while those of size M take 1-4 and those of size L and larger are unharmed. A successful save vs. spells negate the damage. Small creatures flying into a scatterspray must save vs. spells or be grounded, unable to fly, for 1-4 turns. Size M or larger flying creatures are unharmed. Magical protection such as *shield*, *wall of force*, *bigby's hands*, and *protection from normal missiles* will protect those within from the effects of the scatterspray. The caster is always unharmed by the scatterspray, even if within its area of effect.

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

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

Snilloc's Snowball

(Evocation)

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

This spell creates a mystical snowball in the hand of the caster which can then be thrown immediately against any target within range. The snowball hits automatically for 1-3 points of damage, 1-6 points if used against a fire-using or fire-dwelling opponent. The snowball strikes like a *magic missile* and can be affected and repelled in the same way (a *brooch of shielding* or *thunderlance*, for example, give the same protection against both spells).

Snilloc's snowball is considered by most mages to be a lesser form of *magic missile*, though it has the advantage in range at higher levels (as opposed to multiple strikes) and can be directed against

an object as well as a creature. It is also more effective against fire creatures.

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

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

Second Level Spells

Agannazar's Scorcher

(Evocation)

Range: 20 yards
 Components: V,S
 Duration: 2 rounds
 Casting Time: 3
 Area of Effect: 2-foot by 60-foot jet.
 Saving Throw: None/Half (see below)

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice. That target will be hit by this flame for 3-18 points of damage in the first round and 3-18 points the following round, if he remains within the spell's range. There is no saving throw against this spell, though anti-fire capabilities such as fire resistance will apply and may reduce or eliminate the damage. If the target moves more than 20 yards away from the caster or takes shelter behind some large, fireproof object the next round, the flame jet will remain directed toward its original target, even though no further damage can be caused.

Other figures in the path of the flame jet can make a saving throw vs. spells to avoid 2-16 points of fire damage. A successful saving throw reduces this to 1-8. The casting mage cannot perform other



The wizardess Laspeera
 of Suzail

actions the during the second round of the spell or discontinue the spell until it has run its course.

Similar to the *burning hands* spell, this spell will ignite readily flammable material in its path.

Bladethirst

(Alteration)

Range: Touch
 Components: V,S,M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: Blade of one slashing weapon
 Saving Throw: None

For the round following the casting of this spell, any single-edged, slashing weapon is granted a +3 bonus to hit (but not to damage). The blade ignites with a fiery blue-white glow visible to all, which fades once the weapon has struck an opponent or at the end of the next round, whichever comes first. This bonus is in addition to any Strength bonus or inherent magical bonus of the item. A *sword* +1 provided with this spell will strike with a +4 bonus the next round, then return to being a +1 blade.

The material component of *bladethirst* is a drop of blood and a pinch of powdered silver. Only one *bladethirst* spell can be placed on an item at one time. A *bladethirst* cannot be made permanent.

Cloak From Undead

(Alteration)

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

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

This spell is automatically effective against skeletons, zombies, ghouls, shadows, wights, ghosts, and other un-



dead with five or fewer hit dice. Wraiths, mummies, spectres, and more powerful undead are allowed to make a saving throw vs. spells to see the cloaked individual. Vampires and undead creatures with nine or more hit dice make this saving throw automatically. Creatures from other planes and creatures which are not undead are not affected by this spell.

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

Cloak Undead

(Necromancy)

Range: 10 feet/level

Components: V,S

Duration: 1 round/level

Casting Time: 2

Area of Effect: 1 or more creatures in 15-foot radius

Saving Throw: Neg.

This spell renders undead creatures within its radius invisible both to the naked eye and to the *detect undead* spell. The undead remain invisible as long as they remain within 15 feet of the spell's center. If they move beyond that radius or attack in any fashion, they immediately become visible. The *detect invisible* spell will reveal their presence, as will *true seeing* and similar devices. The spell can be cast on the caster, on an object, or on a willing subject.

Cloaked undead cannot normally be turned, though if the priest can detect them, as above, he may turn them in the normal fashion. Cloaked undead cannot enter areas normally protected from undead, nor gain any other advantages.

Decastave

(Evocation)

Range: 0

Components: V,S,M

Duration: 1 round plus 1 round/level

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

The material component of this spell is a small piece of wood. Upon casting the spell the wood vanishes and is replaced by a 10-foot-long pole of magical force, 2 inches in diameter. The pole can only be wielded by the wizard and will cease to exist if he is no longer in contact with it. The pole will also cease to exist if cut by metal (treat as AC0).

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

The decastave can be wielded as a weapon, inflicting 1-6 points of damage. The wizard suffers normal nonproficiency penalties if he does not have weapons proficiency in staves. The decastave is treated as a magic weapon with no pluses for striking creatures which are immune to normal weapons.

Once per use of the spell the decastave can be used to drain a target of 1-4 hit points. This is done in addition to the decastave's normal damage. The caster must determine before rolling to hit whether he will use this power. The drained hit points are channeled into the decastave's wielder to heal damage. If the caster is uninjured, then the drained hit points are lost.

Flying Fist

(Evocation)

Range: 10 yards/level

Components: V,S

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

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

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

The fist can perform any one of three tasks:

- It can grab small falling or floating objects weighing no more than 1 lb., and carry such objects for up to two rounds. The fist does not have the strength or the dexterity to remove items which are tethered, secured, or sheathed, or take items from a character's grasp.
- The fist can push or slap an opponent, causing that figure's next attack to have a -1 penalty to hit.

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

The fist cannot penetrate solid objects or pass through *walls of force* or antimagic barriers. It can be destroyed physically by five points of damage. Its AC is 4 if invisible, 7 if the attacker can see it. Destroying the fist does not affect the caster.

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

Ghost Pipes

(Alteration)

Range: Touch

Components: V,S

Duration: Special

Casting Time: 1 round

Area of Effect: One instrument

Saving Throw: None

When this spell is cast, the mage can cause any one nonmagical musical instrument to play itself. The instrument must be whole and in playing condition. It need not be an instrument that the mage himself can play, but he must be able to softly whistle or hum the desired tune. This tune can be no more than one minute long.

Upon releasing the instrument, it glows as if limned with faerie fire and levitates at the level it was released. The various parts of the instrument (keys, valves, strings, etc) move under the control of the magic. Upon reaching the end of the song, the instrument will repeat the tune over and over until stopped.

The ghost pipes stop playing when any living creature touches the instrument. The radiance fades and the instrument slowly settles to the ground.

This spell was originally created by Vangerdahast of Suzail, currently royal magician to King Azoun IV. It was made available through the Council of Mages. Royal scuttlebutt claims firmly that the august and puissant Vangerdahast is deeply embarrassed by this early attempt at spell research and would have banned it completely except that His Majesty enjoys the spell as a novelty. The throne room is often filled with an orchestra of levitating, glowing instruments.



Quimby's Enchanting Gourmet

(Conjuration/Summoning)

Range: 0
 Components: V,S,M
 Duration: 1 hour plus 1 turn/level
 Casting Time: 2
 Area of Effect: 40-foot radius
 Saving Throw: None

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

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

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

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

Snilloc's Snowball Swarm

(Evocation)

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

By means of this spell the caster causes a flurry of magical snowballs to erupt from a point within his range. The snowballs fly in all directions, hitting every-



Prespos of Iriaebor

thing in the area of effect (including the caster) and causing 1-3 points of damage per level of the caster (to a maximum of 8d3). Against fire-using and fire-dwelling creatures, the spell inflicts 1-6 points of damage per level of the caster (again to a maximum of 8 dice of damage).

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

This spell is much less powerful than the *fireball* spell, but useful where the dimensions of the area of effect are unknown or against fire-using or fire-dwelling creatures. The material component of this spell is a chunk of ice or a single pearl.

Undead Mount

(Necromancy)

Range: 10 yards
 Components: V,S,M
 Duration: 2 hours plus 1 hour/level
 Casting Time: 2
 Area of Effect: 1 mount
 Saving Throw: None

By means of this spell, a wizard can animate a dead horse or similar creature or assemble a magical mount from the bones of such creatures. The mount created by this spell is under the control of the caster. It can carry up to 300 lbs. of riders and equipment. Exceeding the 300 lb. limit destroys the spell and reduces the mount to

its original (dead) form.

An undead mount is usually a horse (dead horses are easy to come by), but can also be a griffon, camel, hippogriff, or other beast of burden. Flying creatures which turned into undead mounts cannot fly, but they can move along the ground. Creatures that had some special ability while alive do not regain that ability in their undead state.

The undead mount is unintelligent and cannot fight. It responds only to simple verbal commands. It cannot be affected by enchantment/charm magic. The undead mount has a movement rate of 18 and moves silently. It has 1-4 hit points plus one additional hit point per level of the caster. Undead mounts can be turned as skeletons if they are primarily bones, or as zombies otherwise. Undead mounts ridden by more powerful undead cannot be turned separately, but if the rider is turned, so is the mount.

The caster can choose when creating the undead mount to make it glow very faintly with a yellow, green, or red hue.

The material components of this spell are a drop of water, a human hair, a pinch of powdered hoof, and the corpse or body of the animal that will serve as the mount.

Vocalize

(Alteration)

Range: Touch
 Components: S,M
 Duration: 5 rounds
 Casting Time: 2
 Area of Effect: One spell-casting creature
 Saving Throw: None

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

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

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

Third Level Spells

Blacklight

(Alteration)

Range: 10 yards/level
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: 20-foot-radius globe
 Saving Throw: Neg.

Upon casting this spell, the wizard creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and infravision, but the caster can see and move normally within the blacklit area. The caster can attack and cast spells normally within the limits of his blacklight. Each round, those within the blacklit area are allowed a saving throw vs. spells at -3. Those who succeed can see as the wizard does for that round, while those who fail are wrapped in total darkness. Characters outside the sphere cannot see into it.

Normal and magical lights are doused by the blacklight. The casting of *light*, *continual light*, or *dispel magic* spell will destroy the blacklit area.

Creatures within the blacklight area have a -4 penalty to attack rolls and saving throws and have their armor class reduced by 4. Characters with blindfighting proficiency are only penalized by -2 to hit and save and have no penalty to armor class.

The caster of *blacklight* can end the spell at will, though continual concentration is not necessary to maintain it. Spells which depend on visual effects (such as illusions) do not function if the victim cannot see them.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Dire Charm

(Enchantment/Charm)

Range: 120 yards
 Components: V,S,M
 Duration: 1-4 rounds + 1 round/level
 Casting Time: 3
 Area of Effect: One individual
 Saving Throw: Neg.

By means of this spell, the caster ensorcelles one person in such a fashion that the person truly enjoys killing and will imme-

diately go berserk, attacking to kill friend and foe alike for the duration of the spell, unless a saving throw vs. spells is made. The definition of person is the same as for *charm person*, and the same restrictions apply, save that the charmed character has no qualms about slaying others.

The charmed individual will not attack the caster of this spell unless the caster attacks or harms the charmed individual first. If this happens, the charmed individual will only attack the caster.

If there is no one for the charmed individual to attack, he acts normally. As soon as someone other than the caster comes within sight (within the duration of the spell, of course), the *dire charm* takes hold and the charmed individual rushes to the attack.

The berserk attacks of the charmed individual do not grant any additional powers or abilities. If given a choice between two different ways to attack, the charmed character always chooses the most deadly (he will cast a *fireball* spell before drawing his dagger, for instance). If the charmed character is forced to attack something that is much more powerful, the DM can permit a second saving throw vs. spells to break the charm.

Dispel Silence

(Abjuration/Alteration)

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

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

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

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

Ghost Armor

(Conjuration)

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

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

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

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

Hold Vapor

(Abjuration)

Range: 10 yards/level
 Components: V,S,M
 Duration: Special
 Casting Time: 3
 Area of Effect: 20-foot-radius globe plus
 10 feet/level
 Saving Throw: Special

This spell allows a wizard to halt and prevent the further movement of any visible cloud or vapor within the spell's range and area. Such clouds include gaseous breath weapons, *fog cloud*, *cloudkill*, and *incendiary cloud*, as well as the effects of *pyrotechnics*. Other objects can pass freely through this barrier so individuals can pass in and out of the gas-filled area (a volatile gas could be contained by the spell and then safely incinerated by tossing a torch through the barrier).

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



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

This spell does not control a cloud of gas, it only contains it and halts its movement. The material component of the spell is a small balloon or bladder.

Icelance

(Alteration)

Range: 10 yards/level
 Components: V,S,M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None

This spell will function if there is sufficient ice present, usually no less than 10 lbs., though the remnants of an *ice storm* spell will suffice. The spell causes the shards of ice to reform into a long, magical lance of ice, which then spirits off in the direction dictated by the caster against a particular target chosen by the spell-caster.

The lance strikes with the caster's THAC0 +4 and inflicts 5d6 points of damage. In addition, the target must save vs. spells or be stunned for 1-4 rounds.

The icelance travels in a straight line. It will crumble to its component shards if it misses its target or if it strikes some other target before hitting the intended one. The spell creates only a single icelance.

Laeral's Dancing Dweomer

(Illusion/Phantasm)

Range: 20 yards + 10 yards/level
 Components: V,S,M
 Duration: 1 turn/level
 Casting Time: 3
 Area of Effect: 40-foot-diameter sphere
 Saving Throw: Neg.

This spell is used to confuse spells and abilities which detect magic by creating a score of false images which flit from one item to another within the area of effect, alternately creating and masking magical auras on the items within.

A *detect magic* spell used within the

area of the *dancing dweomer* reveals nothing, as all items in the area flicker with magical radiance. The flickering is not visible to the naked eye; it is detectable only by those characters who are actively detecting magic.

The material component is a pinch of dust tossed into the air.

Mummy Touch

(Necromancy)

Range: Touch
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Neg.

Upon casting this spell, the wizard gains two abilities. First, he is immune to the rotting disease carried by mummies for the duration of the spell. He also is empowered with the ability to inflict this rotting disease on others by touch for the duration of the spell.

Mummy rot causes the flesh of the victim to putrify and decay. This causes a loss of 2 points of Charisma per month and is fatal in 1-6 months if untreated. Mummy rot can be cured by *cure disease* and more powerful magics which duplicate *cure disease*. While under the effects of mummy rot, the victim cannot be healed using *cure light wounds*, *cure serious wounds*, or *heal* spells and normal healing takes place at 10% of the regular rate.

The caster's appearance does not change as a result of this new ability and no other abilities are altered or improved other than the two noted above. The mummy touch affects everyone the caster touches during the duration of the spell. The caster can choose to end the spell prematurely, but once ended, the abilities are lost.

Undead are immune to the effects of mummy touch, as are other creatures who would not normally be affected by the attack of a mummy (such as iron golems or xorn). *Mummy touch* cannot be granted to another individual. The disease functions only by direct touch—it cannot be used to "poison" food or drink. The caster can be damaged normally by mummies, but if slain will not rot. Those slain by the caster using mummy touch will not rot as well.

The material components of this spell are a pinch of mummy dust and drop of blood.

Nchaser's Glowing Globe

(Alteration)

Range: Touch
 Components: V,S,M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: One globe
 Saving Throw: None

This spell requires a globe of blown glass of the finest quality and a small spark as its material components. The spell places a *continual light* within the globe, but the wizard can control the brightness of the globe mentally.

The light within the globe functions as a *continual light*, illuminating an area of up to 60 feet in radius. By mental control, the caster can reduce this illumination to a dull, luminous glow similar to faerie fire. The caster does not need to concentrate on the spell to maintain it, only to change the level of illumination. The wizard can control this illumination at a distance of 10 yards per level of the caster.

The caster can maintain any number of glowing globes simultaneously and may change their illuminations independently or simultaneously. The globes can be moved or carried, but if destroyed (saving as glass objects), their magic is lost. If the caster dies, the globes continue to function, but can be switched to a new owner if that new owner can cast wizard spells of the 4th level and touches the globe.

Nightscar

(Illusion/Phantasm)

Range: 30 yards
 Components: S,M
 Duration: 1 day/level
 Casting Time: 3
 Area of Effect: One creature or object
 Saving Throw: Neg.

This spell allows the caster to place a magical mark upon another object or individual. The mark can be seen only by the caster and up to seven other chosen individuals. It will remain for the duration of the spell regardless of the individual or object changing its shape or using illusion to mask its presence, or becoming invisible. The caster will see the new form (or not see the invisible individual), but will still see the mark.

The mark can be placed from a distance on any visible surface of the flesh or the object. It emits a glow visible to the caster (and his servants) in the dark. The recipi-

ent can be unaware that the caster has placed the mark, but is allowed a saving throw. A successful save indicates that the individual is not marked by the nightscar.

In addition to the caster, up to seven others can see the nightscar on its target. These individuals are usually in contact with the caster at the time of the casting. Alternately, the caster can hold up to seven gems, stones, or seeds in his hand. Each of these seeds, given to an individual, allows that individual to see the nightscar on the target.

Once placed, the scar cannot be detected by magic but it can be seen by a *detect invisible* spell. A *true seeing* or similar magic would miss the scar as it is not really there. The mark will fade upon the duration of the spell elapsing, and a *dispel magic* or *remove curse* will destroy the nightscar as well.

This spell is often used in cities to keep track of thieves and other individuals for later contact and/or arrest. It is particularly useful in trailing individuals who can change their shape or appearance. The nightscar is believed to have been

originally developed to track lycanthropes in their human form.

Paralyze

(Necromancy)

Range: Touch
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 3
 Area of Effect: Caster
 Saving Throw: None

Upon casting this spell, a wizard gains the ability to paralyze those he touches for 2-8 rounds. Those touched must make a saving throw vs. spells to avoid the effect. If the saving throw is made, they suffer no ill effects from the paralyze spell.

Creatures which are immune to paralysis, as well as undead and unliving creatures such as golems, cannot be affected by this spell. The caster must roll a successful attack roll in order to strike an opponent with the paralysis.

The material component of this spell is a piece of ghoulish flesh.

Proof from Teleportation

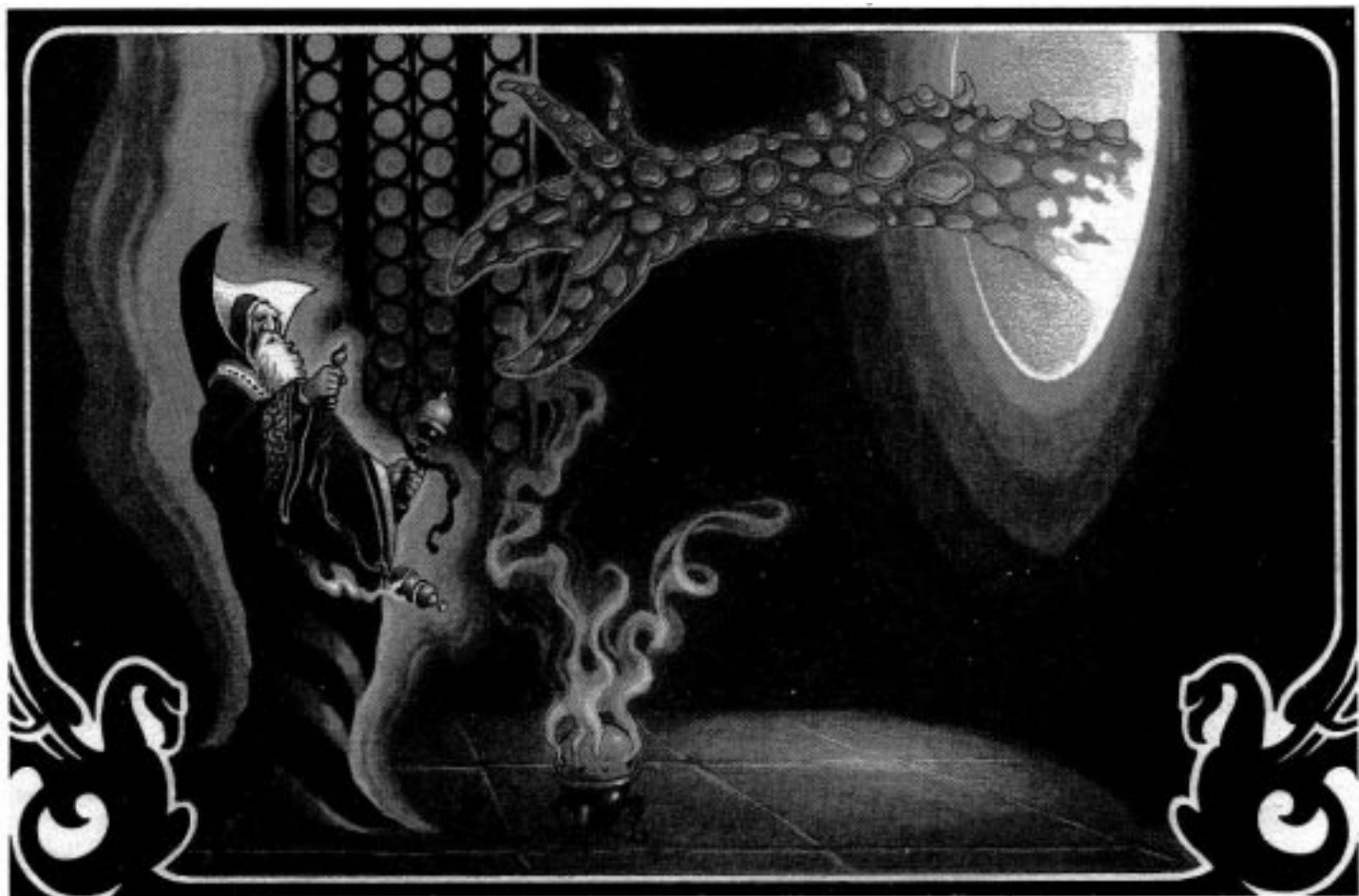
(Abjuration)

Range: 0
 Components: V,S,M
 Duration: 2 hours/level
 Casting Time: 2 turns
 Area of Effect: 10 yard radius/level
 Saving Throw: None

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

When in operation, the spell prohibits the use of *teleport* spells (including *teleport without error* and *teleport dead*) into the region. *Dimension doors* will also not function within the proscribed region. Attempts to use these spells to enter or leave the affected area will fail.

In order to use *gate* spells or similar magics which open portals into other planes, the caster of the *gate* must make a saving throw vs. spells to succeed. Failure





indicates that the spell fails and is expended. Success allows the use of that *gate*. Any future use requires another saving throw.

Spells which tap the Ethereal plane (such as *vanish*) and items such as *armor of ethereality* can function normally within the secured area, as can creatures who exist in the Ethereal plane. Creatures with strong extraplanar ties function normally while in the secured area, though they may not *gate* or teleport.

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

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

Revenance

(Necromancy)

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 1 turn

Area of Effect: Undead within 15 feet of the caster

Saving Throw: None

By means of this spell the necromancer can enhance the internal willpower of undead creatures, making them temporarily immune to turning attempts and disruption by priests, paladins, and others capable of turning undead. The spell does not provide immunity to magical items such as the *mace of disruption* nor to magical spells such as a *protection from evil*.

The caster can affect one undead per level of experience with this spell. The spell lasts until a turning attempt is made which would otherwise turn or destroy the undead. An undead cannot receive another *revenance* spell if one is currently operating. The affected undead will radiate a faint aura of magic. Once a successful turning attempt is blunted by this spell, the spell is no longer in effect for that particular undead and it can be turned normally.

The material components of this spell are a flake of ash, a pinch of dust, and a drop of blood.

Skull Watch

(Necromancy)

Range: Touch

Components: V,S,M

Duration: 1 turn plus 1 turn/level

Casting Time: 2

Area of Effect: 20-foot by 90-foot area.

Saving Throw: None

This spell requires as its material component the complete skull (including jaw) of an intelligent humanoid creature. Once the spell is cast, the skull is set in midair facing a particular direction. The skull will then hang there in midair. The eye sockets of the skull define a path 20 feet wide by 90 feet long. Physical boundaries such as walls do limit that path.

Any living creature which enters the area of this path within the limitations of the spell activates the skull watch. The skull emits a piercing shriek that can be heard up to a quarter-mile away. In addition, the wizard who cast the *skull watch* is immediately aware that something has tripped his spell. *Silence* spells and similar magics can stop the audible shriek, but the wizard becomes aware of the event regardless of location, as long as the wizard is alive, conscious, and on the same plane.

The skull can be moved from its position without activating it, as long as the individual does not step within the path. The skull can also be destroyed. The skull watch has 1 hit point per level of the caster and an AC of 7. The skull makes no other attacks. The caster is not made aware if the skull is destroyed without the spell being triggered.

If a wizard has multiple skull watches operating, he will be unable to discern which has been tripped, as the "scream" and "mental awareness" are similar for all skulls created by this spell.

After being triggered, the floating skull sinks slowly to the ground and can be reused at a later time.

Ward Against Undead

(Abjuration)

Range: 0

Components: V,S

Duration: 1 round + 1 round/level

Casting Time: 3

Area of Effect: 10 foot radius/level

Saving Throw: Neg.

This spell allows the caster to prevent undead creatures from moving into the area of effect. Upon casting this spell the

affected area radiates a faint blue, flickering radiance, visible to all.

Undead must save vs. breath weapon in order to enter the warded area. Those that fail the saving throw cannot enter the area. Those who can enter the area do so without penalty. Undead can attempt to enter the area once per turn and gain a new saving throw with each attempt.

Undead already in the area of effect must make a saving throw vs. breath weapons or be *slowed* (as the spell) for the duration of the spell.

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

Waves of Weariness

(Enchantment/Charm)

Range: 40 yards

Components: V,S,M

Duration: 1 round

Casting Time: 3

Area of Effect: One creature

Saving Throw: Neg.

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

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

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





Fourth Level Spells

Belty's Burning Blood

(Necromancy)

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

By means of this spell, a wizard can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix which inflicts 3-12 additional points of damage per round. "Open wounds" is defined as those wounds created by an edged weapon and which have not been dressed or healed.

Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures who do not have obvious blood (like elementals). Similarly, creatures who are resistant to fire are immune to the effects of this spell.

Each of the three rounds the spell is in effect, the target can make a saving throw vs. spells with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

The caster does not need to touch or even see the target, as long as the individual meets the requirements above and is in the range of the spell. Individuals in the Ethereal plane are immune to attacks from the Prime Material, but not from attackers on their own plane. Targets which have changed shape or passed into other objects (such as a tree or rock) are still vulnerable to the spell. Creatures and characters with regenerative abilities or spells can save at the normal chances to prevent further damage.

The material components of this spell are the presence of exposed blood and a pinch of saltpeter.

Caligarde's Claw

(Conjuration/Summoning)

Range: 60 Yards
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Neg.

By means of this spell, the caster calls into being an invisible claw of force, simi-

lar in many ways to the numerous Bigby's hands spells. This claw can be set in an area to attack everyone within 10 feet, or be sent against one particular target.

If sent against a particular target, that target must make a saving throw vs. spells or be immediately clawed by the invisible force for that round and every round thereafter for the duration of the spell. If the saving throw is made, the claw lands in a random direction (as determined by the grenade-like missile scatter diagram, page 63, *Dungeon Master's Guide*) 10 feet away. It is then treated as if it had been cast on that location.

A claw cast on a location will attack the closest target within 10 feet of its location, attacking with the same THAC0 as the caster. If it strikes any target (friend or foe, or even the caster himself) the claw hits automatically every round thereafter.

The claw inflicts 1-4 points of damage per round. It never misses once it hits, but it can be foiled by any type of magical barrier, including *shield*, *anti-magic shell*, or *Bigby's Interposing Hand*. Such spells will not negate its attacks, but the attacks will be directed against the spell instead of the target. *Dispel magic* will destroy the claw. Physical attacks inflict no damage on the claw. The caster can dispel the claw at will.

Once the claw hits, it remains with the target regardless of the target's actions or movement, even if it moves beyond the spell's original 10-foot radius. The claw does not interfere with movement or attacks, but its continual damage does prevent spell-casting (though not the use of devices or activation words).

The material component of this spell is a dried foot or claw.

Encrypt

(Illusion/Phantasm)

Range: 10 feet plus 10 feet/level
 Components: V,S,M
 Duration: Permanent
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None

By means of this spell the wizard causes a message of no more than 66 characters or letters in length to be made unreadable by anyone save the spellcaster, one other specific figure named by the spellcaster, and those entities referred to specifically by name in that message. To all others,

the message appears as an illegible, smudged scrawl.

The magic of the spell will defeat spells such as *comprehend languages* and *read magic*, but not *true seeing*. The message can be on any medium (paper, stone, wood, even soot or snow), but if the medium is destroyed the encrypted message is destroyed as well. Otherwise the encrypted message can only be fully destroyed by a *dispel magic* or *erase* spell or by the will of the original caster.

The encrypted region radiates an aura of magic, but otherwise does not call attention to its presence. Magic spells cannot be encrypted, but any nonmagical language can be. An individual mentioned in the encrypted message will see the message normally, but if unable to understand the writing, still does not know what it says.

Encrypt can be used to conceal the messages of the caster or of others, within the limitations of the spell. Longer messages can be encrypted by multiple castings of the spell.

The material components of this spell are a pinch of dust or fluff and a feather.

Fire Gate

(Alteration)

Range: 0
 Components: V,M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Caster
 Saving Throw: None

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

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

This spell has made its way out of the savage and brutal lands of the Red Wizards of Thay. It is recommended that the spellcaster have some form of protection against fire before attempting it. Most reports of the power and the magic of the red wizards have been exaggerated to make them seem more powerful than they

are. While many unique magics exist in the lands of Thay, they are often merely variants of spells found elsewhere, and usually function at several levels higher than is mentioned in bar talk and local legends.

Ilyykur's Mantle

(Abjuration)

Range: 0
 Components: V,S,M
 Duration: 1 round/level of caster
 Casting Time: 4
 Area of Effect: Caster
 Saving Throw: None

When *Ilyykur's mantle* is called into being, the caster is surrounded by a luminous aura which completely covers him, conforming to the contours of the body. This mantle does not affect any physical or magical abilities of the caster, but does affect spells which are cast against the wearer of the mantle. The effects are:

- +3 on all saving throws vs. enchantment/charm spells which allow a saving throw. The mantle does not grant a saving throw against spells that do not normally allow one, but if one is permitted, then the +3 modifier applies;
- +1 on all other saving throws vs. spells, again provided that one is allowed under the spell description
- All damage from electrical attacks, including *shocking grasp* and *lightning bolt*, is halved (saving throws can negate or halve the damage again).

The mantle protects only the caster and the caster's familiar, provided that the creature is relatively small (size S) and remains in contact with the caster.

The material component of this spell is a natural (not cut or finished) gem.

Missile Mastery

(Alteration)

Range: 10 yards/level
 Components: V,S
 Duration: 4 rounds
 Casting Time: 4
 Area of Effect: One missile
 Saving Throw: None

While this spell is in effect, the wizard can alter the flight of a single missile that passes within the range of the spell, stopping it or causing it to be hurled back toward its original sender. Missiles returned

to sender strike with the sender's THACO with a +4 to hit, and inflict normal damage.

The wizard can affect only a single missile per round. The missile can weigh no more than the wizard's experience level in pounds.

Enchanted items (such as an *arrow* +1) are granted a saving throw using the caster's chance, with any "pluses" on the weapon being used as beneficial modifiers. *Magic missiles* are negated entirely, but only one particular missile is dispelled in a single round.

The mage does not need to concentrate to maintain the *missile mastery* and can move and fight when it is in operation. Casting any other spell will negate the remainder of the *missile mastery* spell.

Phase Trap

(Alteration)

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

Upon casting this spell, the wizard deprives a creature with the ability to exist in multiple planes from that ability for the duration of the spell, in effect "locking" the creature in the Prime Material plane. The caster must have the creature in sight at the time of casting.

When subject to this spell, phase spiders and similar creatures are immediately put "in phase" and can be attacked normally. Blink dogs cannot blink and displacer beasts cannot use their displacement power. Xorn lose their invulnerable walk through solid objects and, if in a solid object, take 2-20 points of damage per round until they can free themselves.

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

The creature or individual this spell is cast upon gains a saving throw vs. spells to avoid its effect. Creatures which phase

through solid matter save at a -2, while those on the Astral plane save at +1. The material components of this spell are a clear gem worth at least 50 gp—the gem is lost in casting.

Plague

(Illusion/Phantasm)

Range: Touch
 Components: V,S,M
 Duration: 7 days/level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Neg.

When cast, this spell causes the recipient to suffer from a powerful illusion spell which causes him to appear to be suffering from some loathsome (and likely contagious) disease. The illusion is very good, covering appearance, smell, and tactile manifestations of the disease. The recipient is unaware of his own illusory appearance, but others will react as if the individual is a plague-carrier.

For maximum effect, the disease should be one that the caster is familiar with (mummy rot is an old favorite). If the disease is well known to the caster, then the chance of detecting it as an illusion on reasonable examination is 6%. If the caster is creating a new disease or trying to duplicate a disease he has heard of (say, for example, the copper rot of Shar), the chance of detection are raised to 30%.

Cure disease has no effect on this illusory plague, but a *dispel magic* will bring it down with the standard chances. The caster can also lift the plague at will, though he might also make some other demand of service or item for his healing. Note that it is against the law in Cormyr and Sembia to accept money or reward to remove the effect of a spell that one cast himself.

The material component of this spell is a pinch of soot or fungus.

Spectral Wings

(Evocation)

Range: Touch
 Components: V,S,M
 Duration: 1 turn/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None

This spell creates a misty, gray, largely intangible flying steed. The spectral wings appear as a set of gray, ghostly wings, 12



feet long, with a wingspan of 26 feet. The mount is visible to others, but seems foglike and insubstantial. Those who are riding on the spectral wings feel it as a solid object.

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

The spectral wings are utterly silent and have maneuverability class B and a speed of 16. They may pass through solid objects, but that ability is not passed along to the individuals and equipment that wings carry. The wings can carry up to 100 lbs. per level of the caster. If overloaded, the additional weight falls through the wings. The wings provide a solid base for spellcasting and missile fire. The caster can engage in other actions while riding the spectral wings, but the wings will continue to move according to their last orders if this is the case.

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

Spendelard's Chaser

(Necromancy)

Range: Touch
 Components: V,S,M
 Duration: 1 turn/level
 Casting Time: 8
 Area of Effect: One creature, size L or smaller
 Saving Throw: None

This spell was originally created in order to facilitate mental recovery from brewery research expeditions (in other words, as a hangover cure). However, it was discovered to have a beneficial side effect in regard to protection against injected, ingested, and contact poisons.

Cast upon an individual, it negates the adverse affect of drugs (including alcohol) on the system, restoring the individual to mental coherence and relieving hangovers or other ill effects. Real damage (to body or to mind) is not healed by this spell-it only aids the body in purging the chemicals within it. The chaser will not affect insanity or magically-induced effects.

If the individual was poisoned, the spell

allows a second saving throw vs. poison, even if one was not allowed initially. If the individual is poisoned while under the effect of the chaser, the individual is permitted a +4 modifier to the saving throw vs. poison (or a straight saving throw if one is not normally allowed).

The material component of this spell is a drop of holy water.

Thunderlance

(Evocation)

Range: Caster
 Components: V,S,M
 Duration: 1 round/level or until discharged
 Casting Time: 4
 Area of Effect: Caster
 Saving Throw: None

Upon casting this spell, a faint, gray, shimmering force comes into being in the general shape of a staff or spear. The force can extend up to 20 feet from the caster's pointed finger and retract or grow to the desired size, but it always remains a straight lance of force. Any creature which touches or is touched by the thunderlance takes 4-24 points of damage.

Once discharged, the thunderlance fades out of existence. The thunderlance can also be willed out of existence by the caster at any time without hitting anyone. The thunderlance will disappear without inflicting any damage if the caster dies, loses consciousness, or casts any other spells. Full conscious control is not necessary to command the thunderlance, allowing the mage to move and fight normally while carrying the lance.

The lance can be used as a barrier or a trap against attacking creatures, but is most often used as a weapon. The lance attacks creatures at their lowest unarmored armor class (a dragon would still be AC 2 but a mounted knight would be AC 10). Any non-inate armor is ignored, but Dexterity and magical bonuses do apply to the target's armor class.

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

As a bonus, the thunderlance absorbs

magic missiles directed at the wielder and For every magic missile so absorbed, the lance will inflict 2-5 additional points of damage when discharged. The thunderlance can absorb and then discharge one magic missile for every three levels of the caster. Additional magic missiles are absorbed but do not increase its discharge. "Magic missiles" include other spells with similar properties, such as *major missile* and *Snilloc's snowball*. Each of these spells, if absorbed in the thunderlance, inflicts 2-5 more points of damage, regardless of the typical damage of the spell.

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

Wall of Sand

(Evocation)

Range: 5 yards/level
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None

This spell creates a wall of swirling, opaque sand 1 foot thick per level of the caster, 12 feet high, and 4 feet long per level of the caster. The wall must be cast so that it rests upon a hard surface and once cast it is immobile.

The sand is thick and viscous. While movement is possible through the sand (at half speed), all creatures who rely on normal sight or infravision to see are blinded while they are within the wall, and in addition they suffer a -3 penalty to their armor class the round after they leave the wall of sand. Creatures needing to breathe air suffer one point of damage per round spent in the wall.

Open flames and fires are extinguished once thrust into the wall of sand. Speech and spellcasting are impossible while within the wall. The wall blocks all sight through the sand to areas beyond. Magic can pass through the sand normally, though spells which require a visible target will not pass through the wall of sand.

The caster can create a wall of sand of smaller dimensions than those listed, but once cast, its dimensions cannot be changed. The wall of sand maintains itself with no concentration, but the caster can dispel it at will.

The material component of this spell is a handful of sand.

Watchware

(Evocation)

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 1 round

Area of Effect: One item

Saving Throw: None

The wizard can place a watchware on any single, nonliving, inanimate object, usually a book, staff, door, or item of treasure. If that item is disturbed or moved at any later time, the caster will be alerted. This alert occurs even if the caster is asleep or unconscious, but not if the caster is turned to stone or otherwise unable to think.

The original caster will receive a mental image when the watchware is activated. This mental image is of the item and all items and creatures within 10 feet of it at the time of activation. The mental image generated by the watchware lasts only a single round and does not include any sound. The image interrupts concentration and disrupts spellcasting in progress, but does not disturb the mage in any other way.

The watchware is activated when the item is disturbed for any reason, whether someone touches it, pokes it with a pole, a cat walks on it, or an earthquake knocks it over. The item protected by the *watchware* radiates a faint aura of magic. If a *dispel magic* is cast upon the watchware, it will activate. The watchware will function only once, then the spell is spent. A wizard can have as many active watchwares as he has levels, but in practice most mages keep only one or two to avoid the hassles of accidental activation.

The material component of this spell is



Chaspra of Selgaunt

a spiderweb, a small brass or silver bell, and a shard of glass.

Fifth Level Spells

Bowgentle's Fleeting journey

(Alteration)

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

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

This teleportation must be to an area viewed and pointed at by the spellcaster when casting the spell. The range is up to 20 yards per level of the caster horizontally and 10 yards per level vertically. Teleportation operates the same as the spell of the same name, but the location can never be less familiar than "seen casually." The individual may teleport high or low as listed, but if he teleports into a solid object, he is not slain but rather pushed into the Astral plane. A character pushed into the Astral plane must get back to the Realms under his own initiative, as the spell will not return him.

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

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

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

Disguise Undead

(Illusion/Phantasm/Necromancy)

Range: 10 yards/level

Components: V,S,M

Duration: 1 Turn/level

Casting Time: 1 Turn

Area of Effect: 1 Undead/level

Saving Throw: None

By means of this spell the caster can alter the appearance of undead creatures so that they appear as they did in life. They appear to be healthy and normal (unless that's not how they were in life) and have no charnel odor or other tell-tale clue that they are actually dead.

The disguised undead are still undead in all other ways and forms. They can be revealed by a *detect undead* spell or similar divination spells. Those abilities which depend on the appearance of the undead (a rotting visage that inspires fear, for example) cannot be used in the disguise. The disguise does not allow the undead to perform tasks beyond their normal limitations or allow them to speak if they lacked that ability in their undead state. Disguised undead retain the alignment they had previous to the illusion. Disguised undead can be turned if recognized as undead and their disguised forms can be affected by all things in the normal fashion.

This spell combines illusion/phantasm magic and necromancy, and as a result cannot be used by necromancers and illusionists, whose specialty craft prevents studying the other's complementing areas of this spell. As a result it is most often used by "regular" mages to hide skeleton and zombie servitors in social situations. The material components of this spell are an insect's cocoon.

Improved Skull Watch

(Necromancy)

Range: Touch

Components: V,S,M

Duration: Until activated

Casting Time: 6

Area of Effect: 20-foot by 90-foot path

Saving Throw: None

This spell is an improved version of *skull watch* used by necromancers with large, permanent bases. Like *skull watch*, *improved skull watch* sets an enchanted skull either on a surface or hanging in midair. Living, intelligent creatures which enter an area 20 feet wide by 90 feet long in front of the skull cause the skull watch to activate.

The activated skull will scream, which can be heard up to a quarter-mile away. The activation also mentally communicates the presence of intelligent, living



creatures to the caster, if the caster is on the same plane as the skull. The skull will communicate general visible data about those who have activated the warning device (race, appearance, visible weapons, and so forth, but not alignment, level, or magical abilities).

The wizard can create as many improved skull watches as he has levels. Each one sounds alike in its scream, but the wizard will know the location of the activated skull. Once activated, the skull disintegrates and a new skull must be used to protect the same area.

Once the skull is in place it cannot be turned or moved. A *dispel magic* will deactivate the skull, as will destroying the skull itself. The skull has AC 5 and 2 hit points for every level of the caster. Destroying or dispelling the skull will cause the caster to be aware of its destruction, but not reveal the attacker's nature.

The material components of this spell are the complete skull of a humanoid, intelligent creature and a bit of earwax.

Should a caster die before his skull watch areas are activated, they will still be in operation, even if he becomes undead.

Ironguard

(Abjuration/Alteration)

Range: Touch

Components: V,S,M

Casting Time: 5

Duration: 1 round/level

Area of Effect: One creature

Saving Throw: None

By means of this spell, the caster confers upon himself or another creature immunity to metal, including normal metal weapons. Such weapons will pass harmlessly through the individual as if he were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects will still affect the individual and can harm him.

Ironguard applies only to the individual's body, not anything he is carrying or that is attached to him.

The ironguarded individual is still subject to other types of attack such as heat, cold, and poison, even if these attacks are delivered by weapons that will normally pass through him. A sharpened stick becomes more dangerous than a sword. The individual retains his armor class. Magical weapons can strike him, but only in-

flict damage equal to their magical bonus (a *long sword* +2 inflicts 2 points of damage per strike). Enchanted metal is an impassible barrier to the ironguarded individual. Spells using metal in their material components (such as *blade barrier*) can affect the individual normally.

The ironguarded individual can attack armored opponents as if they were unarmored, but only with bare-handed or natural weapons. Such opponents would be armor class 10 if they were wearing all-metal armor.

If, for some reason, the ironguarded individual has his body in the same space as metal when the spell duration elapses (if he collapses while passing through an iron grate, for example), he is immediately killed.

The *ironguard* spell was developed by main-stream wizards and cannot be used by transmuters and abjurers, as it uses opposition school enchantments.

Nulathoe's Ninemen

(Necromancy)

Range: Touch

Components: V,S,M

Duration: Permanent as long as dead

Casting Time: 5

Area of Effect: One dead body of size L or smaller

Saving Throw: None

This spell protects a dead body against normal decay, magically strengthening the joints and repelling disease and rot. The spell does not heal wounds or reverse damage inflicted on the body (in its living or dead state).

If the body is later brought back from the dead (with *raise dead*, *resurrection*, or a similar spell), only the time elapsed between the death and casting of the ninemen (pronounced nin-em-en) counts for determining success.

Also, while under the effects of the ninemen, the body cannot become undead or be animated using the *animate dead* spell. This spell can only be cast on bodies that were once alive and now are dead. It has no effect on undead.

The material component of this spell is a small amount of blood and a moonstone worth at least 50 gp. The moonstone is crushed and sprinkled over the body.

Presper's Moonbow

(Evocation)

Range: 10 yards/level

Components: V,S,M

Duration: 1-4 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell can only be cast at night when the moon is visible in the sky. Creating the moonbow causes 1-4 small glowing motes of light to collect and spin around the caster, resembling *dancing lights* in appearance. The number of moon motes which appear is random.

On each of the following rounds, the caster can direct any or all of the motes to attack a specific target within range. The motes pursue the target at a movement rate of 26 and will follow around corners and obstacles. The motes are not confused by illusions or invisibility. They strike as the caster with +3 to hit. Should they hit, they discharge an electrical bolt. Should they miss, they flicker out without inflicting further damage.

The damage inflicted by a moon mote is determined by the number of other motes that were created at the same time:

- 1 Mote—4-24 points damage
- 2 Motes—3-18 points each
- 3 Motes—2-12 points each
- 4 Motes—2-8 points each.

There is no saving throw vs. the electrical damage; the motes must hit in order to harm the target.

No more than all motes and no less than one mote can attack per round. The remaining motes hang spinning around the spellcaster until they are sent off. The spellcaster can move or cast other spells in addition to firing off a moon mote in the same turn. The casting time of all spells, and the weapon speeds of any attacks made by the mage, are increased by 2 because of sending off the moon mote for that round. It is possible for a wizard to summon, through several moonbow spells, a constellation of moon motes orbiting about him.

If a round passes where no moon motes are shot off at targets (living or not), all moon motes (in orbit around the caster or in flight) wink out, even if they have been created by different spells. Similarly, if the caster is slain, rendered unconscious, or unable to mentally direct the moon motes, the moon motes wink out of existence.

The moon motes can be physically attacked. They have an armor class of -6. If struck they immediately discharge and inflict the listed damage to all targets within 10 feet. If the moon motes are struck by a lightning bolt, they will discharge as well, inflicting their damage to all within 10 feet. A mage with a herd of moon motes around him could meet a quick end in this fashion, as unused moon motes will always be within 10 feet of the caster.

The material components for this spell are a wisp of cobweb, an amber rod, and a scrap of fur.

Secure

(Alteration)

Range: Touch
 Components: V,S,M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 10 sq. feet/level
 Saving Throw: None

By casting this spell, the caster may make a door, chest, or portal proof against being opened or passed through by any means short of physical destruction of the door or chest. The portal, door, or chest cannot be opened by anyone, including the caster himself. A *dispel magic* spell can bring the *secure* spell to an end and a *limited wish* will end it, but otherwise the door or chest cannot be opened normally again.

The door or chest is protected from all physical attack for a number of rounds equal to the caster's experience level. After that, the door or chest can be broken physically but retains a number of other protections: It cannot be damaged by fire, cold, or electricity, nor can the area be affected by spells which would change the nature of the area of the spell effect: *vanish*, *reduce*, *dig*, or *transmute rock to mud*. Such spells will not have any effect on the door or chest.

A *knock* spell will not open a secured area, though *chimes of opening* will. Glyphs, explosive runes, and symbols cannot be cast upon an area protected by a *secure* spell and they will immediately detonate or take effect if the attempt is made. A portal protected by this spell can be bypassed by dimension-breaching magic such as *dimension door* or by entering the Ethereal plane—such movement does not alter the security of the portal. The area protected by this spell will radiate a strong aura of alteration magic.

The material components of this spell

are a small piece of iron and a semi-precious gemstone of any type.

Shroud of Flame

(Evocation)

Range: 10 Yards
 Components: V,S,M
 Duration: One round/level
 Casting Time: 5
 Area of Effect: One creature, size L
 or smaller
 Saving Throw: Neg.

Also called the "trollkiller" spell, casting this spell causes a single creature to burst into flames. A successful saving throw vs. spells negates the spell's effect entirely. If the initial saving throw is missed, however, the target takes 2-12 points of damage per round from the fire. Each round thereafter the target can make another saving throw vs. spells. As soon as one of these saves succeeds, the flames die out.

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

The shroud of flame shoots off goutts of fire as it burns. All those within 10 feet of the burning target take 1-4 points of damage from the flame. Flammable objects near the flame will ignite and burn as well. Items such as *rings of fire resistance* and spells such as the priest's *protection from fire* will protect both the target and those around it from the fire damage of the *shroud of flame*. They will not negate the immolation and possible burning of flammable items, however.

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

Snilloc's Major Missile

(Evocation)

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

This spell is the result of intensive research following the Avatar crisis, after which it was discovered that the common *magic missile* was no longer as nastily ef-

fective at high level. *Major missile* inflicts d4 + 1 points of damage to a single target, much as a *magic missile*. In addition, the caster gains an additional d4 + 1 for every two levels thereafter, to a maximum of 15d4 + 15.

The *major missile* functions in all other fashions as the *magic missile*, save for the increased damage and limitation to a single creature target. The *major missile* cannot be split up between multiple targets and will be affected by all spells which negate or affect *magic missile*.

Sixth Level Spells

Blade of Doom

(Evocation)

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

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

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

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

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

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



Grimwald's Greymantle

(Necromancy)

Range: 5 yards/level
 Duration: 1 round/level of the caster
 Area of Effect: One creature
 Components: V,S,M
 Casting Time: 6
 Saving Throw: Neg.

The material component of this spell is a small skull or bone. On the round of casting, the skull is imbued with a silvery-gray radiance. The skull or bone can then (in the next round) be touched to an opponent or thrown to the limit of the spell's range against a target. In cases of touching the skull to an opponent, the attack is +2 to hit. Otherwise the chances of hitting are normal, according to the mage's normal THAC0.

If the skull or bone hits the target, the gray radiance is transferred from the skull to the target, covering him entirely. For the duration of the spell, the target cannot regain hit points by any means. Natural regeneration (such as that of trolls) is stopped as are the effects of a *ring of regeneration*, *potion of healing*, or *staff of curing*. Spells which return lost hit points (*cure light wounds*, *heal*) will not work on that individual. Other necromantic spells will function normally, including those which cure other afflictions (disease, blindness) and those which remove hit points (*cause light wounds*) are unaffected by the spell.

Should the gray-wrapped skull or bone miss the target or the target make a saving throw vs. spells (at -2 for those administered by touch) the graymantle fades and the spell has no effect.

Upon the expiration of the spell, automatic healing abilities and items such as the *ring of regeneration* or the troll's regenerative ability are restored and will regenerate hit points normally. Any healing attempted during the period is lost.

The material component of this spell is the skull of bone used.

Imbue Undead with Spell Ability

(Necromancy)

Range: Touch
 Components: V,S,M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One undead creature
 Saving Throw: None

The wizard using this spell can grant an undead creature the use of a particular spell that the wizard has learned. That spell is then left with the undead creature and can be used by the creature. A ghoul can be invested with a *lightning bolt* or a skeleton guard with a *dimension door* and the location of his master's throne room.

Once this spell has been given to a creature, it will remain with the creature until it discharges the spell or is destroyed. The wizard who provides the spell loses use of one spell of that particular level until the spell is discharged or the undead creature is destroyed. (If a fireball is imbued into a skeleton, for example, then the wizard has one less 3rd level spell available to him until the spell is discharged or the skeleton is slain.) A wizard can imbue as many different undead as he has *imbue* spells or spells to give away. No spells above 5th level can be imbued to an undead creature. No more than a single spell can be imbued to a single undead creature at any time.

Once discharged, the spell takes effect as if it was cast by the initial spellcaster—no material, verbal, or somatic components are required, and the "casting time" of the released spell is 1.

The material component of this spell is a small scroll of paper upon which is written the name of the imbued spell in squid ink.

Lich Touch

(Necromancy)

Range: Touch
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None

By means of this spell, the necromancer gains both the chilling touch of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, including those generated by liches, for the duration of the spell.

The wizard casting this spell can touch individuals and affect them as a lich would, inflicting 1-10 points of damage and paralyzing the target. The touched creature receives a saving throw vs. spells to avoid the paralysis, though the victim still takes damage even if not paralyzed. Undead and creatures not affected by paralysis are not affected by the touch and do not take 1-10 points of damage. Individuals who are paralyzed by this spell re-

main so for 2-8 hours or until the paralysis is dispelled by a *dispel magic*, *remove paralysis*, or similar spell. The spell cannot be ended before its duration expires and the caster will affect everyone he touches with the *lich touch*.

The material components of this spell are a drop of the caster's blood and a scrap of rotting meat or fish. When the lich touch is in operation, the hands of the caster glow with an unearthly greenish brilliance.

Power Word: Silence

(Alteration)

Range: 120 yards
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

In using this spell the caster points at an individual and utters the power word. For the rest of that round and the full next round that creature and everything within 1 foot of the creature cannot make any sound.

The *silence* foils spellcasting as well as voice activation of magical items and normal speech. The *silence* also negates sound-based attacks both by the target and on the target (a silenced individual cannot hear a *power word-kill* that followed, for example, but by the same token could not use a *chime of opening* or *horn of blasting*).

The *power word-silence* can only be dispelled by a *limited wish* or more powerful magic. A *vocalize* spell will function under the limits of a *power word-silence*, but must be cast before the power word is used.

Reconstruction

(Alteration)

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

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

The reconstructed item will stand up to

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

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

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

Teleport Dead

(Alteration/Necromancy)

Range: Touch

Components: V,S

Duration: Instantaneous

Casting Time: 4

Area of Effect: One undead creature

Saving Throw: Neg.

By means of this magic the caster can instantly teleport a single dead or undead creature to any location desired on the same plane as the caster. Weight is not a factor, but only one creature and its immediate belongings can be teleported by use of the spell.

Success in teleportation depends on how familiar the destination is to the caster of the spell (not the undead being sent). Undead with spell abilities and access to this spell can use the spell to teleport themselves. Teleporting chances are:

Probability of Teleporting

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

Teleporting high means the undead arrives 10 feet above the ground for every 1% it is below the lowest "On target" probability. A low result means that the undead has appeared 10 feet below the location chosen. This is often, though not

always, fatal to the undead involved. It is not possible to purposefully "teleport high"—the location chosen must be on a hard surface.

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

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

Turnshadow

(Abjuration)

Range: 60 yards

Components: V,S

Duration: 1 round/level

Casting Time: 1

Area of Effect: 40-foot by 40-foot square or one creature

Saving Throw: None/Neg.

This spell empowers the wizard to turn creatures created by the *shadow monsters*, *demi-shadow monsters*, or *shades* spells, causing them to flee in panic for the duration of the spell (they can return later if they are able). The affected creatures will flee at maximum possible speed. The spell has no effect on truly undead creatures, including the monstrous shadows.

Alternately, this spell can be targeted at a single shadow-monster (created by one of the above spells) to wrest control from its original caster and cause it to attack the creature of the controller's choice. The attack will continue until the spell's duration has elapsed, at which point the shadow-monster will return to its plane of origin.

The *turnshadow* spell was developed by specialist abjuration wizards (abjurers) to deal with shadow creatures brought about by illusionist spells, which abjurers cannot use.

Seventh Level Spells

Gemjump

(Alteration)

Range: 0

Components: V,S,M

Duration: Instantaneous

Casting Time: 2 rounds

Area of Effect: The caster

Saving Throw: None

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

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

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



the magic, though spellcasters who have links with a roquestone will be aware of its destruction. The roquestone saves as rock crystal.

Khelben's Warding Whip

(Abjuration)

Range: Within 10 yards of the caster
 Components: V,S,M
 Duration: 1 round/level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None

This specialized and rare spell creates a whiplike lash of mystical force controlled by the caster. This magical whip is particularly effective against those spells which take the form of pushing, striking, or crushing forces, in particular the popular spells created by Bigby.

The mage need not concentrate to maintain the warding whip, but cannot cast other spells while using it or wield other weapons. When using the whip, it strikes or parries automatically under the direction of its wielder. The effects of the whip are as follows:

- The whip confers to the user immunity to the *push* spell.
- The whip will immediately dissipate a *shield* spell without effect to itself.
- The whip has a 40% chance of destroying a *Tenser's floating disk* per attack. The whip is not affected.
- The whip affects any of Bigby's hand spells as follows:

Interposing Hand — Destroyed, with a 20% chance of the whip being destroyed as well.

Forceful Hand — 90% chance destroyed per attack, with a 30% chance of the whip being destroyed per attack.

Grasping Hand — 80% chance destroyed per attack, with a 40% chance of the whip being destroyed per attack.

Clenched Fist — 70% chance destroyed per attack, with a 50% chance of the whip being destroyed per attack.

Crushing Hand — 65% chance of being destroyed per attack, with a 60% chance of the whip being destroyed per attack.

Lesser Bigby spells (*strangling grip*, *battering gauntlet*, *fantastic fencers*, etc.) are destroyed upon contact with the whip, as a *shield* spell would.

- The whip has no effect on nonmoving magical barriers such as the *wall of force* or *prismatic sphere*.
- The whip has no effect on spells which do not use magical force as a solid entity—holds, *slow*, *reverse gravity*, etc.
- The whip cannot harm living objects, and so cannot be used as a weapon.
- The whip can be used to parry physical attacks, including those from magical weapons and weapons made of magical force (*decastave*, *spiritual hammer*, etc. . .) This parrying has a base 60% chance of success plus 2% per level of the whip's caster. An attack parried this way does no damage, but the mage using the whip must have initiative over his attacker in order to parry.

As noted, this spell was developed by Khelben Arunsun, the Blackstaff of Waterdeep, as a specific counter to the various Bigby spells which have appeared in the Realms. Whether the mythical Bigby of Greyhawk visited the Realms or Khelben or some other Realmsmage visited Oerth to bring these spells from one world to another is not known. The Blackstaff has apparently met the great Bigby at some time in the past, though the meeting was apparently not on the best of terms. As the wizard of Waterdeep once noted to his apprentice Illistar, "The old goat comes up with one good gimmick, and beats it to death with a rock." Bigby's response, if any, has never been recorded. The material component of this spell is a piece of wire and a pinch of powdered electrum.

Ruby Ray of Reversal

(Alteration)

Range: 10 yards/level
 Components: V,S,M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None

The *ruby ray of reversal* is a powerful spell developed by Nezram the Transmuter to reverse the effects of other spells and situations. It harnesses the magical energy naturally occurring within the ruby and creating a beam that lances out in a straight line in the caster's chosen direction. The ruby (which much be worth at least 1,000 gp) is destroyed in the process.

Upon contact with any of the following situations or spells, the ruby ray will cor-



rect the situation as listed, then wink out of existence. The ruby ray can only affect one such item, character, or situation per casting. Situations and spells affected by the ruby ray include:

- Webs (natural and mystical) and viscous globs will immediately melt away, one patch of webbing or globs totally vanishing.
- Mechanical and magical traps will be automatically sprung. If there are targets these traps can affect, they will be affected normally.
- Knots will be untied by the ruby ray and chains, straps, and other restrictive devices will fall loose.
- Entangling devices and situations brought about by spells will be negated and the targets will be freed.
- Locked and barred doors will be opened upon the ruby ray striking them.
- *Wizard locked* and *held portals* will be opened.
- A 1-foot-wide hole will be opened in a *wall of force* or *force cage*. The force structure is not destroyed by the spell, but the hole can allow escape for those within or for spells to pass through it.
- Any illusion struck by the ruby ray is dispelled immediately.
- Any transformed individual, whether turned to stone or polymorphed, is returned to his original state. A system shock roll is still required where normally necessary.
- The ruby ray reverses the effect of a *magic jar* spell.

The ruby ray cannot pass through solid objects, or effect creatures or items in other dimensions. It cannot pierce an *anti-magic shell* or *prismatic sphere* or affect any other magics and situations than those listed here.

Spectral Guard

(Evocation)

Range: 60 yards

Components: V,S,M

Duration: Special

Casting Time: 7

Area of Effect: 20' radius sphere.

Saving Throw: None

This spell creates an invisible guardian which will stand watch at a specific location no larger than a 20-foot-radius sphere. The guard waits, undetectable by normal, nonmagical means, though it will

radiate a strong magical aura and be completely visible to *true sight* and similar magic.

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

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

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

The spectral guard cannot be charmed, turned, repelled, blinded, confused, or tricked with illusion/phantasm magic. It can automatically detect living creatures within 50 feet of its position. It will ignore undead, and undead creatures will not activate the spell.

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

The material components of the spectral guard are a human bone, the dried eye of a beholder, and a nonmagical version of the weapon to be used by the spectral guard. All are destroyed in the creation of the spectral guard. In creating the guard, the caster can fashion the face

and form to resemble a real person the caster is familiar with, or just of a typical face, race, age, and build.

Spelltrap

(Alteration/Abjuration)

Range: Caster

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Casting this spell creates a visible silvery oval which hangs over the head of the caster. This oval can absorb spell attacks cast directly on the wizard and discharge them randomly at a later time, within the duration of the spell.

Any spell cast directly on the spellcaster is automatically sucked into the spelltrap. This includes spells that never miss (such as *magic missiles*) and those requiring the caster's touch, but not area affect spells (such as *fireball*). The mage using the spelltrap does not know what spells have been absorbed by the spelltrap, other than obvious clues (again such as *magic missiles* slicing toward him or an enemy wizard shouting power word Kill!). Spell-like abilities are absorbed by the spelltrap, provided that they can be rated against existing wizard or priest spells. If they cannot be rated against a wizard spell of a particular level, then the spell-like effects takes effect on the mage using the spelltrap as if the spelltrap did not exist. If in doubt, such spells can be absorbed, but count as 9th level spells for purposes of overloading. Spells cast by the wizard on himself are not sucked up by the spelltrap.

The spelltrap can absorb a number of spell levels equal to twice the caster's experience level. A level 17 wizard can have 34 spell-levels absorbed by his spelltrap, with a 1st level spell counting as one spell level and a 3rd level spell counting as three spell levels. If the spelltrap is overloaded, it explodes immediately, inflicting 6d4 points of damage to everyone within 20 feet and stunning the survivors for two rounds (a saving throw vs. spells does not negate the blast damage, but does negate the stun).

As long as a spell is within the spelltrap, the wizard can fire off a random spell lodged within it by pointing at a target and summoning the magical energy. The caster cannot know which spells are within the spelltrap, or if multiple spells



are currently trapped, which spell will be fired.

When a spell is released from the trap, roll randomly among the spells currently trapped to determine which one is released. The spell then takes effect as if cast by its original caster, but against the target selected by the spelltrap's caster. If the spell is inapplicable or the target is beyond the range of the spell, the spell is wasted. The target must be within 10 yards/level of the caster in any event for the spelltrapped spell to fire. Spells which require "touch" to be effective can be fired up to a range of 10 yards/level in this fashion.

The spelltrap can be fired in this fashion once per round. It can also fire if physically attacked (with hand-held weapons) immediately against the attacker. Finally, the spelltrap will fire if a *dispel magic* is cast upon it. These other firings can take place in addition to the one discharge per round permitted to the caster of the spelltrap, and if attacked from multiple directions, will respond multiple times in he same round. The spelltrap is itself immune to handheld weapons and missile weapons. It will not respond if hit with missile weapons.

The spelltrap will wink out of existence without discharging remaining spell energies) at the end of the spell's duration. It will also cease to exist if the mage is feebleminded, slain, or rendered unconscious. The spelltrap will remain with the caster even if he should use magic to change location or even move to another plane.

This spell, it has been suggested, was created by a wizard who disliked other wizards, since the common tactic for battling it (once it is recognized) is to overload the spelltrap with beneficial spells. The material components of this spell are a diamond fragment worth at least 2,000 gp and a moonstone, both of which are lost in the casting. Transmuters and abjurers cannot use the spelltrap.

The Simbul's Synostodweomer

Alteration/Necromantic)

Range: 0
 Components: V,S
 Duration: 1 round
 Casting Time: 7
 Area of Effect: Caster
 Saving Throw: None

This powerful spell allows the caster to transform magical energy from a learned spell into healing magic. The *synostodweomer* is cast first, then the spell to be transformed. This second spell will not function in its normal manner, though any material components for it will still be expended. Instead, the individual touched by the caster will recover two hit points for every level of the transformed spell (a 9th level spell would therefore convert to 18 hit points healed). The second spell is then forgotten as if it had been cast normally.

The healing must be used immediately or be lost, along with the supplemental spell. Healing is by touch. Only spells memorized by the wizard can be transformed in this manner. Spells from scrolls or spell-like magical items or abilities cannot be transformed into healing energy.

The material component of this spell is the material component (if any) of the spell that is broken down and converted to healing energy.

Eighth Level Spells

Death Link

(Necromancy)

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

Also called the body sympathy spell, this spell puts the wizard and his target in a two-way, sympathetic link. Any damage inflicted on the mage is automatically inflicted on the victim as well. Should the caster die, so too will the victim. Conversely, if the victim is damaged or hurt, the caster will be hurt as well.

Saving throws, ability checks, and armor classes are considered those of the individual who is attacked—only the effect is carried over to the partner in the death link. The only exception is that if the victim dies, the caster is unaffected, though the victim can take sufficient damage on his own to kill the caster while leaving the victim wounded but unharmed. Both curative and destructive spells cross the link—healing one heals the other.

Once cast, the spell cannot be ended by either party until its duration runs out or one or the other party physically leaves the plane of existence the other is occupy-

ing. Distance between the parties (except at the initial casting of the spell) has no effect on this spell.

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

Gateway

(Alteration)

Range: 10 yards
 Components: V,S,M
 Duration: 1 round plus 1 round/level
 Casting Time: 8
 Area of Effect: 10-foot-diameter disk
 Saving Throw: None

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

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

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

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

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

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

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

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

Great Shout

(Evocation)

Range: 0
 Components: V,M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 90-foot-long by
 20-foot-wide cone
 Saving Throw: Special

Upon uttering the great shout, the caster releases a stunning force akin to a *horn of blasting* from his mouth in the area indicated, with additional damage inflicted along a narrow path in the center of the cone, 1 foot wide by 8 feet long.

The great shout is extremely taxing and dangerous to the user. The shout drains 2-8 hit points from the caster, and in addition the caster must make a system shock roll or die from the exertion.

All creatures within the general area of effect must save vs. spells. Those which do not save are stunned for two rounds, deafened for four rounds, and suffer 1-10 points of damage. Those which do save are stunned for only a single round and deafened for two rounds.

Damage is much greater in the heart of the cone, along the narrow path at the heart of the great shout. Boulders can be split, cottages leveled, and powerful gates breached by this part of the shout. It inflicts structural damage as if the shout were a missile flung by a large catapult (see *Siege Damage* on page 76 of the *Dungeon Master's Guide*) with a -2 modifier to the saving throw. All items, magical and nonmagical, within the narrow path of the shout must make a saving throw vs. crushing blow or be destroyed. Creatures within the narrow path take 2-20 points of damage if they fail their saving throw and 1-10 points of damage if they make their saving throw. Deafness and stunning effects apply as described above.

The material component of this spell is any item which radiates a magical aura, including those temporarily invested with

Nystul's magic aura as well as magical items. Powerful items such as artifacts and unique weapons cannot be used to power the great shout. The item is destroyed in the process.

Spell Engine

(Abjuration/Alteration)

Range: 0
 Components: V,S,M
 Duration: Permanent until dispelled
 or destroyed
 Casting Time: 1 turn
 Area of Effect: 10-foot-radius/level
 Saving Throw: None

In casting this spell, the wizard calls into being the spell engine, a great wheel that absorbs magical energy, in particular cast spells. When initially cast, the engine is unactivated and remains invisible in the location where the wizard cast it. Once a spell is cast in the area of effect around the engine, the spell engine activates. A great intangible wheel 12 feet in diameter and 2 feet thick shimmers into existence. Magical energies used in the area will cause the great wheel to turn, shining with a glowing white light from the energy present. Once activated, the spell engine will not deactivate; rather, it will eventually slow down from lack of spell energy and become ghostly and translucent.

When activated, the spell engine *absorbs all spell energy cast in the area of effect*, reaching through solid objects to do so. Wizard and priest spells, spell-like abilities of monsters and individuals, and magical items with castable charges will not function in this area. Their energy is sucked into the wheel, which glows brighter and spins faster with every addition. Unlike the spelltrap, the spell engine cannot be overloaded.

A spell engine can be destroyed by direct contact with a magical item (excluding potions and scrolls but including artifacts and unique magical items). The engine will explode on contact with such an item, inflicting 1-20 points of damage to everyone within 10 feet and 1-8 to everyone between 10 and 20 feet away from the wheel itself. The magical item is destroyed as well in the explosion. Artifacts and unique items (such as special purpose swords) are not destroyed, but they (and their wielder) are bodily moved to another plane or dimension. Getting home from there is the character's problem.

A *dispel magic* spell will not destroy the spell engine, as its energy will be sucked

up in the process. Symbols, glyphs, and abjuration magics already in place at the time the spell engine is activated are not absorbed, though new spells of that variety cast in the area are. A *disintegrate* spell will cause the engine to explode the same as if it contacted a magical item.

A *detect magic* spell will reveal the presence of an unactivated spell engine, as will the ability to detect invisibility, though neither will activate the engine if cast before entering the area of effect or if they are natural abilities.

An operating spell engine has one beneficial sidelight—if a spellcaster studies or prays in its light, the amount of time required to learn or receive spells is halved. This does not reduce the time required for rest, only to memorize spells.

Other than the powers listed above, the spell engine does not affect living beings. Individuals with magical items will not affect an unactivated spell engine. Only the casting of a spell in the area of effect will call the spell engine into being.

The material components of this spell are a disc of polished marble, shell, or bone, a tear from the caster, and a gem worth at least 1,000 gp.

Sunburst

(Evocation)

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

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

- All creatures looking at the caster and within this area of effect must save vs. spells or be blinded for 1-3 rounds.
- All creatures looking at the caster and within the area of effect and who use infravision are blinded for 2-8 rounds if they fail to save vs. spells.
- All creatures within the area of effect to whom sunlight is harmful must make a saving throw vs. spells. If they make their saving throw, they are blinded for 2-12 rounds—otherwise they are blinded for 1-100 days.
- All undead within the radius, including vampires, suffer 8d6 points of damage. They take half that damage if they make a saving throw vs. spells.



- All fungoid life within the radius takes 8d6 points of damage from the light with no saving throw.

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

Ninth Level Spells

Master Undead

(Necromancy)

Range: 10 yards/level
 Components: V,S,M
 Duration: 2 rounds/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Neg.

This powerful spell allows the caster to control the actions of any type of undead as if they were intelligent creatures under the effect of a *charm person* spell. Undead so controlled can perform precise tasks for the caster.

The caster can affect as many undead as he or she has experience levels. In cases of mixed undead, the weakest will be affected first, then those with more hit dice. All undead affected must be within a cubic area 50 feet on a side.

Undead are permitted a saving throw vs. spells to avoid this spell. Liches and undead with 10 or more hit dice have a bonus of +4 to the saving throw to avoid the effects of the spell.

Controlled undead are not the same as creatures under the effect of this enchantment/charm magic. The control will last until the spell duration ceases, then the undead are restored to their own (often nominal) control. Further, the caster does not need to know any common language with the undead to effect the control. And last, the undead can be ordered to perform actions which are self-destructive and the caster can attack them without the spell being broken.

The material component of this spell is a crushed diamond worth at least 500 gp, which is consumed in casting.

Dismind

(Enchantment/Charm) (Reversible)

Range: Touch
 Components: V
 Casting Time: 5
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell separates an individual's mind from its body while cloaking the body in invulnerable armor of magical force. The body does not die, rather it is placed in a state of suspended animation. It cannot be harmed by magic or by physical force, or even be moved. The body does not age, breathe, or eat and is not subject to disease, rot, infection, or poison, even if these states existed in it before it was disminded.

The mind itself is cast loose invisibly across the Prime Material plane, where it drifts serenely, undetectable by any means. Like the body, the mind cannot be harmed by any known process. It cannot control its movement or what it sees, and its memory is erratic. The DM should feel free to provide one to six small scenes, phrases, or situations for the disminded mind to witness in its flight, as seeds for future adventures. While in its disminded state, the mind cannot think, pray, study or research spells, or even choose to observe any particular person or locale.

Mind and body can be linked together by a limited or full *wish* or by the reverse of this spell, *restore mind*. The *restore mind* is cast on the body and the mind is immediately brought back. Mind and body must be on the same plane in order for this spell to function.

Restore mind has a number of other functions as well: it can cure insanity (both magical and otherwise), remove feeble-mindedness, and break all mental or magical controls, including geas, quests, and charms. A saving throw applies to the *restore mind* and if failed, body and mind are still separate.

The *dismind* spell in its original form is often used by high level wizards in life-or-death situations to preserve themselves for future recovery and restoration.

Elminster's Effulgent Eputation

(Abjuration)

Range: 10 feet/level
 Components: V,S
 Duration: 1 turn/level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

This powerful spell calls into being a number of floating, silver spheres, up to as many spheres as the caster has levels. Each of these spheres has the ability to absorb a single spell, spell-like ability, or

magical effect of any offensive type. After absorbing the spell the sphere fades out, taking the spell energy with it.

Offensive spells can generally be considered to be those which inflict damage on the target or place the target under a baneful or harmful influence. Passive spells (such as walls) can sometimes be used in situations with harmful intent. Intent and situation are as important as spell effect for determining whether a spell is offensive or not for purposes of the *epuration* working. Various walls, spheres, some of Bigby's spells, and most abjurations will not affect the *epuration* spell. Those spells which have area effects in which a silver sphere exists (such as a *fireball*) will simply not function—the magical energy will be sucked into the sphere before the damage is inflicted.

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

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

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

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

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



Elminster's Evasion

(Evocation)

Range: 0
 Components: V,S,M
 Duration: Instantaneous
 Casting Time: 1 turn plus the casting time of all associated spells
 Area of Effect: Caster
 Saving Throw: None

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

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

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

The material components of this spell are a pint of the caster's blood and a gem worth at least 5,000 gp. Both are consumed in the casting of the spell. The wizard also immediately loses 1-4 hit points which remain lost until the *evasion* spell is triggered, at which point they are immediately recovered.

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

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

Supposedly Safehold contains enough contingencies, spells, and magical items

to effect a safe rescue of the sage of Shadowdale, should it be necessary.

Spellstrike

(Alteration)

Range: 10 yards/level
 Components: V,S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

This extremely powerful spell represents the height of the transmuters' craft—it permits the caster to negate the effect of a spell cast in either the previous round or the round that the *spellstrike* is cast.

The caster of the *spellstrike* does not need to know the type of spell or magic cast the previous round, only some part of its effect. The *spellstrike* can only be used against one particular spell per casting.

Spellstrike does not cause a spell to be reflected, volleyed, trapped, or sent elsewhere. The spell merely ceases to exist, retroactively, though it is still lost to the original caster. Even spell-like abilities are affected by this spell, though magical items and artifacts are not. *Permanency* is affected by *spellstrike*, though *contingency*, *wish*, and *limited wish* are not.

Spell Invulnerability

(Abjuration)

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

The recipient of this spell is rendered completely immune to one spell, spell-like effect, or magical item. The spell, spell effect, or item is listed at the time of the spell.

When describing a particular spell or spell effect, a full description should be necessary. Invulnerability to a *light* spell, for example, is not sufficient, since the spell can be either a wizard spell or a priest's spell. The correct casting would be to ward against the "1st-level wizard spell, *Light*."

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



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

When dealing with spell-like abilities, spell invulnerability provides complete protection from one spell-like ability used by one type or species of creature. An invulnerability to a beholder's disintegration eye does not provide protection from the beholder's other eyes, or from any other form of disintegration.

When cast to protect against a magical item, this spell protects against all attacks from that item and all identical magical items. Invulnerability to a *sword* +1 makes the character invulnerable to all such swords (they will pass through him harmlessly, since they do not exist). A *sword* +1, +2 vs. people named Fred will affect the spell's recipient normally. Invulnerability against a particular magical item has no effect against another character who has been affected by that magical item (invulnerability to a *potion of berserker rage* protects the character if he drinks it, but does nothing to protect the character from someone else who drank it).

Scroll spells are considered magic spells rather than items and must be protected against individually. Artifacts, relics, and unique magical items (the *Blade of Inverness*, for example, only one of which exists) cannot be affected by this spell. Living things, magical creatures (such as golems), extra-dimensional and extraplanar beings, and nonmagical items cannot be affected by this spell.

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

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

Virus Charm

(Enchantment/Charm)

Range: Touch/Special

Components: V,S,M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Neg.

Virus charm is a particularly nasty ver-

sion of *mass charm* which has a specialized means of spreading. The initial *virus charm* is cast on a single individual, who must make a saving throw at -2 to avoid being charmed. The charmed individual (monster or person) must have fewer hit points than the wizard who cast the spell for this spell to operate. If the charmed individual has greater or equal hit points, the spell functions as a simple *charm person* or *monster*.

Once charmed, the target individual can now charm others (person or monster) by touch. These individuals are considered charmed as if by the original spellcaster. Each new target must make a saving throw vs. spells. Individuals with more hit points than the original caster save at +2 to their die roll. These charmed individuals can then in turn charm others in the same manner.

The *virus charm* can affect up to three times the caster's experience level in individuals, not levels or hit dice. Individuals under the effect of the virus charm behave the same as someone who was charmed normally, with all of the *charm* spell's limitations and requirements. A character's Intelligence determines how long the charm will last before a second saving throw is permitted. If the caster attacks an individual under a *virus charm*, all individuals under the *virus charm* are permitted saving throws. Similarly, a *dispel magic* cast successfully on a target of the virus charm affects all individuals under that *virus charm*.

Virus charms are commonly used by wizards to rouse up a crowd quickly to follow him or to send an unknown, charmed agent in to meet with an otherwise reclusive foe. The material component of the spell is a thin web of finely-spun copper wire, worth about 100 gp. The verbal, somatic, and material components are used only for the initial spell—after the initial charm, the spell is passed on by touch. Creatures which are immune to enchantment/charm spells are unaffected by the *virus charm*.

Worldwalk

(Alteration)

Range: 30 yards

Components: V,S (M)

Duration: 1 turn/level

Casting Time: 9

Area of Effect: 20-foot maximum

Saving Throw: None

By means of this powerful magic, the

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

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

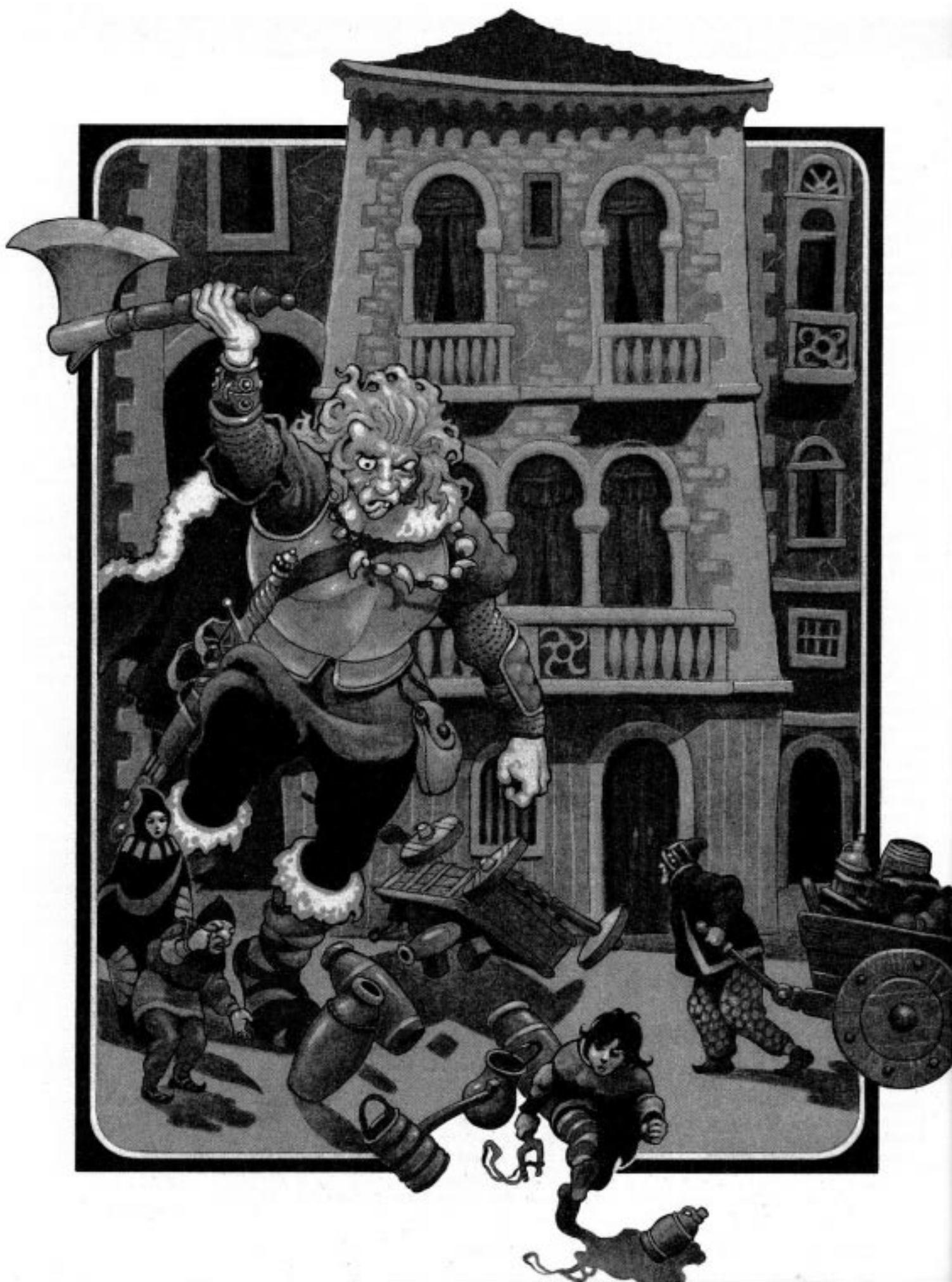
The portal can open either into a plane known and visited by the caster, or a previously unknown plane. In the latter case, the caster needs some material object from that plane in order to effect the casting. The object serves as the material component of the spell but is not consumed in the process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

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

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

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

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





The Heartlands of the Realms run from the Sword Coast to the Vast, that strip of land on the far side of the Dragon Reach, and include the nations of Cormyr and Sembia, as well as the independent cities of the Trade Route, the Moonsea, and the Dragon Reach. The Heartlands are bounded on the south by Amn, Turmish, and the Vilhon Reach, on the west by the Sea of Swords, on the east by Impiltur and Damara, and on the north by Waterdeep, the city-states of the North, Anauroch, and the gray lands of Thar.

Each of the major cities of this region (as well as a couple of the minor ones) are covered in this section. Several (such as Arabel and Shadowdale) have been addressed before in other products and are noted accordingly. The presentation of these cities is to provide a helpful handbook for DMs to create a realistic background for their campaigns, and so this chapter is geared primarily to answering basic player character questions: Who's in charge? Where can we buy stuff? Where can we rest? Where can we get healed? Are there sages and other knowledgeable NPCs we can get to help us?

Abbreviations

This section uses an assortment of abbreviations when talking about rulers, mages, priests, and other important persons. Most should be familiar to AD&D® players. "W(I)4," for instance, is a fourth level wizard (illusionist), and "NE" is the alignment neutral evil. These abbreviations are listed below:

F	Fighter/Warrior
W	Wizard
W(I)	Wizard (Illusionist)
W(T)	Wizard (Transmuter)
W(N)	Wizard (Necromancer)
W(A)	Wizard (Abjurer)
W(C)	Wizard (Conjurer)
W(D)	Wizard (Diviner)
W(E)	Wizard (Enchanter)
W(IN)	Wizard (Invoker)
P	Priest
P(Sp)	Priest (Specialty)
T	Thief
B	Bard
Pal	Paladin
R	Ranger
D	Druid
LG	Lawful Good
LN	Lawful Neutral
LE	Lawful Evil
NG	Neutral Good
N	Neutral

NE	Neutral Evil
CG	Chaotic Good
CN	Chaotic Neutral
CE	Chaotic Evil

A standard mage is a "W," not an "M." A priest is "P," not "C," and varying clerical spells and ranks of different religions are not dealt with here. Paladins appear as "Pal," with the deity served either in nearby text or immediately following the entry, in parentheses.

In addition, lower-case abbreviations are used to denote race and sex. An "hm" is a human male while an "hef" is a half-elf female.

h	human
d	dwarf
e	elf
he	half-elf
half	halfling
g	gnome
gob	goblin (orcs, half-orcs, etc.)
m	male
f	female

Notable characters have been listed alphabetically within their sections, by first names (because many people in the Realms don't have surnames). Characters who appear elsewhere (under "Who Rules," for example, or under "Notable Churches") aren't listed again under Important Characters, but this doesn't mean that they aren't locally important.

A change in a character's level from earlier published material is given as: "X(now)Z," X being the class and Z the new level.

Each city description details both *Who Rules* (whose name is officially listed as the mayor, king, or local lord) and *Who Really Rules* (sometimes the local lord, but equally often some council of advisors, secret evil organization, or in the case of Sembian cities, merchant groups). The first group or individual holds official and bureaucratic power, while the second group tends to make sure that things are done or not done. *Population* figures are based on the last census, head count, or tax rolls, with additional figures for particular situations like summer trading seasons. During the summer, many of the cities swell in size with the arrival of merchants and farmers looking to buy and sell. During the winter in the Heartlands, the population drops as men return to their farms, merchants drift south to more amenable weather, and nobles winter in their local baronies.

Major Products lists the items the par-

ticular region is known for. It is not an exhaustive or exclusive listing, though a traveler will usually be able to find these items under normal circumstances in the town.

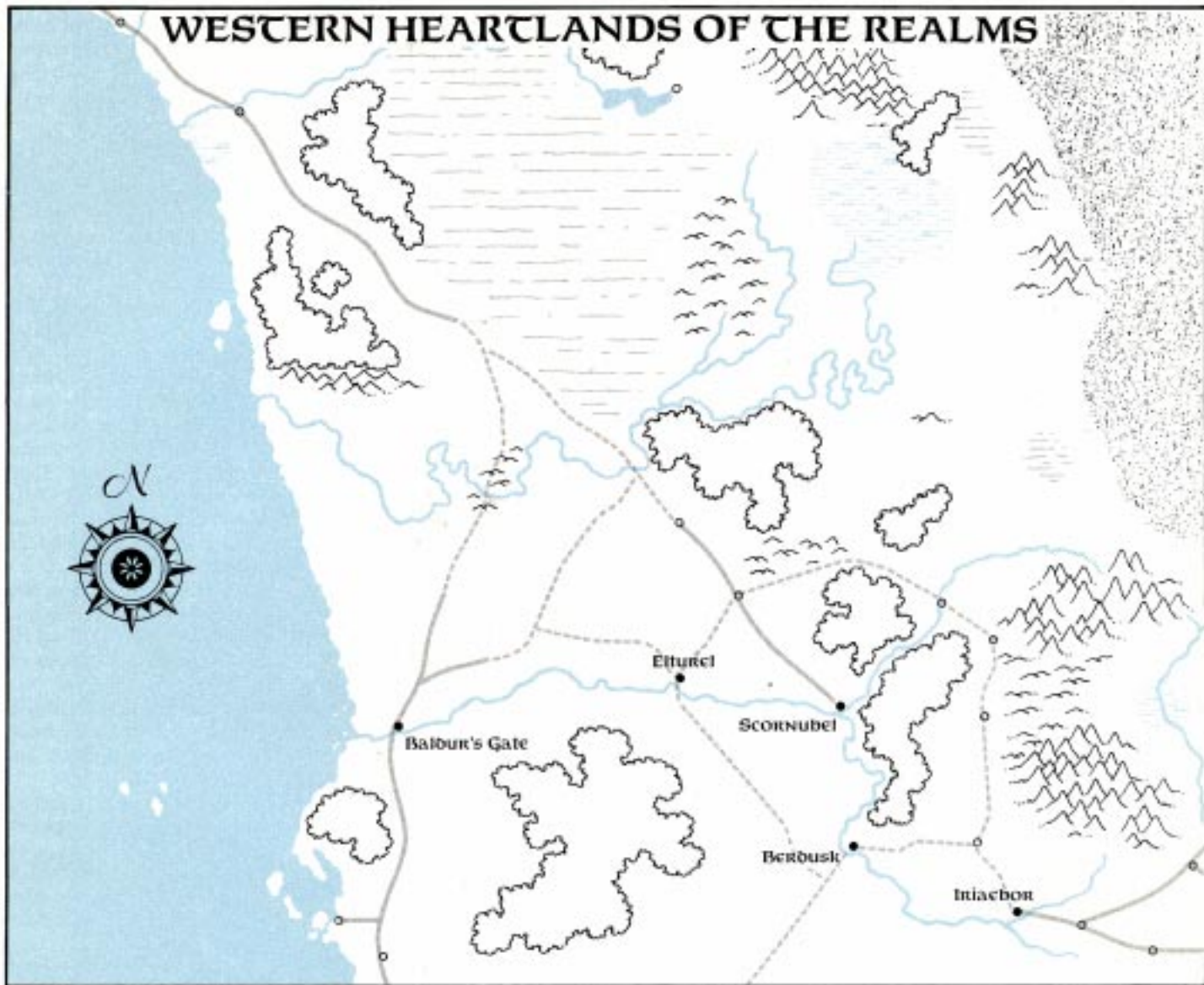
Armed Forces details both the official and unofficial military organizations, including militia, guard, national army, and loyal mercenary bands which make the city their home. Numbers reflect normal operating sizes; the armies swell considerably in times of war.

In cases where a range of levels is indicated for an armed unit and no other information is provided, the "90% rule" may be used as a rule of thumb. Ninety percent of the fighters will be of the lowest level available. Of the 10% left, 90% will be of the next level. Of the remainder, 90% of the next level, and so on. There will always be at least one fighter of the highest listed level in the group. (A group of 1,000 warriors of levels 1 to 4 will have 900 F1s, 90 F2s, 9 F3s, and 1 F4).

Notable Mages gives a brief description of the prominent spellcasters that can usually be found in that city or who call the city their home. Adventuring wizards are often out on their own missions, and those who have settled down to a steady life of sagecraft often carry a heavy backlog of requests from local officials and merchants.

Sages appear as "S: chemistry," the entry after the colon describing the sage's interests and fields of study. Usually more than a single field is given, leaving DMs free to tailor a sage's knowledge to campaign needs. A sage may also have a class, given first.

Notable Churches are listed in descending order of importance in the community. Usually the high priest of the temple (regardless of official title) is given a full description. The number of supporting priests in the temple is listed, but not their levels or whether they are standard priests or specialty priests unless they all are specialty priests. As a rule of thumb, the lower-level priests will include at least one priest one to three levels lower than the high priest. Nine out of ten priests in these positions are 1st to 3rd level. When "followers" are noted, this refers to devout lay worshippers who have donated their incomes to the temple and now serve the priests. "Priestess" is used when a temple has only female clergy; "priest" refers to both sexes. A temple has, in addition, an unlisted number of general worshippers and supporters.



Following temples, *Shrines* are listed as well for the various cities, Shrines are usually smaller operations, either left as a monument to the god and a gathering point of the faithful, or staffed by one to six priests of the faith. The manpower and sometimes even the presence of a shrine changes from month to month. There may also be more or fewer shrines in a city than those listed, but the ones listed have been operating for at least a few years.

Notable Rogues' and Thieves' Guilds only concerns itself with the prominent and long-standing guilds, in addition to those larger secret societies and organizations which operate covertly (and sometimes overtly) in the city's daily life. It

does not include independent operators, small guilds, street gangs, or aspiring rogue organizations.

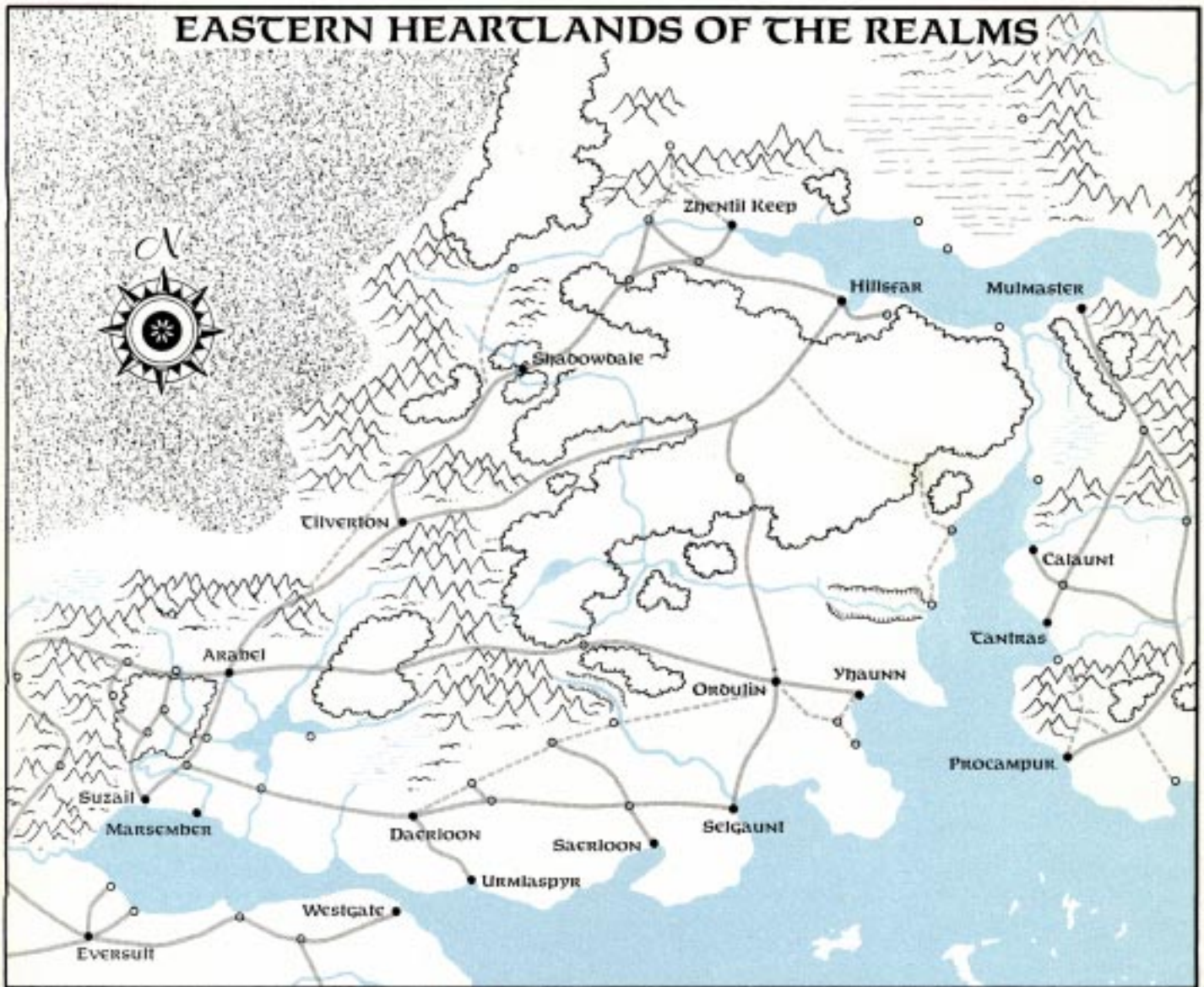
Equipment Shops are listed as full, partial, or poor in quality. A full listing means that all items selling for 500 gp or less are readily available in the city (somewhere), and more expensive items (plate mail, chain barding, ships, and trained hunting cats) can be acquired or manufactured for those willing to wait or pay the price. Optionally, the DM may choose to give any expensive item a 10% chance of being readily available and may declare that some items (such as arquebuses) are not available at all.

A Partial listing indicates that most equipment selling for 100 gp or less is

available, with a 10% chance for items costing up to 499 gp. More expensive items may be available at the whim of the DM, but will cost dearly.

A Poor listing means that only items worth 10 gp or less can commonly be found in the town, and then in limited quantities. Anything worth up to 99 gp can be found 10% of the time. Nothing worth 100 gp or more will be found in a shop.

All these figures are provided as a rule of thumb for the DM. If, to move the players along in their adventure, it becomes necessary to quickly locate some type of boat, one may be found (though the price will certainly be outrageous and favors will be demanded).



Adventurers' Quarters refers to the inns, boarding houses, bars, and taverns which cater to the wandering trade of monster-slayers and mercenaries. It is not an exhaustive list by any means, but deals with the most prominent of these places (the DM is free to add others). Quarters are given a double listing for quality/price.

Quality of an establishment is a reflection of the privacy and furnishing of the rooms, the worthiness of the kitchen, the cleanliness of the help and the amount of water in the ale.

Excellent implies first class accommodations. For inns, private rooms with baths; for bars and taverns, excellent food and drink. Base prices (modified by the

price rating) are city rooms and inn lodging at twice "common" price, while meals are considered "good."

Good means fine quarters and food; not the best, but above average. Rooms may or may not be private, with a communal bath. City rooms and inn lodgings are common, while meals are good.

Fair indicates average to below-average quarters, passable and filling meals, cheap drinks. City rooms are at common prices, inn lodgings are at poor prices, and meals are common.

Poor means the quality is well below average—thin walls, watered drinks, surly help. Rooms are cleaned yearly whether they need it or not. Meals, rooms, and lodging are all priced poor.

Price for quarters represents a modifier for the base price determined by quality, and may range from Expensive to Cheap.

Expensive—double listed price

Moderate—listed price

Cheap—halve listed price

DMs may set the prices according to situation as well, doubling the price for rush periods, emergencies, and rowdy patrons. Base prices are those listed on page 67 of the *Player's Handbook*.

The *Important Characters* section describes those important individuals in the city who have not been previously mentioned in earlier sections. These individuals are available as NPCs, potential allies or enemies, or to trigger adventures.



The *Important Features* section includes all the notable landmarks in town not covered elsewhere in the entry.

Finally, the *Local Lore* section provides some of the history of the city, as well as current problems, conflicts and potential adventure ideas. The DM is free to take any of these local legends and spin them into adventures for the player characters. Several of these locations and their natives have been dealt with in great detail in other products. Rather than repeat the information, material that is dealt with more thoroughly elsewhere in another FORGOTTEN REALMS™ product is referred back to its source. Rather than repeatedly saying “for details of this place, person, or thing, please refer to FR4: *The Magister*,” we have used an asterisk and abbreviation: the reference just quoted would be given as (*FR4).

- *FR0 *Forgotten Realms Boxed Set*
- *FR1 *Waterdeep and the North*
- *FR2 *Moonshaes*
- *FR3 *Empires of the Sands*
- *FR4 *The Magister*
- *FR5 *The Savage Frontier*

- *FR6 *Dreams of the Red Wizards*
- *FR7 *Hall of Heroes*
- *FR8 *Cities of Mystery*
- *FR9 *Bloodstone Lands*
- *FR10 *The Old Empires*
- *FRC1 *Pool of Radiance*
- *FRC2 *Curse of the Azure Bonds*
- *FRE1 *Shadowdale*
- *FRE2 *Tantras*
- *FRE3 *Waterdeep*

As a result, a sample entry for a character may read: “Elminster (CG hm W26, S: magic, monsters, history, and genealogy, *FR0, FR7, FRE1).”

Titles

Local lords of Cormyr who happen to be female are addressed as “lord.” If noble in their own right, they may be called “lady” at court functions and in personal or family matters. It is insulting to address a female lord as “lady” when she is acting as the king’s justiciar and governor—for example, when settling local disputes in court. Addressing Myrmeen of Arabel as “Lady Myrmeen, Lord of Arabel” would

be correct, but very formal—the language of heralds, envoys, and pompous dandys, or those wishing to gently insult. Be warned, and govern thyself accordingly.

Nobles of Mulmaster are known as “zor” if male and “zora” if female. The head of any noble family is a “lord,” even if female. If the lord is slain or cast down, honor-titled zors and zorras become commoners upon the instant.

Human Names in the Realms

Not all humans of Faerun have surnames. Many are known only by a single name, plus a nickname to distinguish them from neighbors or colleagues who share that same name. As a result, the alphabetical lists of characters here are arranged by first name, simply because everyone has at least a first name.

Other Nomenclature

It can be both cumbersome and confusing, in play, to refer over and over to “the people of Calimshan” rather than employing the common Realms term “Calishite.” (It is also important to know that



Calishite is acceptable, but Calimite is, for some reason, a deadly insult.)

While literally hundreds of such terms exist (the Realms is a big place!), for handy reference the terms introduced in the areas covered in this work are summarized here:

Arabel: Arabellan.

Baldur's Gate: "Baldurian," never "Balduran" (it is the name of the city's founder; to misuse his name is to insult his memory, and the city).

Berdusk: "Berduskan."

Calaunt: "Calauntan" (not "Calauntian" or "Calaunan").

Cormyr: "Cormyrean" or "Cormyrian" (either is correct; Cormyte is common as well, though more slang and familiar. Azoun IV prefers Cormyte in public addresses.)

Daerlun: "Daerlunian."

Elturel: "Elturian" (not "Elturelian").

Elversult: "Elversian."

Hillsfar: "Hillfarian."

Immersea: "Immersean."

Iriaebor: "Iriaeben" or "Iriaeban" (either is correct).

Marsember: "Marsembian" ("Marsemban" is correct, but rarer).

Mulmaster: "Mulmasterite."

Ordulin: "Ordulian" (rarely, "Ordulan" is applied to goods, companies, animals or things, but never to people).

Procampur: "Procampan."

Saerloot: "Saerloonian" (rarely, you will hear the older, still correct term "Saerlunan").

Scornubel: "Scornubian" or "Scornubrian" (either is correct, neither much used).

Selgaunt: "Selgauntan" (workmanship and art of the city is sometimes called "Selgite").

Sembia: "Sembite" or "Semmite" (either is correct, the latter being used more widely in the South, and the former used more often in the Dragonreach and the North). One speaks of a chair or sword of "Sembian" make, but of "Semban" habits, beliefs, or style of workmanship. Outlanders often call citizens of Sembia "Sem-bians," and the citizens don't bother to correct them.

Shadowdale: "Dalefolk," like all other dale-dwellers; no other term used.

Suzail: "Suzailan" (a citizen of Suzail,

or the workmanship of a citizen).

Tantras: "Tantran."

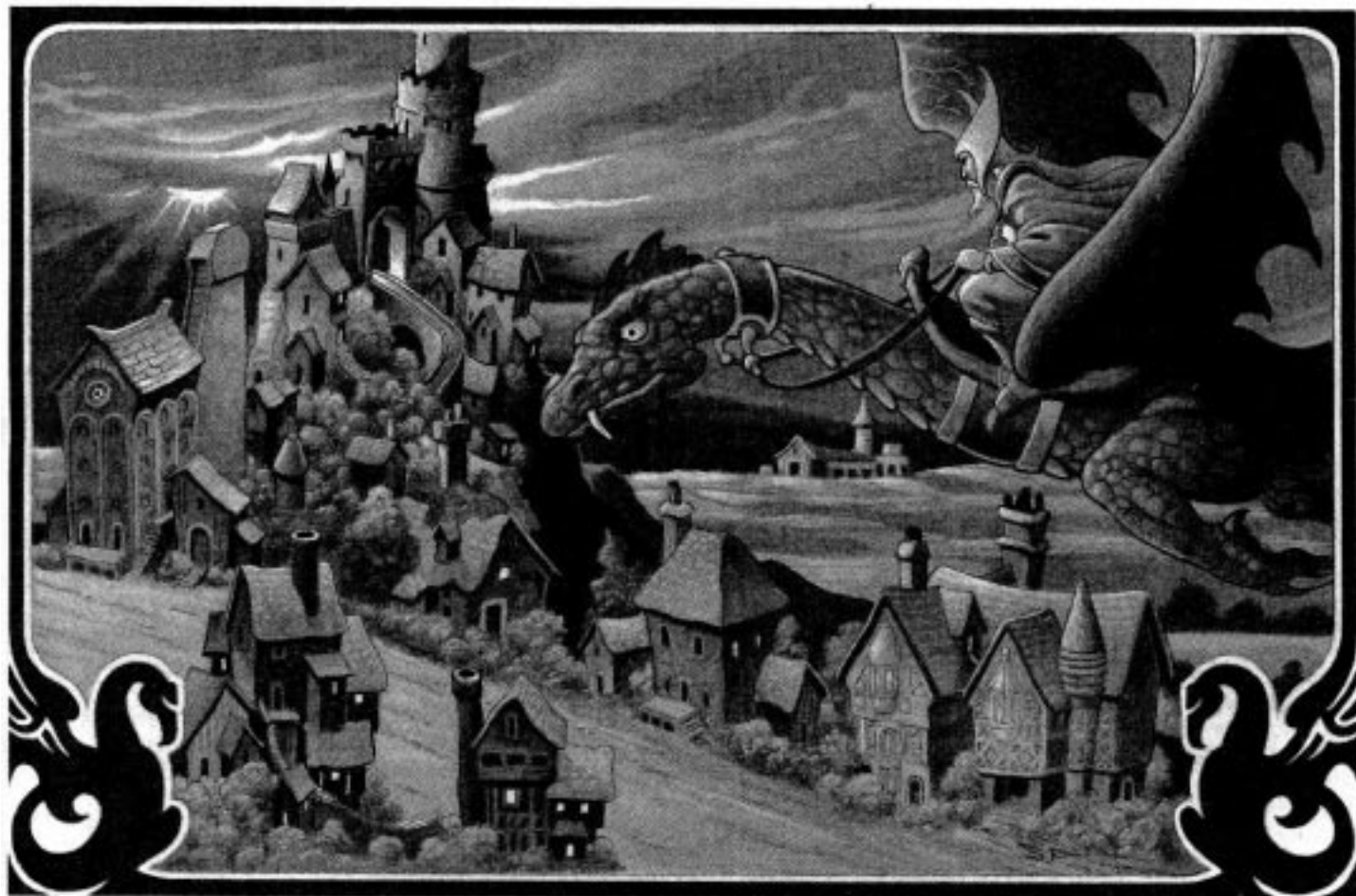
Tilverton: "Tilverian," never "Tilver-tonian." Locals refer to themselves simply as "Gap folk," and will say "I'm from the Gap."

Urmlaspyr: "Urmlassans," not "Urmlas-pians" (a snobbish term used in Selgaunt, and resented in Urmlaspyr).

Westgate: "Westhavian" or "Westar" (either is correct).

Yhaunn: "Yhauntan," not "Yhauntian."

Zhentil Keep: "Zhents" and "Zhentish" are terms applied to the citizenry and their work. The archaic term (used today mainly for artifacts and other olden-work) is "Zhentarian." The term "Zhentilar" refers only to Zhentil Keep's soldiers, and the term "Zhentarim" only to the mages, priests, and agents of the evil organization that currently controls Zhentil Keep.





Arabel

Fortified city of Cormyr

Who Rules: Myrmeen Lhal, The King's Lord of Arabel (NG hf R12)

Who Really Rules: The trading organizations having bases here (the Dragoneye Dealing Coster, Six Coffers Market Priakos, The Iron Throne, Thousandheads Trading Coster, Trueshield Trading Priakos) and local merchant clans (the houses of Baerlear, Bhela, Gelzunduth, Hiloar, Kraliqh, Misrim, Nyaril, and Thond).

The status quo is maintained by a strong Purple Dragon garrison under able, shrewd commanders who know the city well, and are staunchly loyal to the crown and to Lord Myrmeen. They are headed by King Azoun's stout, bearded cousin, Baron Thomdor (LG hm F17), who as Warden of the Eastern Marches is based in Arabel. Under him is the Purple Dragon liaison officer to the watch (and in effect, chief of police), the veteran warrior Dutharr (LG hm F11).

The military is supported by the two most powerful clans (prominent Misrim and quiet Thond) and organizations (Dragoneye and Thousandheads), and by individual local merchants, all of whom want Arabel to remain a tolerant, busy, open trading city.

Their common (rightful) thinking is that if Arabel becomes difficult and restrictive, trade will pass to more southerly routes, and all Arabellans will go broke.

Population: 16,998 (current tax rolls), almost all human stock. When the garrison, outlying farmers, and unregistered persons are included, the estimated population of Arabel is 23,400 to 24,600. Lying on a major overland route and subsisting on trade, the city has a large transient, seasonal merchant population. Its average summertime strength (roughly the maximum capacity of Arabel's permanent housing) is around 25,600.

Although no significant numbers of nonhumans live in Arabel, it is a tolerant city in which all races except goblin are found. Half-elves are most commonly seen, halflings and dwarves slightly less so.

Major Products: Coal (mined in the Gnoll Pass area), horses (bred and trained for riding, battle, and pack use), trained mercenaries (90% human, 7% half-elven, 3% other), dry red wine, strong bitter black beer, and cheese.

Armed Forces: There is a garrison of the Cormyrian Army (the Purple Dragons) of

2,020 men (including road patrols, palace guard, and wayposts).

In wartime, the soldiers are aided by the local militia. Its maximum muster is 2,000, trained in riding, arms, and formation movement, but denied training in archery. Its standing strength (known as "the Watch") is 220.

Arabel was once the eastern frontier of Cormyr, and remains the realm's defensive base against recurring orc and Zhen-tilar raids from the Stonelands (see below). Azoun and his predecessors have repeatedly and unsuccessfully tried to establish a stronghold in the Stonelands. The continual strife, and fears of another attack from the Rebel Gondegal or his offspring (*FR0, under "Arabel") accounts for Arabel's large garrison.

Mercenaries can also be hired in Arabel. They tend to be well trained and equipped, but expensive and few in number. The largest group is the Red Raven Mercenary Company, 110 swords strong.

Notable Mages:

- Jestra (NG hf W(T)18)
- Mellomir (LN hm W27, S: history, prophecies and divination)
- Myschanta (CG hf W(A) 14)
- Theavos (LN hm W17)

Notable Churches:

The Lady's House, Temple of Tymora; High Hand of the Lady: Daramos Lauthyr (CG hm P11); 24 priests, 336 followers. Since the Godswar (during which Tymora herself appeared in Arabel), Daramos has become proud and ambitious. Against the counsel of more worldly clergy (such as Doust Sulwood), he has demanded a greater voice in local government, with recognition from Azoun—a barony for himself would be nice, and moreover only fitting! Daramos has also called on the earthly priesthood of Tymora to recognize the primacy of Arabel and its clergy as the most sacred and supreme of Tymora's servants.

Angered by his reception in these matters so far, and determined to further his aims, Daramos has raised temple fees (for healing, training, and other services) to almost double the usual rate. He believes the citizenry, awed by the memory of Tymora, will pay—and considers the money necessary to accomplish what he sees as simple justice and the furtherance of Tymora's divine will. The city also holds shrines to Chauntea, Deneir, Helm (as "He Who Watches Over Travelers"), Lliira, Milil, Tempus, and Waukeen.

Notable Rogues' and Thieves' Guilds:

None known (resident Zhentarim agents).

Equipment Shops: Full (partial in winter)

Adventurers' Quarters: Arabel has far too many inns to list here (refer to *FRE1 for a full listing).

Adventurers are especially welcome at the World Serpent Inn (quality/price: good/expensive; see "Features," below); The Elfskull Inn (excellent/moderate);

- The Red Stirge inn (fair/cheap);
- The Nine Fires inn (good/cheap);
- and The Murdered Manticore (fair/cheap, and a source of much gossip and shady dealing).

• Those able to pay well are directed to The Pride of Arabel (good/expensive); Falcon's Rest (excellent/moderate);

- and The Weary Knight (good/moderate).

• Guests of the crown are usually quartered in The Dragon's Rest guesthouse, not the Palace.

• Those planning a long stay are directed to the many boarding houses (they will probably be most welcome at Shassra's (good/cheap)).

Important Characters:

• Asgetrion the Learned (LN hm F1, S: monsters; the expert on gorgons, owner of many scrolls of protection against petrification).

• Blaskin "the Bold" (LN hm F1); "Bridges built, barns raised, fences and stockades erected".

• Doust Sulwood, Knight of Myth Drannor (CG hm P(now)9 of Tymora: *FR7).

• Elmdaerle, Guildmaster of the Guild of Naturalists (NG hm W2 S: zoology, botany).

• Islif Lurelake (NG hm F(now)9: *FR7).

• Khelve (CN hm F2), merchant: deals in hardware goods.

• Peraphon of the House of Thond (CN hm F3), merchant: deals in gems.

• Thurbrand "of the Stonelands" (CN hm F8, *FR0).

• Westar, King's Herald of Arabel (LG hm F5); registers births, deaths, deeds, and tax payments, and witnesses contracts, promissory notes, and sentences.

Important Features in Town:

• The Dancing Dragon, a famous rowdy tavern and hiring-place.

• The World Serpent Inn, a shabby, derelict inn that displays the signboard of "The Wild Goose." Sometimes it is not



empty, but rather a roaring adventurers' watering-hole, frequented by many powerful beings. The inn actually shifts from plane to plane, and many a traveler has found adventure there (as described in OP1: *Tales of the Outer Planes*).

- Elhazir's Exotica, an expensive gift-shop known for rare and unusual treasures, such as dragonscale shields and wyvernskull bathtubs (adventurers provide much of its stock). Elhazir (CN hm W15) is known to quietly sell genuine dragon eggs to discerning buyers.
- The Baths, a lushly-furnished bath house, wrestling gym, and beauty parlor, famous for sensuous splendor.
- The impressive crowned-knight-on-a-rearing-horse monument to Dhalmass, The Warrior King of Cormyr.

Local Lore: Arabel has always been a bustling merchants' way-stop on the overland caravan route linking the mineral-rich Moonsea lands to Cormyrean ports and the far west.

Briefly the capital of the rebel Gondegal's nameless realm, Arabel has always been a fortress against the dangers of the Stonelands. Named for its rugged, broken appearance, the Stonelands rises in a great plateau above the fertile woodlands of Cormyr—heights of rolling moorland broken by deep, treacherous ravines, and studded by rocky tors. Its limestone southern verges give way to bare granite to the north and west, rising into mountains north of High Horn.

Such broken country aids bandits and monsters in ambushes and eluding pursuit. Arabel's troops have always patrolled the Stonelands. A typical patrol is 40 to 60 F3s and F4s, commanded by an F6 or F7, afoot and well supplied with archers and magical aid in the form of items, priests, and war wizards.

These efforts have never succeeded in clearing the Stonelands. In recent years, the Zhentarim (see Zhentil Keep) have sent troops and orc allies into the area in an attempt to destroy Cormyr's influence, so Zhentish caravans can pass north of Cormyr unchallenged.

Further information on Arabel may be found in *FR1. Adventures set in Arabel are included in *FRE1.

KEY

1. The Dancing Dragon
2. The World Serpent Inn
3. Elhazir's Exotica
4. The Baths
5. Monument to Dhalmass





Baldur's Gate

Independent city

Who Rules: The Council of Four (elected for life or until resignation by the populace). All council members take the title of grand duke or duchess.

The present grand dukes are Entar Silvershield (LG hm F21), Liia Jannath (CG hm W16), the adventurer known only as Belt (CN hm F19), and Eltan (LN hm F20: *FR0, cf. the Flaming Fist mercenary company, which he commands).

Who Really Rules: The Council, backed by the Flaming Fist (who serve as unofficial secret police/enforcers).

The current dukes are part of the Lords' Alliance (with Waterdeep, Silverymoon, and other cities *FR0, FR1).

Population: Varies from 86,000 in the slow season to 115,000 at the height of summer (including a large transient merchant and seafaring population of all races except full orcs, illithids, and drow).

Major Products: Fish, trade-coinage (25-gp-value merchant trade bars, used throughout the Sword Coast and the Shining Sea), lamp oil (rendered from fish and whales), dyes (from mollusks).

Armed Forces: The patrol, 60 warriors strong (watchmen: F3 x38 and F4 x14; Captains: F6 x7; Warden: Bellarpar Windspur, LG hm F11), and a navy of seven ships (crews 40+ each, all classes, levels 2-8).

The standing army of Baldur's Gate is the Flaming Fist Mercenary Company, one of the largest and most effect mercenary organizations of the heartlands. It numbers 1,700 soldiers under the generalship of Eltan. While units of the Flaming Fist will be found in scattered wars throughout the Realms, at least half the manpower of the Fist will be at home (at Baldur's Gate).

Notable Mages:

- Brielbara (CG hf W14), daughter of Briel: *FR0, devises many new spells.
- Gondal (LN hm W17, a studious individual, slain and replaced by an Ogre Mage.
- Lanthalim (NG hm W(T)18), holds grudges.

Notable Churches:

- The High House of Wonders, temple complex to Gond (High Artificer Thalamond Albaier, N hm P17; 21 priests, 397 followers).
- The Lady's Hall, temple of Tymora; High Priest of the Lady's Favor Chantha-

las Ulbright (CG hm P15); 24 priests, 69 followers.

- The Water-Queen's House, temple of Umberlee; Storm-Priestess Jlantha Mistmyr (NE hf P16); 8 priestesses, 16 followers.

• Shrines to Helm, Ilmater, Lathander, Oghma, and Waukeen.

Notable Rogues' and Thieves' Guilds:

- The Guild of thieves, assassins, smugglers, and fences (Guildmaster: Alatos "Ravenscar" Thuibuld, NE hm T19; current active membership: 560+). The Guild ruthlessly crushes rivals seeking to do business in the city, and possesses a large collection of magical items, such as a *wand of displacement* (*FR4).

Equipment Shops: Full.

Adventurers' Quarters: In rough order of preference:

- The Splurging Sturgeon inn (rowdy and threadbare, but good/cheap);
- Three Old Kegs inn (excellent/moderate);
- The Blade and Stars inn (good/moderate);
- and the Blushing Mermaid inn and tavern (very rough and noisy, the scene of much shady dealing; fair/moderate).
- The Gate has better inns and rooming houses, but adventurers (except single sailors not given to rowdiness) are not welcomed in such establishments.

Important Characters:

- Dabron Sashenstar, the famous explorer and discoverer of Sossal (CG hm F23: *FR0).
- Haspur (CN hm F1); a somewhat deranged seer or trance-prophet.
- Jhasso (CN hm F7); former owner of the fast-haul firm "Jhasso's Wagons," and a founding partner of the Seven Suns Trading Coster, whose regional base he runs here.
- Krammoch Arkhstaff (NE hm F3), S: monsters—local expert on basilisks.
- Ragefast (NG hm F1), S: magic, history, genealogy.
- Ramazith Flamesinger (CG hm F6), S: marine botany and zoology, in particular ixitxachitl and other intelligent sea life.
- The Merchants' League, a brotherhood of merchants dedicated to exploration, mutual aid, and honest dealing, is based in the city. Prominent members include Irlentree (LN hm F7, a very rich merchant and fleet owner); Zorl Miyar (LN hm F7, caravan owner and wagon-maker); and Aldeth Sashenstar (LN hm F9, uncle of the famous Dabron and head of the wealthy Sashenstar merchant fam-

ily, known for its fleet, mining concerns, and textile wealth).

- The Knights of the Shield, a secretive group of nobility and merchants, aims unknown, are active in this important free port (*FR0). Baldurian Knights include the silk-and-spice merchant Kestor (NE hm T8) and the adventurer Tuth (NE hm F13).

• The Knights of the Unicorn, a romantic, whimsical group of high-born adventurers who worship Lurue, the Unicorn, can also be found in Baldur's Gate, although they are more common across the Sword Coast North. Lurue is a beast cult deity, the CG queen of talking beasts and intelligent creatures, also known as "Silverymoon" after the city she is most connected with. Her followers are dedicated to helping the needy, underdogs, and dreamers, and rescuing all who need aid. Seven known knights reside in the city, including Javalor Roaringhorn (CG hm F19), Balanta Whiteshield (CG hf F16), and Jolboss "Stoutguts" Twylar (CG hm F14, of impressive girth and pompous manner).

Important Features in Town: The temple of Gond buys the rights to many inventions. Enterprising merchants have settled in the city to better exploit such innovations (upon payment of licensing fees to the temple).

Worshippers of Gond and the curious (who pay a small admission fee) can see many wonders of artifice in the temple's Hall of Wonders. Currently on display are a mechanical scribe (handset-type printing press), a steam dragon (crude steam engine), a pump of gond (bicycle-like man-powered pump for farm irrigation and filling bilges and reservoirs), a system of self-filling oil lamps (fed from a central oil tank), and other wonders. The temple sells specimens of all displayed devices, at very stiff prices.

Baldur's Gate is one of the largest, busiest harbors on the western coasts of Faerun. Its independent status and tolerant nature make it home to more independent sea-captains than any other port, and result in its handling a wider variety of cargoes than anywhere else but Calimport and Waterdeep.

Many pirates regularly tie up in The Gate to fence their latest prizes (and sometimes find former owners waiting, with ready swords or coins, to regain the lost property).

Visitors often remark on the harbor's sheer size and crowding, and the massive



cranes, scoops, and cargo carts (which run along the docks on rails of steel!) that can make loading or unloading here a swift, if expensive, process. The dock equipment is run by the Harborhands' Guild, but was devised and built by the priests of Gond, who receive a 1-copper fee for every usage of a cart or crane. (Elminster mutters darkly that "divine inspiration" in this case came from merely looking at a harbor or two on a certain other world. This may well be true.)

Local Lore: Like Waterdeep and far-off Suzail, the Gate is tolerant and quietly well-policed. As a result, it is one of the most popular ports-of-call in the seafaring Realms, and home to many eccentrics, adventurers, and freewheeling entrepreneurs.

The city is named for the legendary seafaring explorer Balduran, who long ago sailed past Evermeet in search of the rich, fabled isles of Anchorome (pronounced "Ang-kor-OH-may"). Balduran returned with tales of strange, vast lands across the seas. He also brought back much wealth, and scattered it about his sparsely-settled home harbor, commanding that some of it be spent on a wall to protect the harbor

from orc and barbarian raids (still an annual problem in the area, in those, long-ago days). Then he set sail again for the wondrous lands he had found.

Balduran never returned. Some say he sails still, finding new lands in the endless reaches of the far sea, or even that he sailed off the world and fares now among the stars! Others whisper that he met with misfortune and perished in the deeps, while still others believe he lived to a ripe old age in his new-found home.

Whatever Balduran's true fate, his money was spent on a splendid city wall. Within its protection, building went on at a great pace, soon growing out past the wall. The wall was built by several farmers, who put it around their own holdings, excluding the actual harbor from its protection. This allowed them to tax all carts coming up from the docks to the protection of the walled city. The colleagues of Balduran, sea-captains to whom the harbor was home (an ideal place for beaching and repairing ships, without local fees or crowding), angrily insisted that the gate by which southern trade and the harbor traffic entered the city was "Baldur's Gate," and refused to

pay for entering by it.

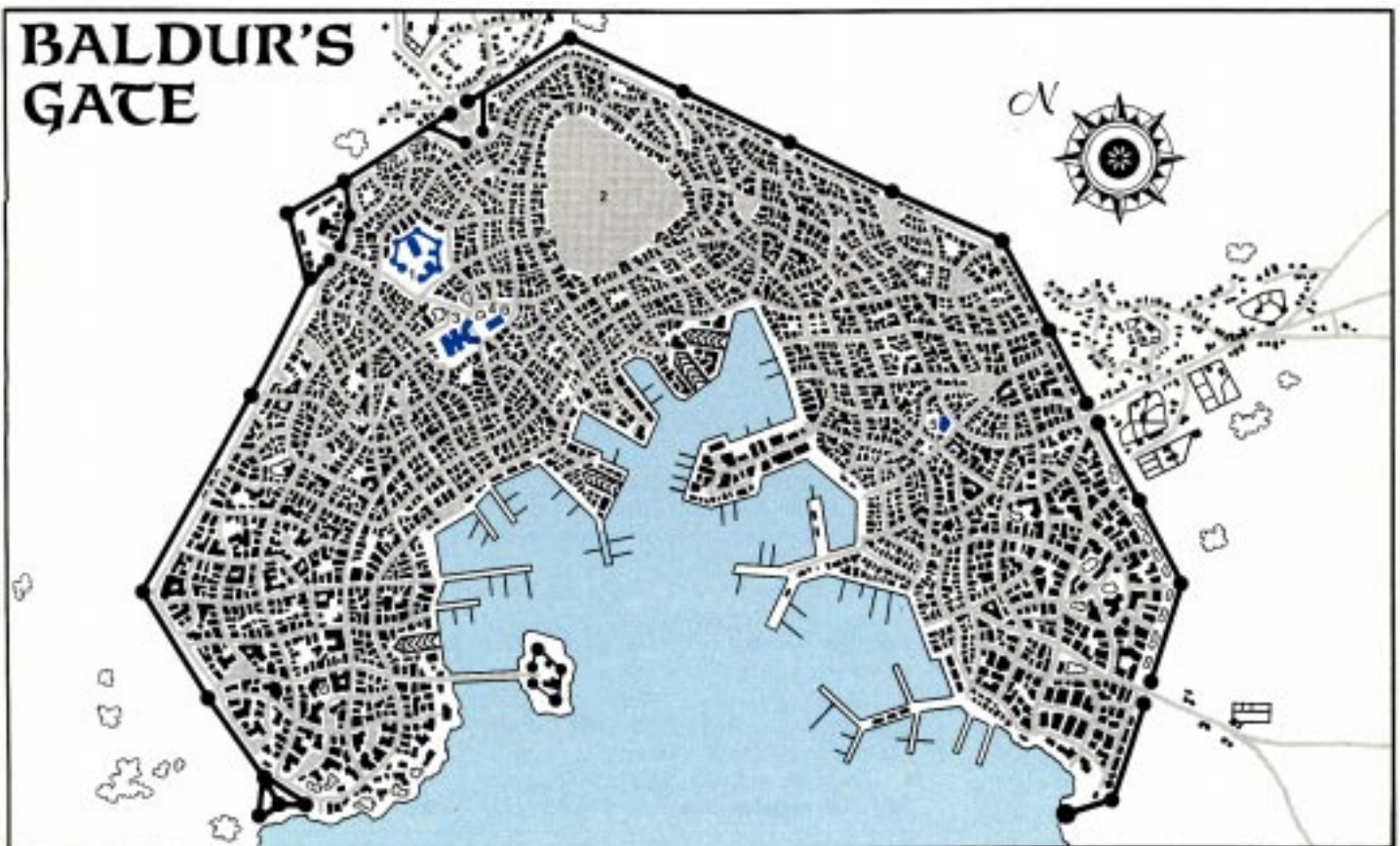
The strife ended in the overthrow of the enriched farmers and the seizure of the city (which came to be called Baldur's Gate) by the sea-captains. The four oldest captains, their days at sea drawing to a close, turned over their ships to younger sailors, who in turn supported their installation as rulers of the fledgling city.

The four called themselves Dukes as a joke, but the titles proved useful when dealing with other rulers, and were later glorified by the appellation "grand."

Retired grand dukes live in honor, supported by the city and welcome at all feasts and temple functions (unless dismissed in disgrace and banished).

KEY

1. Duchal Palace ("The High Hall")
2. "The Wide" (open market area)
3. The High House of Wonders (temple complex to Gond)
4. Hall of Wonders (admission: 4 sp)
5. Elfsong Tavern (adventurers' drinking-place and hiring house)





Berdusk

Independent city (allied to Iriaebor)

Who Rules: Cylyria Dragonbreast, High Lady of Berdusk (pronounced "Sill-EAR-ia; " LN hef B26); She is more often known as "The Silent Lady," because she now sings and speaks very seldom, and her voice is soft. Cylyria has many friends among the elves, but is not known to have a husband or lover of any race. She is gentle and grave, but occasionally merry and pranksome, given to caperings and giggles when in such moods. Under her light and largely covert rule, Berdusk is a member of The Lords' Alliance (*FR0, FR1).

Who Really Rules: The bards, mages, and thieves of Twilight Hall, a college of music, learning, and lore-gathering established by Sylyria and dominated by the mysterious Harpers. The folk of Twilight Hall carry out Cylyria's will, screen applicants for the city guard, and gather information for the Silent Lady. She relies on their advice when making decisions, particularly that of Belhvar and Obslin Minstrelwish (see below).

Population: 56,400 (current tax rolls), rising to a summertime high of over 70,000 (high annual variation due to large transient merchant population, and bitter winters that drive those who can afford it elsewhere). Of permanent residents, there are large contingents of dwarves, elves, gnomes, half-elves, and halflings (4,000+, each).

Major Products: Wool (from sheep farms in the surrounding countryside, particularly from the shearing-market in nearby Asbravn), wine ("Berduskan dark" is a heavy, sherry-like, sweet and burning wine, which is very dark amber in hue, almost black, and is highly prized by some across the Realms, fetching prices of up to 6 gp a bottle), barges, and wagons (for overland trade). Berdusk repairs more wagons than it makes. The wagons made here have a fair to poor reputation, but the wheels made by the city's wheelwrights are considered excellent.

Armed Forces: The city guard (police and garrison), which is 600 strong (475 armymen, or common warriors of both sexes and all races, F2- F4, who specialize in archery and quarterstaff-work; 75 blades or sergeants, who tend to be F7s or P(of Tempus)5-6s; and 50 shieldmasters or officers of all classes, and levels 7-10). The shieldmasters of the guard tend to be members of Twilight Hall.

Berdusk also maintains seven roving

bands known as gauntlets. Gauntlets escort caravans, pilgrims, and other travelers (free of charge), protecting them against Zhentarim attacks out of Darkhold, and other banditry and monster attacks. Sometimes gauntlets mount raids into the mountains to ambush the Zhentilar or clear out known monster lairs.

Each gauntlet is composed of 60 to 140 mounted bowmen and adventurers, militia, convicts (a period of duty is a common sentence for nonpayment of debts and other light crimes), and mercenaries, led by Twilight Hall heroes or Harper adventurers. Many down-on-their-luck independent adventurers hire on with a gauntlet for a time. When Berdusk is at war (i.e. against an orc horde or large raiding army out of Amn), up to 18 gauntlets may be put into the field, each up to 300 strong. The large number of adventuring types in Berdusk (and most specifically in Twilight Hall) also may be pressed into military service.

Notable Mages:

- Shambarin "Shadowcloak" (CG hf W14), formerly T7, a bearded, gruff-voiced recluse who pretends to be male (complete with false beard) to hide herself from old Amnian enemies, who would recognize her as the thief Keltie "Silkships" Silmar, still sought as an outlaw for her daring thefts of gems, gold, perfumes, and silks from many caravans.

- Beldegar Virthalan (CN hm W(I)16), a sinister and reclusive collector of magical items and guardian monsters.

Notable Churches:

- The Inner Chamber, temple of Deneir; High Scrivener Althune Dembrar (NG hf P14); a beautiful but aging lady who is an expert on mages' sigils, runes, glyphs, and magical symbols; 14 priests, 26 followers. This temple takes its name from the fact that it is actually a small sanctum within Twilight Hall. "Twilight Hall" does not officially exist. Rather, the large complex of buildings in which the temple is located is all officially part of the Temple of Deneir, but everyone who lives in Berdusk knows better.

- The Ready House of the Right Strong Hand, temple of Helm; Vigilant Godseye Tathlosar Brimmerbold (LN hm F18); Str 18/69; 36 priests, 126 followers.

- Evensong Tower, temple to Milil; Chantmistress Uluene Maertalar (NG hf P16); 11 priests, 86 followers.

- The Seat of Lore, temple to Oghma; High Loremaster Bransuldyn Mirrortor

(N gm P9); a party-loving former adventurer who maintains large collections of disguises and rare books.

- Shrines to Leira, Lliira, Tempus and Waukeen.

Notable Rogues' and Thieves' Guilds: The folk of Twilight Hall (who eliminate or absorb all competitors trying to operate in Berdusk).

Equipment Shops: Partial (poor in winter).

Adventurers' Quarters:

- The Running Stag inn and tavern (excellent/moderate);
- The Black Bear inn and tavern (good/moderate);
- The Sign of the Silver Sword inn (good/cheap);
- Hullybuck's Gamble inn, fence, and rental stables; halfling clients preferred (fair/cheap).

Important Characters:

- Belhvar Thantarh (CG hm B9), Harper and local wit.

- Narshanna Thaur (NE hef T12).

- Obslin Minstrelwish (NG half-m B7).

- Olbrimsur Thunderwood (LG hm R10), who mounts regular independent adventurers' expeditions to wipe out giants, goblinkin, and other monsters.

- Theeryn Bloodgarth (NG hm F14), a rich and experienced tutor of warriors.

Important Features in Town: Berdusk is a city of tall, close-crowded stone buildings with high-pitched roofs. Its narrow streets are set with many drains leading to large sewers, all to cope with heavy winter snowfalls. In its center is a rocky tor kept tree-clad and open, as a park, by the High Lady. From this tor rises the Clearspring or River Sulduskoon. A second rocky knoll, to the northwest, is crowned by the High Lady's Castle, surrounded on the slopes below by the temples, shrines, and high houses of the rich.

Berdusk has no nobility, but it does have a wealthy upper class. They all tend to dwell close to the castle, amid the better taverns and festhalls. Around the houses of the wealthy are the three- to four story houses of the merchant middle class. A typical tall house of this type has a shop or office at street level, a storage cellar below, the owner's abode above, and one or two floors of apartments above that. "Colder than a Berduskian attic in winter" is a Realms-wide saying based in cold (very cold) fact.

A base of the Thousandheads Trading Coster is located just within the city, by the southeastern Riverroad Gate. Many



large stockyards, market areas, and caravan marshalling areas lie just outside the city walls.

Local Lore: Berdusk is a fortified city that was founded primarily as a protected stop on the overland trade route. Rapids ("the Breaking Steps," a series of short falls) on the River Chionthar just above Berdusk make passage up or downstream an exhausting, dangerous business in this area.

Vessels must be guided into cleared channels on either side of the cascades, roped securely to guide-cables installed by local dwarves long ago, and winched carefully along. The powerful flow of the Chionthar either battles against a crew all the way, or threatens to tear the vessel loose from the cable's braking guidance and whirl it downstream to shatter on the rocks. Rafts cannot make the journey at all; battered and high-sided local way-barges must be used instead, and the goods returned to the raft after it is re-assembled, either above or below the cascade. Those who try to fight their way through the Steps on a raft lose it and their goods, at the least, and their lives as well, most often. Rare freshwater kelpies

are known to haunt the waters just downstream from the Steps.

Over the years, a city of barge-builders, carters, and other merchants has grown up on the banks of the Chionthar, where a small, clearwater spring rises and enters the river. This spring is sometimes called the "River" Sulduskoon, but it is less than half a mile in length, even if its flow is powerful and its channel broad.

Increasing orc and bandit depredations in the area (and later, Zhentilar raiding bands) drove nearby races of gentler dispositions to move to the growing city, and fortify it, for mutual protection.

Dwarves, gnomes, halflings, elves, and half-elves joined the human settlement of Berdusk, named for a local warrior famous for his orc-slaughters. The village was previously known as Sulduskoon, or "Clearspring" to the elves.

Berdusk has always been marked by a predominance of merchants, and the tolerant coexistence of all races except the evil goblin. Its folk are always interested in news of the Realms around, for wars and prosperity in faraway lands have a great effect on the overland trade that feeds the city. The Berduskan oath



Harper's mark: "Safe haven"

"By the fury of the river!" reflects this importance of caprice and transport.

KEY

1. The High Lady's Castle
2. Clearspring Tor
3. The River Sulduskoon
4. The Inner Chamber, temple of Deneir (Twilight Hall); other temples and shrines all around
5. Thousandheads Trading Coster base





Calaunt

Independent City

Who Rules: Bellas Thanatar, Supreme Scepter of Calaunt (NE hm F12), known to collect and use many magical weapons and protective items.

Who Really Rules: The Merchant Dukes, six former adventuring colleagues of Bellas (who were in "Bellas's Band" twenty-odd winters ago). Each duke has a vote on all major policy decisions (Bellas has two votes).

The dukes are: Iritar "the Dark" (NE hm W15), a cold and sadistic man known for creative butchery of apprentices who have displeased him; Saleska Mintharl (CN hf P11), "Shield of Tempus"; Alascaritha Vyperwood (CN hf F9); Pirithin Alagost (CN half-m T14); Halabankh Ormsarr (NG hm W(I) 14); Haldyn Stormkin (NG hm F10), possessed of a 9-foot stature and Str 18/76.

Population: 86,012 (current tax rolls); real population rises to a summertime high of about 88,600. At least 6,200 half-elves are permanent residents of the city, and these carry on lively but generally friendly social and trade rivalries with the approximately 3,000 resident dwarves.

Major Products: Preserved meats, wool, leather and vellum (from livestock brought from surrounding farmlands in the Vast).

Armed Forces: Six stone golem gate guards (controlled by the dukes), a navy of six ships and their 73-man crews (captained by fighters of 6th or 7th level), and a standing army, "The Teeth of Calaunt."

The teeth are ill-trained, brawling warriors, who are well equipped and given to occasional pirating in the Reach, or orc-hunting inland, in the Vast. They are 1st to 3rd level fighters, 6,000 strong, and are led by 20 warcaptains, fighters of 5th level. Each warcaptain has a supporting battle-mage (4th level illusionist, all apprentices of the Duke Halabankh), and reports to the two barons of the city.

The barons are two dopplegangers who are under the magical control of Iritar. They serve as scouts and spies for the dukes within the city, and are equipped with magical items for their own defense. They appear as two hardened, plain warriors of middling level, Uthorn and Wenzrin.

Calaunt always hires mercenaries when expecting orc attacks or going to war. Such units are known as "lances," and are commanded directly by the barons. They

seem to bear the brunt of most actual fighting, leaving the teeth to raid, ambush, and charge in at the last moment in a battle to seize (and claim) the victory.

Notable Mages: None known. No openly-practicing mages above 5th level reside in Calaunt other than Iritar. It is suspected that Iritar robs and destroys any wizards of power who overstay their welcome in the city, to maintain the secure rule of the dukes. Minsker Halbar (NG hm W5), who runs Halbar's Bookshop (see below), a quiet and elderly man, is the most accomplished mage among Calaunt's citizenry.

Notable Churches:

- The House of Scarlet Hooks, temple of Loviatar; Whipmistress Shaleen "Talonkiss" Oomreen (LE hf P14); 24 priests, 2 pains in residence, 114 followers.
- Moonsilver House, temple of Selune; High Priestess, a.k.a. "Moon Mistress" Wyndra Syrylstone (CG hf P190; 22 priests, 229 followers.
- Shrines to Auril, Malar, Talos, Tempus, and Waukeen.

Notable Rogues' and Thieves' Guilds:

The Shadowcloaks, a mysterious and widespread organization of nondescript low-level thieves and spies who are controlled by The Night Hood (the Duke Iritar again, in one of his many disguises, although none, even among the dukes, are aware that Iritar and the Night Hood are the same person). Most citizens of Calaunt suspect that the dukes and the Shadowcloaks either work together or have come to some agreement, or the Shadowcloaks would have been ruthlessly exterminated long ago.

Equipment Shops: Full (partial in winter).



Harper's mark:
"Dangerous place"

Adventurers' Quarters:

- Redfires Inn, a large, popular place with clientele of many races, where boar-pie cooks, pleasure-girls and wine-vendors from across the city offer room service (good/expensive);
- The Weeping Unicorn inn and tavern, a quiet, cozy dockside spot favored by evil characters who wish to do business. The "no fighting" house rule is strictly observed by all, because transgressors seem to always meet with a cockatrice and end up as cellar ornaments (good/moderate);
- The Mocking Maiden inn and tavern, a jolly, bustling place that specializes in lots of good food and in pleasing adventurers (excellent/moderate);
- The Dracolisk's Head inn, a quiet, shabby, rather snobbish place of faded glories but lots of side-entrances and sewer-passages for handy getaways (poor/cheap).

Many other establishments in the city offer accommodation, but adventurers will find their rules overly restrictive (forfeiture of weapons, heavy deposits against damage, restricted open-door hours) and the welcome cool at best.

Important Characters:

- Santrin "the Skilled" (NG gm F1), a carver of ivory, amber, obsidian, jade, and fine wood inlays famous across the Reach. He produces exquisite work, but his prices are very high and his backlog of orders long indeed.
- Tanshiver "the Bard" (CG hm F4), no bard at all, but a S: human folklore and music of the Dragonreach.
- Yathla "Shimmerstar" Oloryn (LN hf F2), a highly skilled cosmetic surgeon and makeup maker, skilled in acting and at human disguises of all sorts, available for hire by adventurers.

Important Features in Town: Calaunt is dominated by the wide delta of the River Vesper, which flows through the center of the city to empty into the Dragonreach. In high summer, the stinking mud of this fertile delta is the playground of the city's children, and the treacherous working-ground of clam diggers and worm-catchers.

The rest of the city is a nondescript cluster of gray stone buildings, jammed together without parks or trees to break their gloom. The city's cobbled streets are usually littered with refuse and the stink of the dockside tanneries and the harborwater they pollute hangs over the city.

The buildings belonging to the rich and important lie to the north and east, along



the city wall. The merchants and the successful live to the south, leaving the center and the west (the docks) as working and slum areas. This is probably the most squalid city of the Dragonreach.

Visitors will look for landmarks in vain. Perhaps the most memorable structure is the double-spired temple of Loviatar, from which muffled screams can often be heard.

The largest building in Calaunt is the Fortress of the Five Vultures, an old and massive baronial castle that preceded Calaunt's growth into a city, and bears its name as a relic of long-dead robber barons. It now serves as a barracks and jail, as well as holding the rooms of state used by the Supreme Scepter and the dukes. It is a purely local joke to refer to the place as "the Sevensroost."

Each of the dukes has a palatial residence near the fortress, which is attached by a flying bridge of weathered stone to the Keep of the Scepter, where Bellas lives.

Rivalling the fortress in size is the largest of Calaunt's tanneries, located where the northern run of the city wall reaches the water. It is another local joke that no

guard tower is needed there, because "the smell of the tannery alone guards our backs."

Local Lore: Formerly the village of Vespermouth, Calaunt is the third-largest city in the Vast, behind Tantras (*FRE2) and Ravens Bluff.

To adventurers, Calaunt is both an interesting and forbidding place. Always awash in intrigue and rumors, it is frequently the scene of screams and the clash of steel in the streets after dark, and huddled bodies on the cobbles in the morning.

Evil magic slumbers here, Dragonreach lore holds, hidden away but not all that deeply asleep. "Calaunt's a fey place; always has been," is a common opinion. It has been a free city from the first, but rather lawless—a refuge for the lawless.

A persistent city legend is that someone in the city keeps a huge meat-eating lizard, bigger than two oxen, hidden away in a cellar or cesspool, and lets it loose on moonless nights to roam the streets, feasting on all it finds.

Certainly Calaunt has few beggars for so squalid a city, but some say that slavers quietly operate in the city, dealing with the dukes. Those who vanish in the night,

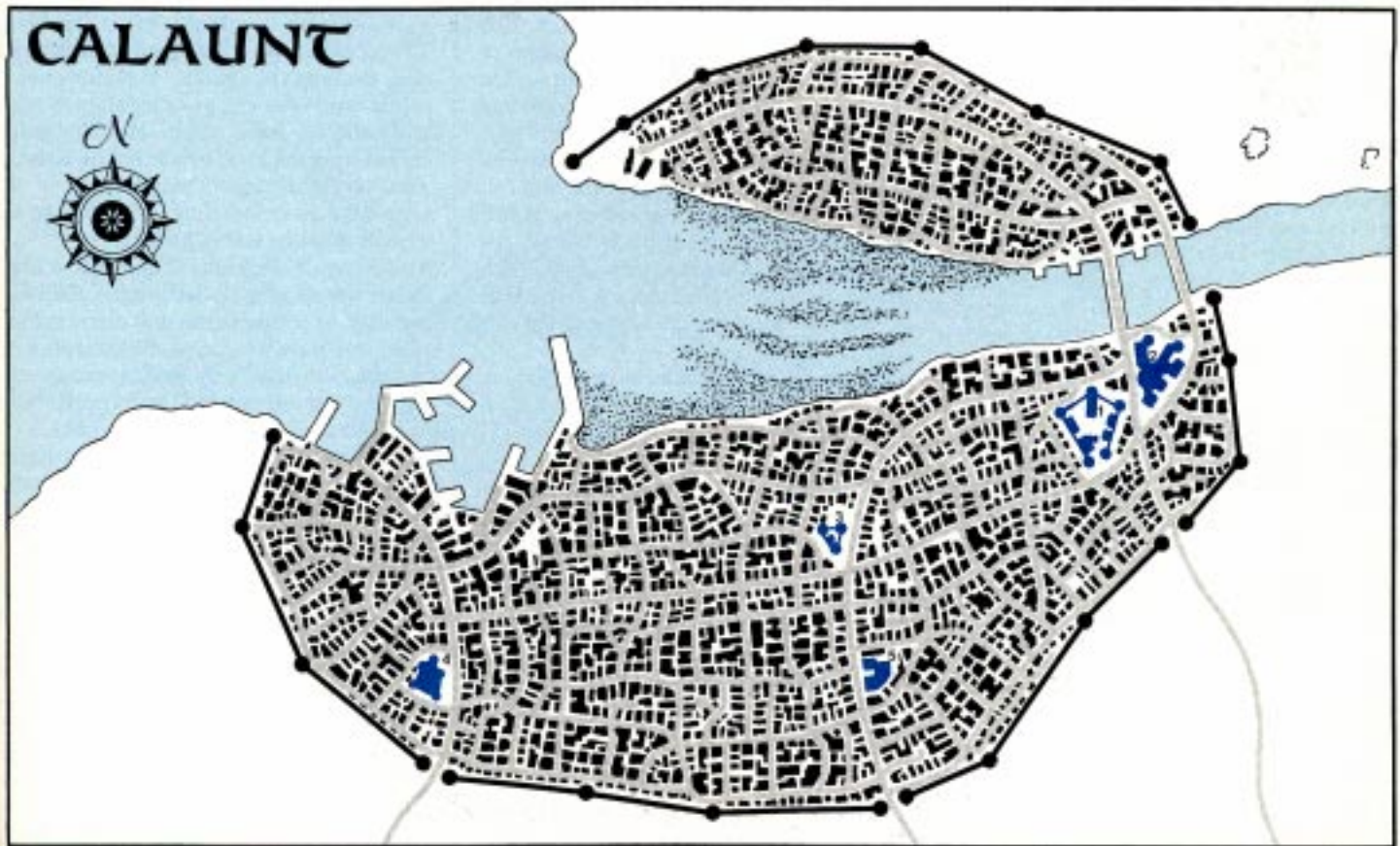
they say, end up in cramped slave ships wallowing across the Inner Sea to Westgate or the Vilhon Reach, not in the stomach of some fanciful monster.

This is almost certainly true—and yet it doesn't entirely explain the huge teethmarks on odd, equine forelegs found lying in gutters on some gray mornings, or the strange, sharklike (bulette-like?) fins sometimes seen moving through the muck of the Vespermouth delta.

Yet another legend tells of rich dwarven treasures, from when all the Vast was a great dwarven kingdom. These lie hidden, the tale goes, somewhere in the city, their whereabouts forgotten.

KEY

1. The Fortress of Five Vultures
2. The Keep of the Scepter
3. The House of Scarlet Hooks (temple of Loviatar)
4. Moonsilver House (temple of Selune)
5. Redfires Inn





Daerlun

City of Sembia

Who Rules: Halath Tymmyr, High Bergun (LN hm F5 retired), an elderly, stout, and kindly merchant, fond of good food, fine wine, and boring conversation.

Who Really Rules: Allathast, commander of the guard (and through him, The Cult of the Dragon: evil, self-interested warriors, merchants, and wizards who worship undead dragons or “dracoliches,” and use Daerlun as a refuge. The cult conducts no open activities in Daerlun, and Allathast is a largely unwitting ally controlled by trusted friends and cult magic, not a member. The cult is content to use Daerlun to store its arms, valuables, and recuperating members, and to profit from its tiny slaving trade; see below.

Population: 44,000 (registered); estimated real population averages 49,600 (varying by about 3,000 either way, up in summer and down in winter), almost entirely (96%) human. Halflings and half-elves are the most numerous other races. Daerlun is quietly tolerant of all beings short of half-orcs and more evil creatures.

Major Products: Wool (known for thick, well-made blankets and cloaks popular across the Realms), linens, livestock (farmers’ market, producing cut, dressed, hung and smoked meat for nearby lands).

Armed Forces: The guard (412 to 446 strong, depending on the season; more in winter, to patrol nearby roads against wolves and brigands), who also serve as local police. Well-trained and equipped, and clad in distinctive orange surcoats, worn over plate mail. In the streets, armed with maces, warhammers, daggers and broad swords, and found in eight-man patrols. Armsmaster (tutor and quartermaster) Tarbrost “the Bull” Mathos, famed for his girth and magnificent moustaches. The guard is supplemented by a local militia, numbering some 2,000 level 1 fighters, though they are poorly trained and used only grudgingly by the guard.

Notable Mages:

- Aerbront (LN hm W17), a kindly, elderly man of wandering memories and deadly powers, who pretends to be far more confused than he really is, to better take the measure of those he deals with.
- Elmareen Whistestone (NG hef W12), a graceful, buxom researcher into magical minutiae, willing to train those who pay

well and refrain from annoying her overmuch; pleasant of nature but “a dark fury when aroused,” according to Khelben of Waterdeep, who once saw her rout an entire Calishite slave-caravan to rescue an enslaved friend. Would-be thieves are warned that Elmareen made her adventuring fortune slaying several black and red dragons—alone, on at least one occasion.

- Sandar “Silkenvoice” Kathklan (NE hm W(N)16), a purring, dangerous man of fell, very private magical researches, who has a hand in many Sembian intrigues and is known to make both potions and poisons for very high fees.

Notable Churches:

- The House of Firehair, temple complex to Sune; High Priestess Thauna Maskalar (CG hf P21); 48 priests—90% human and half-elven females—and 336 followers. This temple enclave has its own wall, enclosing a wooded garden of carefully-pruned trees, bowers, fountains, romantic paths and glades, and the like for use in night-long revels. At the center of the temple grounds (known as “Sune’s playground” to the faithful, and “the Wild Woods” to other citizens) rise the buildings of the temple. Small stone gazebos opening into the garden lead by vaulted corridors to the luxurious halls and high rooms of the House. Each such corridor is lined with the apartments of priests or accommodations for visitors. On the outside, each major building is linked with those nearby by flying stone bridges. These are kept warm and hospitable by magic during the winter months and festooned with hanging and creeping plants to encourage beautiful birds (which the priests raise and tend) to perch there. The graceful arches of these spans are famous across Faerun as the crowning glory of a place of gentle beauty.

- Shrines can also be found in the city to Azuth, Deneir, Lathander, Leira, Lliira, Loviatar, Malar, Mystra, Shar and Tymora.

Notable Rogues’ and Thieves’ Guilds: None. Thieves are dealt with harshly in Daerlun (see Local Lore, below).

Equipment Shops: Partial (all seasons).

Adventurers’ Quarters: All establishments in Daerlun are open to all manner of folk; the citizens are necessarily tolerant of a wide variety of travelers. Those who wave unsheathed weapons about, however, will be angrily told, “No blades here!” by any citizen. Proprietors do not object to clients being armed, only to their using such arms within the city. Guests

who participate in violence or break things often see their 1 gp/head/night bill double or even triple.

The best of the more informal inns of the city include:

- The Black Banner Inn, a large, popular place known for its magnificent wooden panelling and gloomy lighting, its lounge frequented by many gamblers and businessfolk who appreciate the excellent wine cellar (excellent/expensive);
- Alask’s Arrow inn and tavern, run by the retired F14 Alask “Eagle-eyes,” once famous as the best archer in the Dragonreach—who still, regulars say quietly, keeps in practise (good/moderate);
- The Mighty Mace inn and tavern, a busy place known for good food and cheerful service at all hours of the night (excellent/moderate);
- The Old Plough inn and tavern, a quiet, shabby place favored by farmers and other visitors wishing to remain inconspicuous (poor/cheap).

Important Characters:

- Harlyn Grimmerhand (LN hm F11, retired), a wealthy moneylender and merchant investor who tutors warriors and breeds fine horses to entertain and occupy himself; he has golem guards, and, some say, worse pets and allies.
- Minthalar “the Many-eyed” (CN hm T7), a wealthy, sly-tongued merchant who deals in the unique, expensive, and exotic, and who can get almost anything, and quickly, for a price. His nickname comes from the local belief that he doesn’t miss seeing a single thing that goes on anywhere near Daerlun, or a chance to exploit what he learns about.
- Othnyl Risingstone (LG df F6), a she-dwarf famed around the Dragonreach for her skill at stonemasonry and stone sculpture, and known to a few adventurers as a skilled weaponsmith and weapon repairer. Fiery-tempered and gruff, she takes no guff, but gives none, either.

Important Features in Town: Daerlun is a prosperous, quiet place of well-built houses (tending to three stories in height), small squares (which are rarely square) where major streets meet, and large, old trees occupied daily by playing children. Many cats can be seen about the city.

Few buildings stand out from the rest, except the temple to Sune, but the city is home to a base of the Firehands Group Trading Coster (paymaster: retired LN F11 Dhelarr, “The Night Blade”), and has a large open public bathing pool, called Oakwaters.



Local Lore: Daerlun is probably the most peaceful and relaxed city of Sembia, lacking something of the ruthless, relentless drive for wealth and power that typify Sembian merchants who dwell in the other large cities of the Merchant Kingdom (although Sembia has had no king for a very long time, its nickname has stuck, and remains in use across Faerun).

It also lacks something of the effete wealth and sophisticated polish of the other large cities, being home to many wealthy farmers, herd owners, and other folk who make their living close to the land, or who trade with Cormyr and the Dales and see much of simple life near at hand. Daerlunians are not quick to criticize or judge, but they tend to resent all visitors who give themselves airs or who swing swords around too freely.

The Sembian saying, "Adventurers dig their own graves," reflects merchants' disapproval with lawless, dangerous strife and those who deal in it. In Ordulin or Saerloon this is largely disapproval of those who destroy goods and whose activities can affect profits by frightening or driving away those who will buy. In Daerlun, the disapproval is more for



Harper's mark: "Hidden cache"

those who upset the hard-won peace and prosperity of the land.

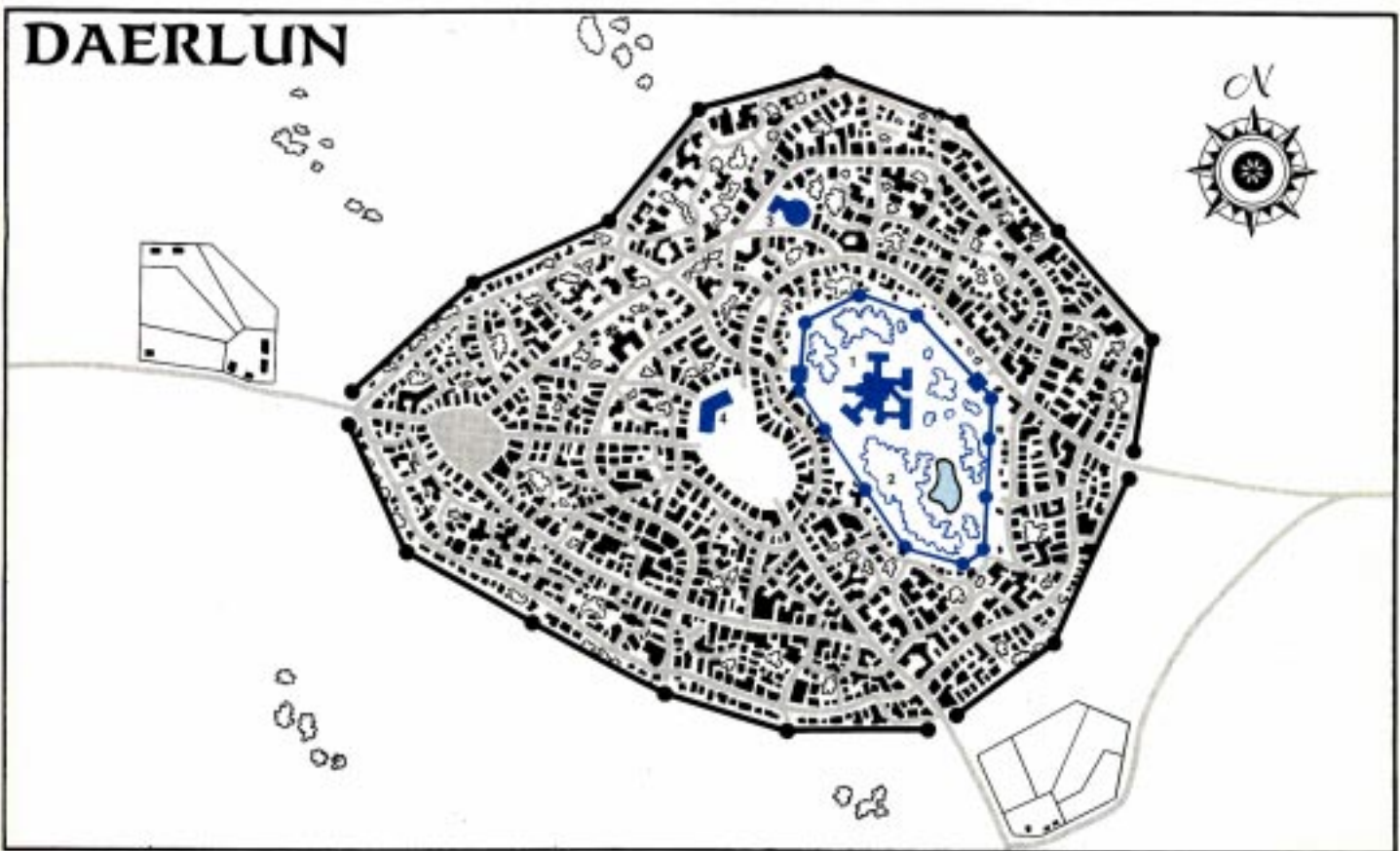
Daerlunians are placid folk who enjoy good food and fine things, and relative quiet to enjoy them in. Thieves find most Daerlunian homes to be rich treasurotroves, simple on the outside but crammed with the best furnishings, clothing, food, and art inside. Thieves are dealt with harshly in Daerlun; if found guilty by a local "bergun" (a respected, retired merchant elected by the property owners of the city to serve as judge, witness to

contracts and wills, and mediator in local disputes; the city has some 16 berguns at a time), they are imprisoned in solitary, deep cells, and never heard from again. They are actually sold into slavery, and taken away, drugged, in closed carts to Urmlaspyr to be put aboard ships.

The locals don't admit that this goes on, of course. The "deep cells of Daerlun" are said to be ancient caverns hallowed to Tyr the Just. Tyr, they say, takes away the guilty for his own unknown purposes, in his own way, and in his own time. If one objects, well—only the guilty vanish from the deep cells. (Many travelers have noticed that there is no temple or shrine to Tyr anywhere in the city, but it is considered neither polite nor prudent to comment on this.)

KEY

1. The House of Firehair (temple of Sune)
2. The Wild Wood (temple grounds)
3. Oakwaters (public bathing pool)
4. Bergun Hall (courthouse and records)





Elturel

Independent City

Who Rules: High Rider Lord Dhelt (LG hm Pal(of Helm)16), a tolerant and respected man who keeps his city part of the Lords' Alliance (see Baldur's Gate, above).

Who Really Rules: Lord Dhelt's rule is unquestioned, and considered both fair and just. He takes a light hand in daily affairs, leaving the merchants of Elturel freedom to operate within the large boundaries he permits.

Population: 26,778 (registered); real population averages 29,000 in winter and about 33,000 in summer, not including the farmers of the Fields of the Dead, who crowd into the city in times of war. The many warehouses and cellars of the city (hewn out of solid rock beneath the houses of the High District) allow Elturel to briefly hold upward of 400,000 folk, if plague or an orc horde comes down on the land.

Major Products: Leatherwork, livestock (meat, cheese), wool, and glues (rendered from the hooves and horns of livestock).

Armed Forces: The Hellriders, consisting of skilled horsemen armed with spears, composite bows (they can fire from the saddles of their moving mounts without penalty), and long, curved sabres (treat as scimitars) are usually 2,000 strong. They guard and police the city, even patrolling the river nearby by means of four rowing-barges, and protect the lands around with their famous mounted patrols.

A patrol is typically 30 strong. Fresh mounts are kept at guardhouses throughout the Fields of the Dead, and a patrol passes a given point on the roads about every four hours, every day and night around. Warning beacons have been set up all across the farmlands north, east, and west of Elturel, and watchers on the roofwalks of High Hall are always on duty, peering over the lands below in search of approaching Hellriders or the light and smoke of a lit beacon.

Notable Mages:

- Baranta Chansil (CG hf W14), a diminutive, bright little whirlwind of energy and enthusiasm, whose name is often linked romantically with that of Lord Dhelt, by watchful and wistful citizens.
- Orsar "Greencloak" (NG hem W(T)15), a close-mouthed recluse concerned with making and perfecting spells,

items, and potions concerned with flight. He is a secret friend of Lord Dhelt, and serves the lord as a spy within the city; unbeknownst to most of his fellow citizens, he spends much time slipping about cloaked in magical invisibility while in wraithform. He makes his living selling the potions he makes. There is a 1 in 10 chance that Orsar will have 2-5 potions of any particular type requested on hand (though at phenomenal prices).

Notable Churches:

- Helm's Shieldhall, temple of Helm; High Watcher Berelduin Shondar (LN hm P18), "Bereld the Just," a stern and warlike patriarch who leads Hellrider patrols as often as Lord Dhelt does; 21 priests, 85 followers.
- The High Harvest Home, temple of Chauntea; High Priest and Harvestmaster Raulauvin Oregh (NG hm P20); 18 priests, 42 followers.
- Shrines to Ilmater, Tempus, Tymora, Waukeen.

Notable Rogues' and Thieves' Guilds:

The only such organization Lord Dhelt allows is the High Moor Heroes' Guild, a band of adventurers who regularly lead "scouring" expeditions up onto the High Moor. The guild members tutor other adventurers for fees (discounts to fellow guildmembers) and provide a legitimate outlet for the lawless, violent, penniless and other misfits of Elturel.

Equipment Shops: Partial.

Adventurers' Quarters: The better inns of Elturel are converted houses (often several adjacent houses, linked together) in the High District. The noisier, simpler accommodations of the Dock District are often the only places a bed can be found on summer nights when trade is at its height. By Lord Dhelt's decree, inns cannot serve drinks, neither can inns and taverns be under the same roof. In the High District:

- Hondakar's House, a large inn in the heart of the High District (excellent/expensive);
- Symbriil's House, a small, cozy inn near Maidens' Leap in the High District, overlooking (and opening into) the Garden (excellent/moderate).

In the Dock District:

- Phontyr's Unicorn, a converted former factory, which is ramshackle, eccentric, and friendly, the scene of shady deals and much late-night business (good/cheap);
- Gallowglar's Inn, a warm but well-worn, low-beamed place that sprawls

amid the aromatic stockyards (fair/moderate);

- The Oar and Wagonwheel Inn, a raucous, drafty barn of a place, always crowded and never quiet (poor/cheap).
- The best-known of Elturel's taverns is A Pair of Black Antlers, a dimly-lit, wood-paneled place adorned with a pair of stag's antlers fully 20 feet across, and many adventurers' relics and paraphernalia.
- Also popular among louder carousers is The Bent Helm, a dockside establishment favored by smugglers and other shady sorts, and often visited by 20-strong Hellrider foot patrols, called in to quell yet another brawl.

Important Characters:

- Dathlyr "the Hammer" Greybold (LG dm F8), an adventurer active in exploring the ruins of The Fallen Kingdom, from which he has gleaned many treasures.
- Folehar Flametree (CN half-m F6/T7), an adventurer and merchant often chided by Lord Dhelt when his smuggling activities anger authorities in Amn, Baldur's Gate, Iriaebor and Waterdeep. He deals in rare and unique goods, such as magic plundered from tombs, gems stolen from royal treasuries, kidnapped heirs and heiresses, and the like.
- Mither Mandarozze (CN hm T6), a fat, jovial weapons outfitter and fence of stolen goods.
- Shandeir (CG hf W16), a sharp-tongued, spirited adventuring mage known for salty jokes, pranks, and for riding a friendly copper dragon about, when she travels.

Important Features in Town: Situated on a rising, defensible hill that falls away in a rocky cliff on its south side where the Chionthar flows, the High District of Elturel dominates the untidy, noisome Dock District below, which is dominated by warehouses, markets, wagonmakers, and large stockyards. A Dragoneye Dealing Coster way-base is located in the Dock District and many other caravan-related concerns also have yards, or at least offices, there.

The Dock District is all dirt, business, and utilitarian buildings, but the High District is built of stone. Its narrow, twisting, steep, cobbled streets are crowded with spired and balcony-festooned tall, narrow houses, dominated by the spires of High Hall, residence of the High Rider, and seat of local government and all large commercial meetings.

Stretching away from High Hall in a



narrow cut amid the buildings, "like the blade of a naked sword," as Elminster put it, lies the long, narrow Garden. It is an open place of flowers, wooded paths, arched bridges, and a spring that rises under High Hall (ensuring the city a supply of fresh water), and winds the length of the Garden, to tumble down the hill in the cascades of Maidens' Leap, and thence by canal to form a moat and bargeway for the eastern Dock District, ere it joins the Chionthar.

The Garden is a favorite meeting place for citizens of Elturel, and retains a wild beauty in winter (local songs and tales often call it "the Winter Garden").

A stout stone wall encircles the city, pierced by two gates, and open on the river side.

Local Lore: Elturel is a trading city where river travel on the Chionthar meets overland trade. It is also the local market for the rich farming lands of The Fields of the Dead and the fertile banks of the lower Chionthar, where thousands of sheep and cattle are gathered each year for transport to the markets far across Faerun.

Of old, Elturel was one of the few defen-

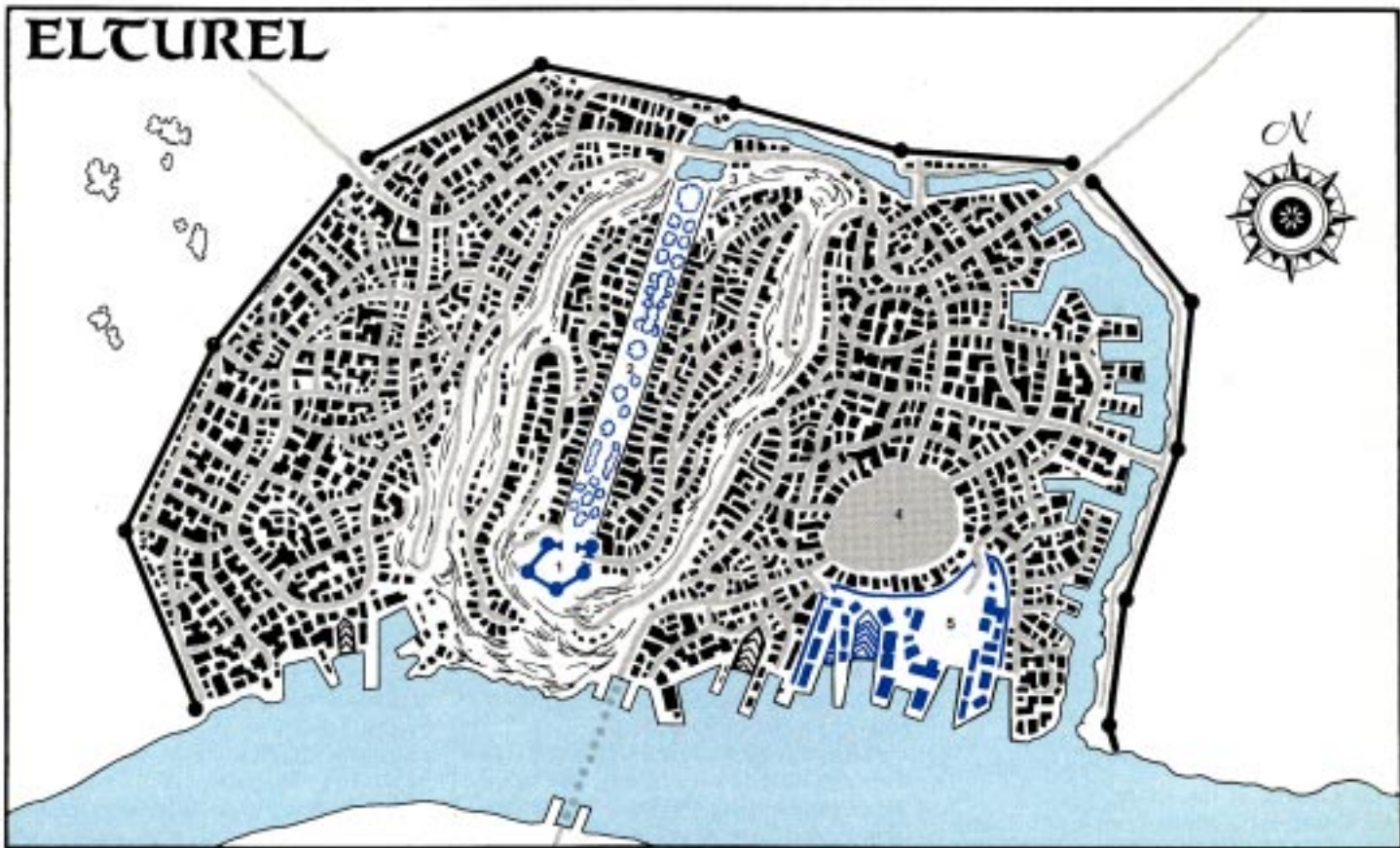
sible spots in the great rolling lands from the Sword Coast to the vast woodlands of the Meet, where the River Reaching joins the Chionthar. Once a troll lord had a stronghold on the heights here. Later an ogre chieftan drove out the trolls and held the lands around from a crude stone fortress on the site. In the days when men had come but trolls, ogres, and the like still roamed the region, a human castle stood here, changing hands from lordling to lordling, but serving always as a refuge for humans against the dangers of the lands around. Brigands are the chief danger today, although orcs, trolls, ogres and such still come raiding from the mist-cloaked High Moor to despoil the rich farms of The Fields of the Dead. The great battles which gave that region its name may be past now, but the men of Elturel still keep their arms, patrolling the farms which look to them for protection. "The Riders of Elturel" have galloped out of the night to save many a farmer from trolls or worse, and are famous in song. High Rider Lord Dhelt still leads his share of patrols — and all big sorties, when trouble is met — into the lands around, and is widely respected as a just, no-nonsense ruler.



"ELDER RUNE
for CAMPING-PLACE"

KEY

1. High Hall
2. The Garden ("the Winter Garden")
3. Maidens' Leap (cascades)
4. Shiarra's Market (square)
5. The Dragoneye Docks (warehousing and shipyard)





Elversult

Independent City

Who Rules: Yanseldara, Lady Lord of Elversult (NG hef F11/W12), a shy, careful woman who is always thinking ahead and considering the implications of her (and everyone else's) actions.

Who Really Rules: Vaerana Hawklyn (CG hf R19), Yanseldara's deeply trusted companion, strong right arm, and former adventuring comrade, who is a Harper or Harper ally, and employs various spies and agents to keep a vigilant eye and ear on all events in bustling Elversult.

Population: 69,000 (registered); real population averages 72,000 in winter and 76,000 in summer.

Major Products: Wagons, carts, tarpaulins, harness-ware, barrels, and (cellar-grown) mushrooms.

Armed Forces: The Maces (police and city guard), scale-mail-armored, well-trained and equipped F1s through F3s, usually 3,500 strong), and commanded by Pierstar Hallowhand (LN hm F10).

Notable Mages:

- Usreena Juepara (NE hf W15), a sensual, slickly conniving courtesan who uses her magic to worm information out of one victim that she can sell to another. Usreena is widely rumored to concoct both love potions and poisons, and to enjoy throwing wild, private parties marked by dancing and less polite activities.
- Thunsroon "Thunderhand" Frostbryn (LG hm W23), an impressive, blustering mage given to magical duels, publicly humiliating those who cheat or threaten him, and exploring other worlds and planes.
- Xulbraddon Ahmaer (CN hm W (C) 21), a mysterious, bald, and dusky-skinned Southerner who keeps to himself and is known to use strange magics not seen before in the Inner Sea lands—and to deal with elementals.

Notable Churches:

- The House of Coins, temple complex of Waukeen; High Priest Malakar Ghondar, (N hm P11); 9 priests, 18 followers. A temple in upheaval since the Time of Troubles, with its clergy wondering publicly about the fate of their goddess and what to do now. Malakar is secretly hiring adventurers to bring the temple magical items of all sorts, in return for handsome fees. He has a vast treasury to draw on, but no magic from his goddess, and is fearful of the future.
- Tower of the Morn, temple of Lathan-



ULLATHAR, AN ELDER RUNE
FOR "SAFE PASSAGE"

der; Morninglord Hathala Orndair, (NG hf P14), a polite but iron-willed woman of great perception and intelligence who plans to make her temple the dominant house of worship not only in Elversult but in the entire region south of Dragonmere, and just might succeed; 26 priests, 44 followers.

- The House of Hands, temple of Gond; High Holy Artificer Daragath Morliir (N hm P13), a quiet, scheming and alert individual; 11 priests, 15 followers.
- Shrines to Eldath, Selune, and Ty-mora.

Notable Rogues' and Thieves' Guilds:

Elversult has a spice-, poison-, and drug-running trade dominated by the Cult of the Dragon, known to include in its ranks doppelgangers, thieves of all races, Inner Sea pirates, a few priests of Malar, and as its local head, a priestess of Shar named Indrith Shalla (NE hf P16). This faceless organization is the chief evil in Elversult, and is constantly at war with the Harpers, Zhentarim agents, pirate rivals and a few agents of Thay who all seek to take it over.

A guild of petty thieves, the Purple Masks, also operates in Elversult. Its members specialize in pickpocket operations and cat burglar activities, leaving behind a purple cloth mask transfixed by a bodkin at the scene of each burglary they perform. This organization is currently being infiltrated by Harpers and other agents loyal to Vaerana, and will soon be either wiped out or transformed into a secret arm of the local government.

Equipment Shops: Full (spring, summer) to Partial (fall, winter).

Adventurers' Quarters: Elversult has over a hundred places to stay, due to the importance of overland trade; it is impossible to visit them all in a season, let alone

list them here. All must be tolerant of a wide variety of races, behavior, and customs on the part of their guests, or such guests will simply go elsewhere. Adventurers have found the following establishments most useful, for widely different reasons.

- The Axe and Hammer inn is large and quiet, and heavily policed by its dwarven staff, all of whom seem to be F5s or more. It is generally considered the safest place to stay in Elversult, and the best place for injured or exhausted folk to get good sleep and lots of it. Others dub it "the Tomb" for its all-pervasive silence and lack of merriment (good/moderate).
- In marked contrast is the Splitskull Inn and Tavern, a wild, brawling place (fair/moderate).

Between these two extremes are many inns and taverns, including:

- The Old Boot (good/cheap);
- Gull's Gauntlet (fair/moderate);
- The Shambling Dwarf (good/moderate);
- The Wyvern's Pipe (excellent/moderate).

Important Characters:

- Brassandyn Frostshear (NG hm F12), who runs a mercenary and caravan guard hiring business, "Frostshear's Fighters" (fighters pay 1 cp to enlist; clients who hire them pay Frostshear 4 sp per head, as well as paying the fighter whatever wages he and the client agree upon; typically, Brassandyn can get 2-40 fighters, each of level 1-6, at any time.
- Dundara Malkin (NE hf W7), an unlovely, secretive woman who avoids adventures and makes a living selling poisons and sleeping potions.
- Phyngar "the Eye" (NE half-m T6), a slippery, smart-mouthed fence of stolen goods and prankster, famous for stealing an entire caravan one night when its owners were in a tavern getting less thirsty after a long, dusty trip.
- Waevor Talaphin (CG hem B9), a local Harper agent with good looks, lady-disarming charm to match, and twice the wits and strategic thinking he pretends to have.

Important Features in Town: Elversult stands where it does because of the many small spring-fed ponds (said to contain lost treasure) that nestle here among wooded knolls. A fairly new settlement, Elversult has always had a strong ruler, and as a result none of the woods or ponds have been despoiled. Lacking any walls, Elversult sprawls beyond the hills.



Much of the overflow space is walled caravan paddocks and stockyards. Still, it is a city pleasant to see, filled with generally pleasant folk.

A rocky tor rises in the center of Elversult (the city's only bare height). Upon it the temples of Waukeen and Lathander crowd together. This eminence is known, of course, as Temple Hill.

At the northern foot of Temple Hill is an open marketplace, "the Fair." On its northern boundary stands Elversult Hall, a meeting place for local business or for hire. North of it stands "The Jailgates," the city's courthouse and lock-up, surrounded by the barracks of the Maces. The houses of the wealthy stand north and west of here, while the warehouses and the shanties of the poor lie south and east.

Yanseldara and Vaerana live in a slim-towered mansion, Moonstorm House, that nestles against the eastern flank of the westernmost wooded hill of the city. Citizens of Elversult call this "Ladytowers." The wealthy merchants and magelings who live nearby are said to live in "the Ladytowers' Lands."

Local Lore: Elversult is dominated by

overland trade and the constantly-shifting population that it brings. The fads and fashions from half of Faerun sweep it regularly, as do wild chases and brawls, as this or that thief or rowdy band of travelers makes a showing on the local scene. A lifetime ban on entering Elversult's patrol area is a formidable punishment to a merchant, however, and the Maces have recently acquired hippogriff mounts for more effective patrolling.

More than once, rulers of Westgate have sought to conquer Elversult, and been turned back by sudden aid from Cormyr. Elversult remains strategically important and everchanging, and probably always will be. It has traditionally been thought of as a center for smuggling, brawling, and shady business second only to Westgate. This image is only slowly receding, although it is far from truth since the rule of Yanseldara.

Famous smugglers once active in Elversult include Raunshivear "the Red-handed," whose body is believed to now lie mouldering in a sewer under Westgate's streets, and the halfling maid Linsylin "the Grab" Timbertree, now operating in Waterdeep. "The Grab" has agents in

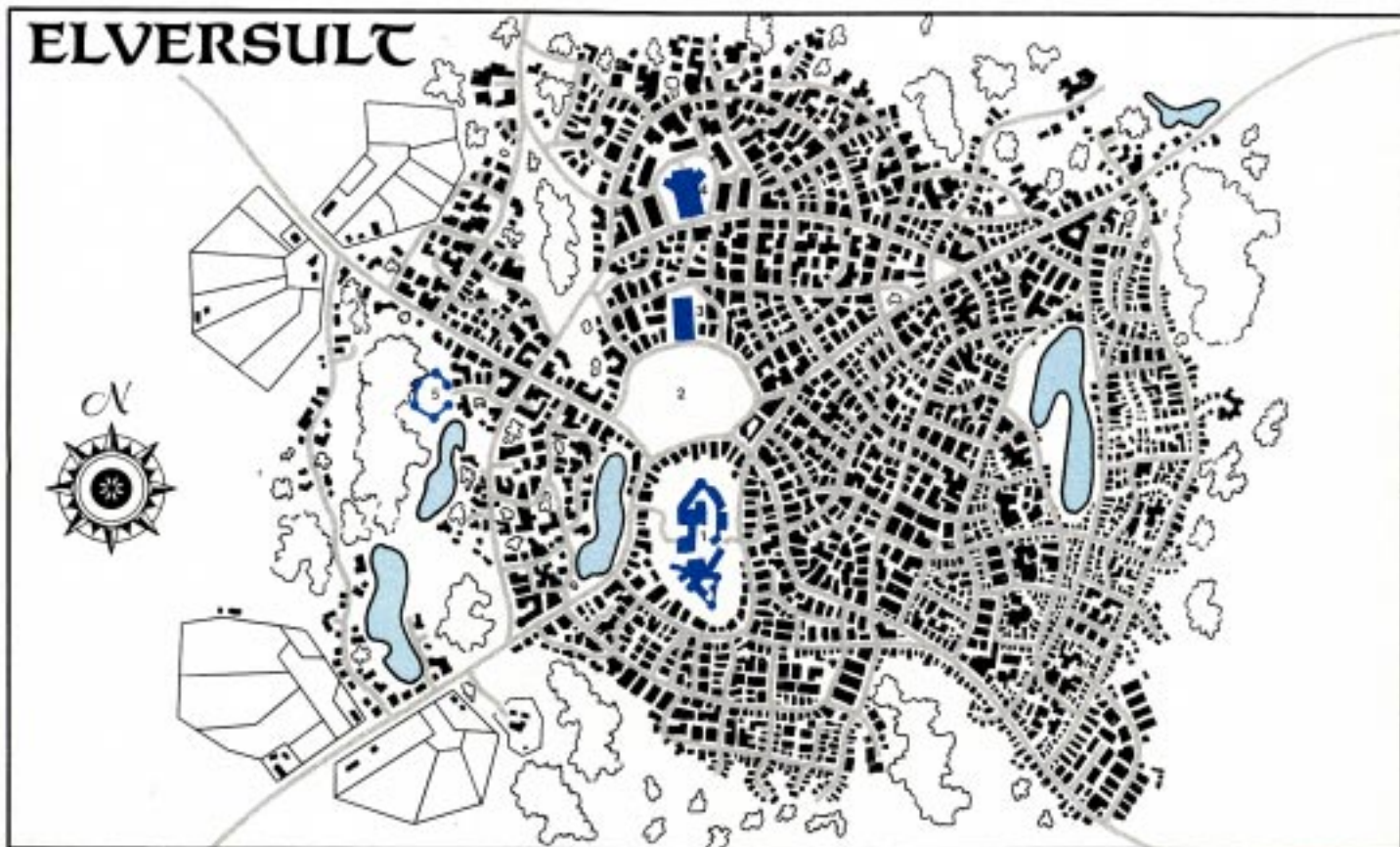
Elversult, the eastern end of her smuggling network, to procure goods highly priced or in short supply on the Sword Coast.

Numerous spies are active in Elversult, for many masters, including Thay, Impiltur, and Aglarond; Elversult is less violent and more easily entered than nearby Westgate. One dark power thought to have agents in the city is Aunsulaur, once an adventurer-priest, and now a powerful vampire.

Aunsulaur lairs somewhere west of Elversult. The vampire walks the city's streets often or has spies: he knows when lone travelers, small bands, or unguarded caravans are heading west—and always avoids caravans set as traps, with priests and warriors in the wagons.

KEY

1. Temple Hill (temples to Waukeen and Lathander)
2. The Fair (open marketplace)
3. Elversult Hall (assembly hall)
4. The Jailgates (courthouse and jail)
5. Moonstorm House (residence of Lady Lord Yanseldara and Vaerana)





Hillsfar

Independent City

Who Rules: First Lord of Hillsfar Maalthiir (N hm W15), a ruthless, no-nonsense merchant-mage devoted to the advancement of Hillsfar and increasing his own power (not in that order).

Who Really Rules: Maalthiir, backed up by his Red Plumes.

Population: 60,000 (estimated permanent residents). The population rises to about 90,000 in the summer, including merchants, transients, and the inevitable refugees from Zhentil Keep.

Major Products: Cloth, furs from across the Moonsea, arms and armor, gems, and a fiery liquor called dragon's breath.

Armed Forces: The Red Plumes of Hillsfar, formerly a mercenary company, now the official quasi-army and internal peace-keeping force. The entire group numbers some 10,000 swords, though they are spread throughout the surrounding regions. Most of the original mercenaries are now leaders of the Red Plumes, and the ranks are filled with new (and generally rough) recruits. The leader of the Red Plumes is Jorgen Berginblade (NE hm F12), intensely loyal to Maalthiir as long as the gold holds out. Most Red Plumes are F1-F3s, while the leaders are F4-F8s.

Red Plumes in the city are the primary tool of law enforcement, while those patrol, outside the city are little more than adventuring brigands, taking what they can get away with in the name of Hillsfar (and with Maalthiir's blessing, provided that it does not harm Hillsfar itself). The Red Plumes are one of the major forces offsetting the aspirations of the other Moonsea cities of Mulmaster and Zhentil Keep, but they are the least of three collective evils.

Notable Mages:

- Ailoth (LE hm W6), a Red Wizard of Thay who claims to be outcast and acts as a moneylender and buyer of damaged goods, making a regular passage from Hillsfar to the Sembian cities. He is still an agent of the Red Wizards, though remains in the good graces of the Hillsfarian authorities by providing them with useful, only sometimes erroneous, information.
- Glinda Scatterstar (CG hm W12), master of the Mage's Guild of Hillsfar, a loose coalition of spellcasters devoted to the idea of not being squashed by Maalthiir in his reach for power. Glinda is

a little absent-minded, but enthusiastic about tutoring and inducting new wizards into the craft.

- Mordak Brelliar (CN hm W7), Maalthiir's apprentice and official court wizard of the first lord, Mordak is a schemer and a plotter who ranges from toadying obedience to his master to mas-termining thefts, plots, and other mischief. Maalthiir knows his assistant's weaknesses, and uses him to root out greater plots and conspirators. Mordak is currently on the outs with his master again, over the theft of some jewels, and is on the lam.

- Thurlock the Anagoue (LN hf W(D)12), provides divinations for a fee.

- Wak Rathar (CE hm W10), apparently an old friend of Maalthiir, and allowed by the first lord to operate in the city with impunity. Wak has a mean sense of humor. His favorite trick is to waylay newcomers, knock them out by magic ("want to see a magic trick?"), take any magical items they are carrying (giving Maalthiir his cut), and sending the unsuspecting victims to the arena.

Notable Churches:

- The Vault of Swords, temple complex to Tempus; Most Holy General Dounalis Guff (CN hm P18); 18 priests, 230 followers. Dounalis is the official chaplain of the Red Plumes as well.

- The House of Happiness, temple of Lliira; Master of Revels Barand Hithkin (CG hm P(S)15); 16 priests, 180 followers.

- Lastholme, temple of Chauntea; High Priest Brom Hlast (N hm D13); 8 priests, 55 followers.

- Shrines to Umberlee, Malar, and Torm.

Notable Rogues' and Thieves' Guilds:

The Rogue's Guild of Hillsfar, a recognized and approved guild of "scouts, messengers, entertainers, negotiators, and acquisition agents operating under the watchful auspices of the First Lord of Hillsfar." Theft is treated as just another worthy occupation in Hillsfar, provided the correct forms are filled out and the appropriate amount of money is kicked back to the Red Plumes and the first lord. Several clashes with the first lord have warned the Rogues' Guild to stay wide of long-term merchants operating under the protection of the crown (these merchants pay a fair amount for this protection to the Red Plumes, so that both Red Plumes and rogues benefit from this prohibition).

The leader of the rogues is a scarecrow

of a man named Swipe (N hm T18) who approves all major heists, and has been known to assist the local government in tracking down freelance operatives who poach on Hillsfarian territories. Newly arrived thieves to Hillsfar are encouraged to announce their intentions with the Rogue's Guild, and to provide a suitable donation to prevent ill fortune in the city.

Equipment Shops: Full.

Adventure's Quarters: Taverns and inns which cater to wild adventurers are illegal in Hillsfar. However, public houses (pubs) which can provide a good meal, a stiff drink, and a (relatively) soft bed to a weary stranger are common throughout the city (pubs, of course, must be licensed by the crown to operate).

- The Dragon's Lair (good/moderate), the Hydra's Den (fair/moderate),
- and the Ruby Slippers (excellent/expensive) are typical adventurer quarters, with a large common room and individual upper lodgings.

- The Rat's Nest (good/cheap) is a common hangout of the Red Plumes, and there are many military-initiated brawls.

- The Bugbear's Cave (poor/expensive) is noted for its terrible food, Moonseawater ale, and excellent gossip and information. Eat elsewhere, but get your information here.

Important Characters:

- Diane Halistinar (GN hf P(formerly of Sune)13); Now controller of a powerful merchant cartel in the city, Diane receives no spells, having fallen out with her faith.

- Laris (LN hm F10; S: magic); Proprietor of the Magic and Curious Shop of Hillsfar. A store that is continually "Going Out of Business," it is one of the oldest shops specializing solely in magical items, spell components, gems, and artwork. Prices are incredibly high, and usually Laris demands equal value in items or magic for equipment purchased. He is short-tempered and rude, and a pair of stone golems in his employ discourage brousters. Any truly interesting magic is sent to the castle for inspection by the first lord.

- Peraphon of Thond (see under Arabel) makes his winter quarters here, buying up bloodstones and other gems for resale on the Sword Coast and in other more civilized lands.

- Taurus (LE Minotaur-m); Neither the smartest nor the most powerful of the bravos of the arena (see below), but definitely the most colorful and easiest to recognize, Taurus can be found either at the Rat's Nest



with his Red Plume buddies or at the arena chewing up low-level and outmatched opponents. He is treated as a mascot of the Red Plumes and is granted a wide berth by anyone with common sense.

Important Features in Town: Hillsfar is perched on a rocky bluff overlooking the south shore of the Moonsea. Hillsfar proper is the walled city atop the bluff, though there is a smaller village at the base, called the Docks, which handles the naval traffic and acts as a drydock for Hillsfar's nascent shipbuilding efforts.

Originally a common moot and trading post between men and elves, Hillsfar quickly developed into a major trading center for trappers, hunters, and miners from the north, and Hillsfar takes the majority of Bloodstones shipped out of Damara across the Moonsea.

The largest building is the Maalthiir's castle, though many remember it by its former name, the Vultureroost. It is a sprawling maze of walls and buildings—nothing has been torn down, only expanded. The castle dominates the heart of Hillsfar, its highest spires visible for miles at sea. The vultures that gave the castle its original name still make their lairs in the

upper towers. In the heart of the castle are the lairs of Maalthiir himself and the quarters of the Red Plume elite that protect him.

Rating alongside the old Vultureroost in size, if not height, is the Arena of Hillsfar. This huge structure is the site of gladiatorial games including armed combat, horse, chariot, and (in the winter) sled racing, and on special occasions, naval conflict (the floor of the arena is sealed and flooded). Hillsfarians enjoy the contests of both paid athletes as well as prisoners, Zhentarim, and those waylaid by Wak the Addled.

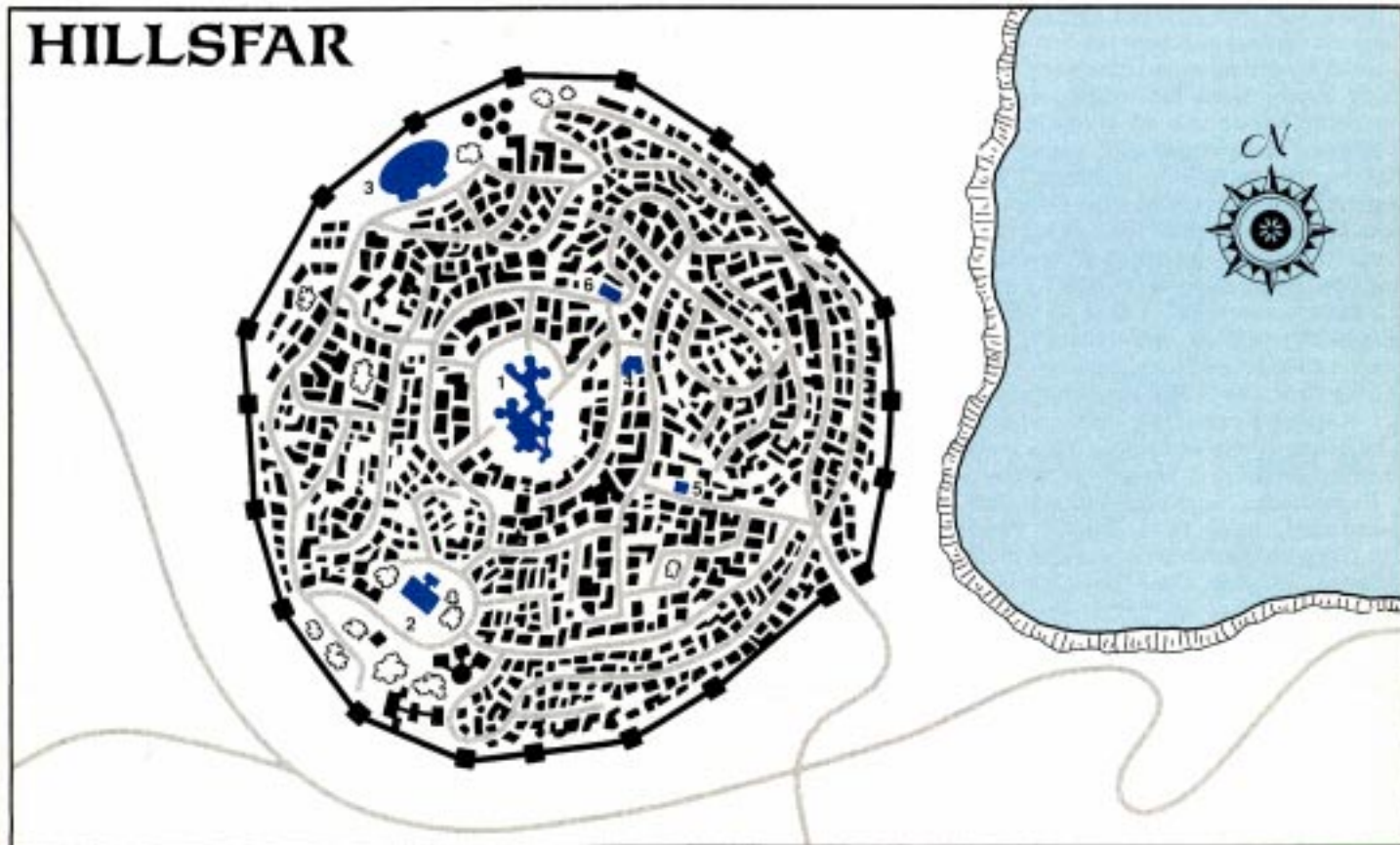
Local Lore: The current First Lord of Hillsfar is a relative newcomer who has seized the city and rules it with an iron hand. Previously the trading capital was controlled by a counsel of elves, half-elves, and men. With the retreat of the Elves from the Elven Forest, the counsel became overrun with corruption and infiltrated by forces of other cities and secret societies, including the Zhentarim and Cult of the Dragon. Maalthiir, backed by the Red Plumes, overthrew the remaining council and set himself up as the sole ruler of Hillsfar.

Maalthiir rules solidly and often heavily-handedly. He can, by lordly fiat, ban the use of magic within the walls of the city, and seal the gates, preventing individuals from carrying magical items or weapons of any type into or out of the city. He will occasionally do this at whim, but usually when searching for one particular item or individual.

Maalthiir's and the Red Plumes' rise has also resulted in humanocentric racism directed against all nonhuman races in general, and elves and halflings in particular: Elves because of their perceived desertion with the vanishing of the Elven Court, and halflings because of their suspected racial thieving activities. Atrocities by the Red Plumes have driven most of the native halflings out of the city, and most halflings grudgingly rate Hillsfarians slightly higher than orcs.

KEY

1. Castle Maalthiir
2. Temple of Tempus
3. Hillsfar Arena
4. Laris' Curious (art, magic, and gems)
5. The Rogues' Guild
6. The Rat's Nest Public House





Iriaebor

Independent City (allied to Berdusk)

Who Rules: Bron, Lord of Iriaebor (LN hm F10, previously P12 of Eldath), a strong warrior who is slow to judge but fast to protect by force of arms or a threatening show of force. Bron is a just and fair man ("fairness above all" is his motto) who serves as the city's judge.

Who Really Rules: Bron's rule is strong but shaky. He enjoys the unquestioned support of the common people, and the grudging acceptance of the more powerful merchants and nobility. Few in Iriaebor would know what to do if he vanished from the scene, beyond attacking all rivals and plunging the city back into the armed chaos it knew before his rise to power.

The Lord of Iriaebor carefully follows the dictates of a 40-person voting merchant council that he appoints members to (and dismisses members from). Bron's appointments reflect a careful eye to balancing the city's major interests, all races, and both sexes. Bron came to power through the desperation of the common folk. He was seen as a just, no-nonsense, stubborn fighter for peace and fairness. Iriaebor was then an open battleground between feuding merchant families. Bron opened the coffers of his church and ruthlessly expropriated the wealth of slain merchants to hire an army of experienced warriors. These acted only against the fighting bravos of the merchants and against Zhentarim agents from Darkhold who instigated much of the fighting. The feuds still simmer and rivalry is fierce, but any open fighting goes on outside the city; the citizens now support Bron so solidly that he can expel all who commit acts of open sabotage and theft against rivals, seizing their goods and possessions. An act of murder brings the death penalty. The battles between conflicting merchants continue, but in a subtler fashion.

Population: Approximately 81,000 year-round, rising to a high of about 119,000 with the summer overland trade (Iriaebor is known as "the Overland City").

Major Products: Horses (fine mounts and draft animals bred and trained), kegs and barges (of high quality), beer (mid-ling to bad, and therefore largely for local consumption), and bread.

Armed Forces: The Shield of Iriaebor consists of 8,000 warriors; 2,000 local recruits and 6,000 hired mercenaries.

Camped around the city, the Shields act as police, and quell fighting among rival merchants as well as fulfilling their official duty: patrolling the land around, fighting brigands and Zhentarim raiders. Most are F3s or F4s, clad in chain mail and armed with lances, slings, long swords, and daggers. All are well disciplined and good riders. Each shieldman has a light, medium, and heavy warhorse. These huge stables of trained war mounts are used for breeding. Periodically some are sold off, providing the city with much wealth, so Bron taxes only lightly.

Notable Mages:

- Ambraddon (LN hm W17), a powerful and respected mage who keeps largely to himself, but supports Bron with his magic when necessary.
- Nathlar (CE hm W(I)19), a known Zhentarim member, dispossessed and exiled by Bron, but still in the city. Nathlar allowed his punishment to fall on an apprentice, using his magic to hide in disguise. He operates carefully in Iriaebor, setting one citizen against another, and often involving unwitting travelers in his plots and ambushes.
- Prespos (LN hm W16), a youngish, enthusiastic explorer of other planes and the backlands of the Realms, a collector of old lore and spells. Seldom home, he is rarely available as a tutor, but remains a trusted advisor and supporter of Bron.

Notable Churches:

- Silent Hall, temple of Eldath; High One: Peacewoman Luaqqa Absalassrin (N hf P13), a solemn, rotund woman who maintains the outermost temple room as a fern-and moss-grown bower with a pool, a peaceful retreat for all in need of solitude and serenity; 9 priests, 16 followers.
- The Golden Bowl of the Goddess, temple of Chauntea; High Worshipmistress Nalva Imthree (NG hf P11), a tiny, passionate woman dedicated to fertility, good farming, and growing many flowers in the unroofed, magically-heated upper level of the temple. These are distributed in the harshest winter weather to lift the spirits of all Iriaebens and strengthen the worship of Chauntea; 42 priests, 86 followers.
- The High Altar of the Moon, or "Moontower" to all lay people of the city, temple of Selune; High Moonmaiden Asytaryl Hulemene (CG hf P17); 36 priests, 51 followers.
- The Tower of Gold, temple of Waukeen; High Priest Hathalon Ormliir (N hm P14), a cunning and devious man

who believes his goddess truly destroyed. Accordingly, he has begun a vigorous undercover program of investment, manipulation, and influence among Iriaeben merchant families. Before the Time of Troubles, the temple of Waukeen kept strictly neutral and apart from activities of the feuding merchant families, to avoid attack from all sides, but Hathalon believes the survival of his church now depends on deep involvement as much as it earlier relied on noninvolvement. Hathalon does not admit Waukeen's demise to any but the highest of his 56 priests and 112 followers. The clergy of Waukeen were never popular with the common folk, who saw them as do-nothing parasites. Most Iriaebans now believe Waukeen is no more, and are suspicious of the temple's new openness.

- Shrines to Auril, Lathander, Talos, Tempus, and Tymora.

Notable Rogues' and Thieves' Guilds:

The only surviving group of thieves and thugs in the city is the Night Skulls, widely (and correctly) thought to be sponsored and led by Zhentarim agents seeking to divide and weaken Iriaebor or seize its rule entirely. The widespread Night Skulls constantly bring in reinforcements and supplies via incoming caravans.

Other organizations once active in the city, including the Black Band, the Broken Dagger, and the Flamefingers, are now extinct or inactive.

Equipment Shops: Full (partial to poor in winter, depending on severity of weather).

Adventurers' Quarters: Few of the crowded inns of this merchants' city welcome dangerous-looking armed folk who do not wear caravan-guard badges. Adventurers are simply trouble, to be moved elsewhere as fast as possible. Only two of the towered inns of the upper city welcome adventurers—the first an informal place run by a former adventurer, and the second because it is run by a man so greedy that he'll take anyone's money. His prices are so high that he usually ends up hosting those unable to find space elsewhere.

- The Wandering Wyvern is an inn and tavern run like a home, with serve-yourself amenities, collected junk, and worn, comfortable old furniture. Well-loved by its regulars, it is usually full or nearly full in all but deepest winter (excellent /cheap).

- The Black Boar is sumptuous but



crammed, with tiny rooms, slow service (too few staff), and meagre food (poor/expensive).

- The most popular inn with adventurers is a good ride out of Iriaebor, amid the farms. The Old Talking Ox is a large, rowdy, fun-loving, rustic place with cheap, plentiful food and drink, and much partying and carryings-on at all hours of day and night. Those wanting a sound sleep often leave their rooms for the stable hayloft (good/cheap).

Important Characters:

- Ahlimon (LN hm F1, S: monsters); an expert on undead, including dracoliches, and a researcher into the nature and details of death, for all beings.
- Piyarathur (CN hm F9), owner of many magical items; also a caravan master and Knight of the Shield. The Knights are a secretive power group trying to control Sword Coast politics for their own, unknown ends.
- Syntel (LN hef B3), a well-connected and discreet merchant, a founding partner of the Six Coffers Market Priakos and extensive property-owner in the city, despite her 20 years of age.
- Blacktalons Mercenary Company,

available for hire as caravan guards (*FR0, under "Mercenary Companies"), who can muster 110-120 men: 80 F3s, the rest F2s or less.

- The Men of the Basilisk are wealthy, powerful merchants and nobility who use murder, torture, bribery, and fear to further their own fortunes in the intrigues of Cormyr, Sembia, Westgate, and Iriaebor. Perhaps seven active members remain in Iriaebor—acting very, very quietly because of Bron and Harpers he has called in to ferret them out.

Important Features in Town: Iriaebor is a many-towered city built on a ridge. The natural defense of this rocky height made space so valuable that the upper city is now all tall, closely-crammed towers, joined by bridges, leaning against each other, and crumbling with age and (sometimes) poor workmanship. The streets are narrow, winding and dim, forever in shadow.

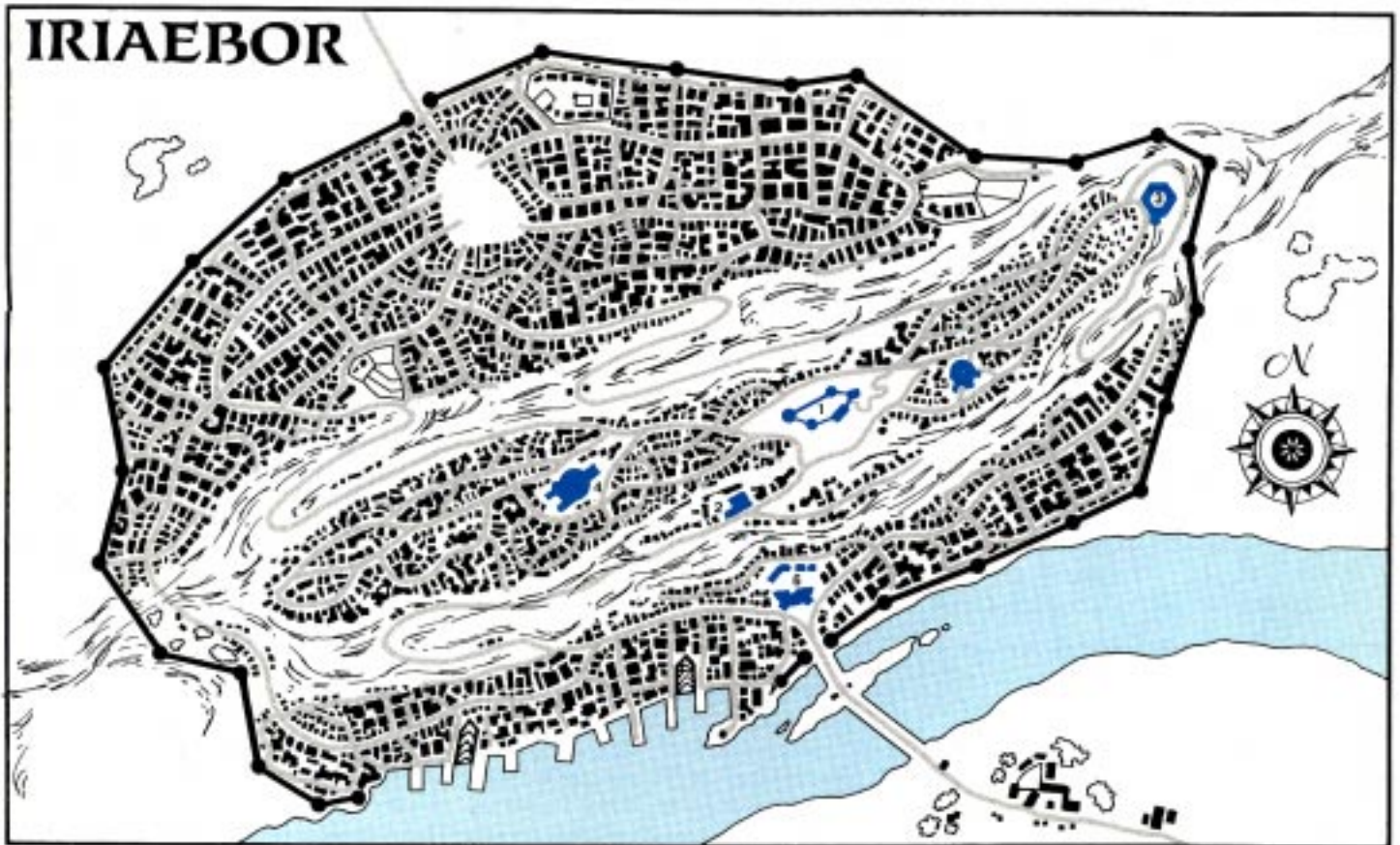
Stables, stockyards, warehouses, and other essential services sprawl on the flat farmland below. This "Lower City" has its own outer wall, and contains a Thousandheads Trading Coster base and a way-base of the Dragoneye Dealing

Coster. Slaughterhouses, tanneries, barge-makers and livery stables can also be found in the Lower City.

Local Lore: Visitors to Iriaebor are advised to beware the constant, many-layered merchant feuds and intrigues, which twist and turn hourly!

KEY

1. High Tower of Iriaebor (abode of Bron, meeting-place of the council)
2. The Wandering Wyvern (inn)
3. Silent Hall (temple of Eldath)
4. The Golden Bowl of the Goddess (temple of Chauntea)
5. The High Altar of the Moon (temple of Selune)
6. The Tower of Gold (temple of Waukeen)





Marsember

Second largest city and most important port of Cormyr

Who Rules: Ildool, The King's Lord of Marsember (CN hm F7). Ildool is a grasping political hack who is constantly bemoaning the perils and pressures of his office, thereby guaranteeing no one else wants it.

Who Really Rules: War wizards loyal to Azoun and local Harpers quietly keep Ildool on the straight and narrow, curbing slavers and Zhentarim, Dragoncult, and Sembian agents operating in Marsember.

Population: 46,900 (current tax rolls); estimated real average, including unregistered and outlying citizens, is 48,600; summer high around 53,200 (the maximum comfortable capacity of the city's housing), varying due to transient seafaring merchants. The citizenry is almost entirely human, with a few halflings, half-elves, dwarves, and elves.

Major Products: Fish, furniture, perfume, and ships (built and repaired).

Armed Forces: A garrison of 3,000 Purple Dragons, led by Ayesunder Truesilver, Warden of the Port (LG hm F14). All are good swimmers, F3s (66%) or F4s (34%), and wear leather armor with metal helmets and breastplates. Serving as police and customs agents, they pole skiffs along the canals, armed with 20-foot-long lawhooks' for grappling vessels, docks, or flotsam, and gaffing those seeking to escape or fight.

An Imperial Navy detachment of 12 major ships and crews (2,200+ trained sea warriors) is also based here. They patrol the coast, guard the navy drydocks, and train recruits (typically 240+, using four old, leaky carracks).



The Purple Dragon of Cormyr

Skiffs: Both soldiers and citizens use small skiffs for getting about. Made of stout wood sealed with fish oil or tar, these are flat-bottomed, 2 to 4 feet wide by 8 to 10 feet long, and have upswept gunwales and ends, so that either end can serve as the bow. A typical skiff has two long, hook-ended poles, two paddles or oars, and a canvas cover that doubles as a lateen sail when rigged with the skiff's poles. Leeboards (wooden side-rudders) are used when sailing.

DMs should treat a typical Marsembian skiff as a coracle. The waterlogged condition of most skiffs makes them burn slowly (-1 on all fire damage dice) despite flammable waterproofing, but they sink rapidly if holed or swamped. Larger, top-quality skiffs used by the navy and merchant river haulers should be treated as rafts.

Notable Mages:

- Delthrin the Deadmaster (NE hm W(N)12), infamous for animating many undead to defend the city against a pirate raid; a recluse devoted to necromantic experiments.
- Filfaeril Stormbillow (CG hf W16), a retired adventurer who makes magical items and has grown very rich selling items and potions to adventurers and buying magical components from them.
- Vindala Chalanther (NG hf W(I)15), a known tutor and mage for hire.

Notable Churches:

- Morningmist Hall, temple of Lathander; High Morninglord Chansobal Dreen (NG hm P12), a shrewd investor in new ventures, who enjoys ceremonially consecrating new ships and is a deadly foe of pirates and smugglers, whom he often sends his priests to fight; 16 priests, 12 followers.
- Shrines to Tymora, Umberlee, and Waukeen.

Notable Rogues' and Thieves' Guilds:

None known. The War Wizards and Harpers between them root out all actively dishonest groups; the Harpers use Marsember as a safe port on the Inner Sea, and take care to keep it that way.

Equipment Shops:

Full.

Adventurers' Quarters:

- The Roaring Griffon inn (good/moderate);
- The Old Oak inn and tavern, once grand but now run down (fair/cheap);
- The Cloven Shield inn and tavern, a noisy, ramshackle place (fair/cheap);
- The leaking, gnome-run Barrelstone Inn, full of fun and good music. Its food is

terrible and its damp rooms host fungus and vermin (poor/cheap).

Important Characters:

- Bentra Waelbuckler (CG hf F9), a Harper agent and scourge of evil who enjoys pouncing on pirates, slavers, and thieves by night.
- Elestra Blaebur (CG hf B6), a popular party singer and dancer, who secretly carries messages for War Wizards, Harpers, and other well-paying patrons. Her specialty is midnight bedside message deliveries to unsuspecting, well-guarded persons.
- Maerun Stoutbold of Suzail (q.v.) usually winters in Marsember, where his coins are very active in shipbuilding;
- Scorial, King's Herald of Marsember (LG hm F4), registers births, deaths, deeds, and tax payments, and witnesses contracts, promissory notes, and sentences.
- Szwentil (NE hm F3), a founding partner of the Six Coffers Market Priakos and busy overseer of ship and structure construction investments.
- Tannuth Ormbyr (CN hm F8) finds and hires adventurers and mercenaries for clients requiring discretion.

Important Features in Town:

Marsember stands on the west bank of the River Starwater, where it empties into the Inner Sea. Wise sailors from other lands avoid the treacherous Starmouth sandbars and put in at Marsember to let local vessels carry their wares inland up the Starwater—or to save money over Suzail's more expensive docking fees.

Such fees vary by the season, but are usually 1 gp/berth. A ship too large for a single 90-foot-long dockside berth must pay for two berths, or anchor in the basin at a cost of 2 gp and be unloaded by shuttle barges. Suzail's fees follow identical rules, but are twice as high.

Named for Marsember Marsh, the desolate bog that once lay here, Marsember extends out into the water by means of low stone bridges, which link the shore to many sandy islands.

In Marsember's early days, storms and high spring tides regularly swept away island docks and buildings. Since the reign of Palaghard II (great-grandfather of the present King Azoun), the crown has paid for annual cartloads of quarry rubble from mines near Tyrluk to be dumped along island shores, to guard the sandy soil against the hungry sea.

In olden days, only a few fishermen and ferry-men lived near the dismal marsh (in-



famous for many will-o-wisps-and, legend holds, even worse inhabitants). The Starwater is remarkably free of rapids, and in small boats is navigable as far north as Redhand Pool in Eveningstar. As trade between Cormyr and older Inner Sea lands grew, a port appeared where seagoing ships unloaded cargo onto small skiffs or rafts for the trip upriver, which in turn brought logs and smelted ore down from the interior to the ships.

A sprawling, chaotic series of docks and precarious trestle bridges arose. Marsember today still has something of a ramshackle air about it. By King Azoun's decree all new buildings must be built of stone, reinforced by stucco that must be renewed on orders of local crown inspectors. The use of cedar or slate roofs is also required. Older wooden warehouses and boat sheds still stand, however, many visibly rotting and sagging into the water.

Because everyone wants their own water access to carry on trade without paying docking fees (which reimburse the crown for the costs of constant stone hauling and canal dredging), the islands on which Marsember stands are crisscrossed by a webwork of narrow, wind-

ing canals. These serve as local sewers, and can be politely described as unpleasant. Their stench is incredible during hot, dry summers, and the heat of decomposition keeps their steaming waters clear of ice even in the coldest winters.

Local Lore: Marsh monsters are popular in local tavern tales. Old Marsembians tell of will-o-wisps knocking over bridge lamps in night fogs and posing as the lamps, moving to lead the unwary into watery bogs.

Those who drown in the Starmouth, it is said, come back to seek out friends, lovers, family, and especially enemies and debtors. Dripping, they walk by night in sodden undead, and drag the living down to join them. Even hardy adventurers admit that strange creatures lurk near the Starmouth, and that there is something fey about Marsember's murky canals.

Marsember is also a center for smuggling, though this practice is not as rampant as it once was. There are tales of full, lost wine-casks rotting under the water, and of sunken slave-cages discovered crowded with drowned unfortunates when warehouses were torn down.

There are also, of course, whispers of

treasure hidden in the muddy waters. It is certain that at least one of Gondegal's gold-laden payboats was lost in the area. Marsembian elders also speak of skiffs full to the gunwales with elven gems, scuttled deliberately somewhere in the canals on a dark night to avoid seizure by Zhen-tarim agents. They also tell of Sissra, a half-elven princess who died four hundred years ago. Her corpse was laid in a slim riverboat with gold, gems, and magic arrayed about her. Set afire, it burned to the waterline while drifting in the Starmouth. Searchers have never found it, but many believe Sissra's ashes and treasure lie beneath some old city warehouse, in the all-concealing mud.

KEY

1. The King's Tower (abode of Lord Ildool, the Herald, and the garrison)
2. Morningmist Hall (temple of Lathander)
3. Naval Drydock and Fortress ("Starwater Keep")
4. The Roaring Griffon (inn and tavern)
5. The Cloven Shield (inn and tavern)





Mulmaster

Independent City

Who Rules: Selfaril, High Blade of Mulmaster (NE hm F(now)20) who slew his predecessor and has held his title for 11 years by slaying, crippling, or discrediting potential rivals. He works to get allies in Impiltur, Turmish, and now Thay (by literally courting the First Princess of Thay).

Who Really Rules: The (16) Blades, ruling council of the nobility, who meet at least once in the waxing of every moon. Each is paid 10,000 gp/year from taxes (the High Blade gets 90,000).

Population: 66,000 (estimated)

Major Products: (Trade), arms, armor, ships, jewelry.

Armed Forces: 6,000 well-trained and paid soldiers, screened by the Cloaks (see below). Recruited mainly from overcrowded cities in the Vilhon Reach, these F1s to F4s are clad in scale mail and use short bows, spears, broad swords, warhammers, and daggers. They serve on rotation in the war fleet, land patrols, the sally force, attend brutal mountain training-camps well-attended by camp followers, and draw diplomatic guard duty (for visitors or for important Mulmasterites traveling in the Realms). Working with Cloaks, they police the city's streets, sewers, and docks, which are busy day and night.

From lowest to highest, their ranks are: bladesman, quicksword (10 bladesmen are led by a quicksword), captain (six quickswords report to a captain), strike-whip (all battle-messengers, aides-de-camp, and bodyguards are strikewhips), and battlemaster (general).

There are currently eight battlemasters, one of whom is past fighting age: Thiondred Calambar (LN hm F16, Hawkmaster) runs the city's training and recruitment agents, the Hawks, who travel widely in the Realms, working murder and sabotage to further Mulmaster's causes. The Hawks are an autonomous, secretive group of agents, all holding strikewhip rank but of various classes and levels.

Notable Mages: Mulmaster has a guild of mages, the Cloaks, (officially "The Brotherhood of the Cloak"). They are W4s to W12s who specialize in thought-probing magic and include many diviners among their numbers. Mages who leave the Cloaks are deemed dangerously-well-informed traitors, hunted down (to the

far corners of the Realms) and slain.

- Mulmaster's only independent mage of any prominence is Gulgath (CN hm W20), a planar traveler seldom at home, who carries a small protective arsenal of spells and items.

Notable Churches:

- The Black Lord's Altar, temple of Bane; High Imperceptor Szchulan Darkoon (LE hm P19), previously a strict orthodox Banite, is now a convert to Cyric and readying the temple to openly change allegiance and thereby win power and importance; 22 priests, 120 followers.

- The High House of Hurting, temple of Loviatar; Whipmistress Milauteera Argauthiir (LE hf P9), reputed to have a drow grandmother; 24 priestesses, 6 followers.

- The High Hall of Swords, temple of Tempus; High Priest-Captain Ghallas "Foesmiter" Khenistar (CN hm P14); 16 priests, 23 followers.

- The House Built On Gold, temple of Waukeen; High Priest Dondabbar Kesker (CN hm P10); 29 priests, 35 followers, all currently in a panic.

- The Tower of Mysteries, temple of Azuth; High Priest Ghondomeir Hazathal (LN hm P11/W11 dual class); 16 specialty priests, 9 followers.

- The Gate of Good Fortune, temple of Tymora; The Hand of the Lady Naneetha Danchul (CG hf P11); 9 priests, 11 followers.

- Shrines to Lathander, Malar, Mask, Talos, and Umberlee.

Notable Rogues' and Thieves' Guilds: None allowed; none exist. There are many independent operators, but as soon as their repute grows to sufficient levels, they are hunted down and/or chased out of the city.

Equipment Shops: Full.

Adventurers' Quarters: "This is a city where everybody stiffs everybody else," as one tavernmaster said. Visitors can expect to pay 2 gp/night for a bed, hot meal, and unlimited (watered-down) house ale. Everything else is extra, "the works" coming to about 6 gp/night. The city's inns include:

- The large and cozy Traveller's Cloak (good/expensive);
- The Black Blade and Bloody Boar, rowdy and crowded (good/cheap);
- The Flying Bed, quiet and well-tended, named for a long-ago mage's prank (excellent/moderate);
- Windsnug Hearth, new and not yet popular

- The Leaning Boot, dirty and cold (poor/cheap).

Visitors staying longer than two nights are advised to sell their horses and take rooms in one of the city's more affordable 'tallhouses' (rooming houses). Mulmaster is known for its wild taverns, notably the Oxpit Tavern.

Important Characters: Few Mulmasterites are prominent unless they are Blades. Otherwise, they tend to become targets and wind up dead.

Important Features in Town: The grim walls of this port rise sheer from the cold sea waters, in ramparts that face the full fury of howling winter storms. Mountains wall the city in, and its streets and buildings climb their rocky spurs. Not a single tree is to be seen in this harsh stone city. The city's harbor channel and a narrow stony beach open to the north, and a lone cleft (filled by a massive keep) allows the Vast road into the city from the south.

The harbor is a labyrinthine network of stinking channels, its entrance protected by twin towers that control a great curtain of drop-chains and ranks of incendiary- and stone-throwing catapults. The entry canal makes a sharp turn into a ready basin, where four or more city warships wait.

Local Lore: Mulmaster is currently third in power of the Moonsea cities, behind Zhentil Keep and Hillsfar. The ambitions of its cutthroat citizens have earned it the nickname 'City of Danger' among merchants.

Mulmaster controls no land, but occupies a strategic position close to the Lis, the river linking the Moonsea and the Dragonreach. Its one attempt to control the Lis brought war from all sides, and a crushing defeat. More recently, Zhentil Keep destroyed most of Mulmaster's navy in the Battle Between Storms, but most observers expect Mulmaster to try for naval supremacy on the Moonsea again soon.

Mulmasterites set about life with a fierce determination. They push and push to achieve their ends, and die in the trying if need be. Neither zealots nor reckless idiots, they are inexorable, patient, relentless opponents, who wait for and exploit every weakness. It is this spirit that makes Mulmaster such a busy center for commerce, a hotbed of constant industry and intrigue. As Elminster says, "Even when it's quiet in Mulmaster, it's not really quiet—ye can hear the sound of everyone who's still awake plotting, always plotting."



Mulmasterites are always alert for an advantage, and busy with private schemes for self-enrichment and advancement. All who are not noble try to win nobility by service to the city and outdoing or eliminating rivals. All nobles strive to rise to the ranks of the Blades.

The nobles of Mulmaster are a set number of lords (49), the archpriests (the high priests listed above), the ruling Blades, and the High Blade (and the families of all these folk). Nobility is won by free, secret vote of current nobles, though wealth and long lineage help a candidacy. A noble may become a Blade (or be 'cast down' from being a Blade or lord) by majority vote of the Blades. Many have found the assassin's blade simpler than voting. Nobles have a city guard-of-honor, the right to hire up to 16 personal armed bodyguards, and to use a distinctive coat of arms. Blades have Cloaks in their guards-of-honor, and are allowed up to 35 bodyguards (often hired adventurers).

All known wizards of 4th level or more entering the city must join the Cloaks (a difficult process involving magical mind-probing) if they stay for more than six nights, or more than 30 nights in a year.

The Cloaks report to the Cloak Council: the High Blade, two Blades, and all Cloaks of 12th or higher level (there are currently 29). It is led by the Senior Cloak, Thurndan Tallwand (a white-bearded, distinguished, wantonly cruel CE hm W17). Cloaks constantly monitor the thoughts of nearby folk, policing everyone's loyalty most effectively. Diligent Cloaks who distinguish themselves are rewarded with free training, the use and learning of more powerful items and spells, and holidays in the luxurious underground Palace of Revels under the High Blade's Tower of the Wyvern (named for the city's heraldic arms: a golden wyvern in flight on a field of deep purple, above a line of silver waves).

Noncloak mages are forbidden to cast spells in the city. Offenders are arrested and magically questioned by a dozen soldiers and six or more Cloaks, who seize all magical possessions. Hostile beings are slain; others are exiled (without their magic!).

Forty years ago, Mulmaster was ruled by the sorcerer-king Nesker, who died heirless of natural causes. There was a scramble for power, ended by the ascen-

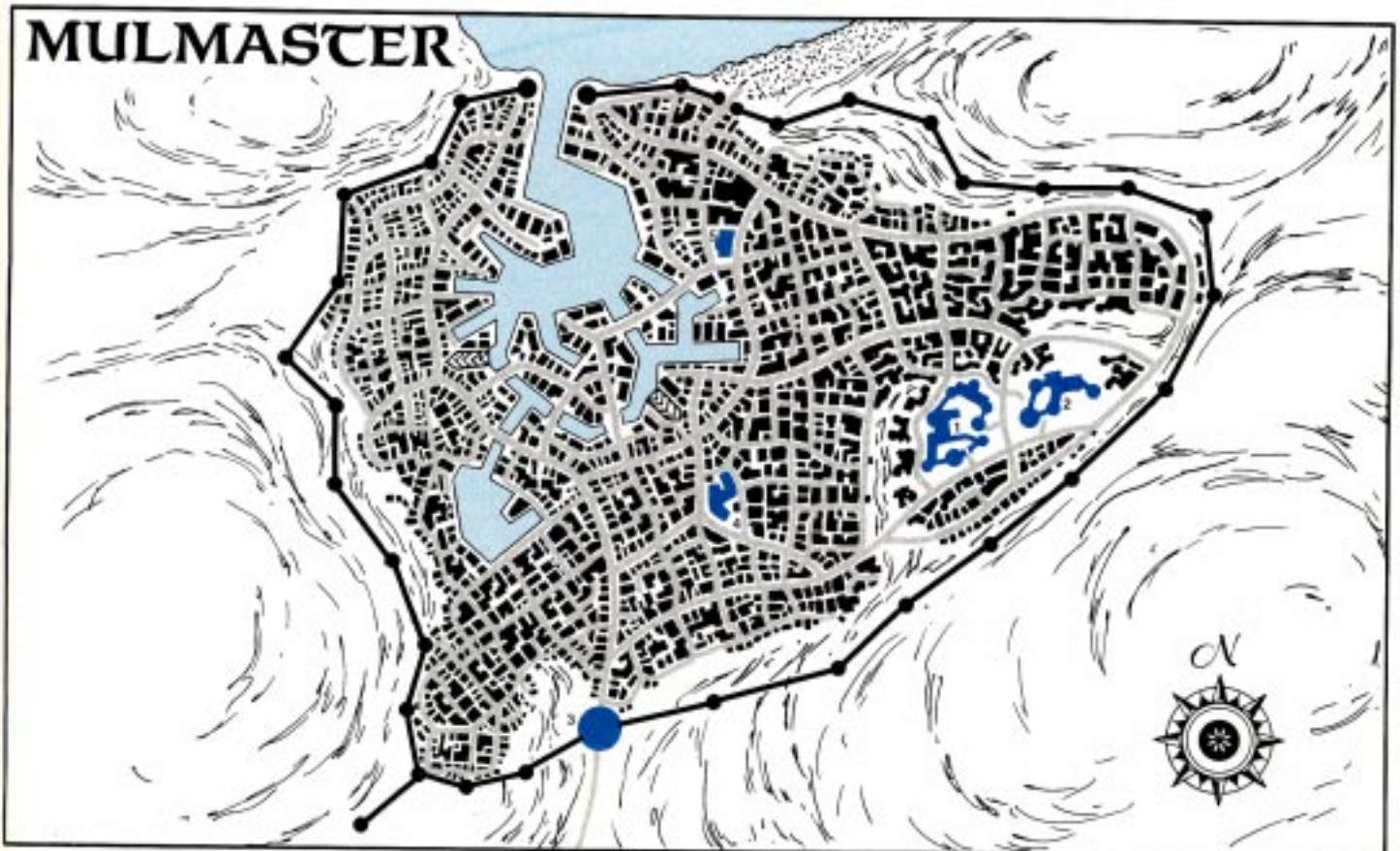
sion of the first High Blade.

Mulmaster allows duels—one-on-one with any weapons—but only before a Cloak and soldiers as judges, in certain city courtyards; a spectator sport not for the squeamish. Mulmasterites go to taverns to drink, and dancehouses to flirt, dance, and show off their finery.

Mulmasterites wear furs, including leggings and "maliskers" (chest aprons) against the cold, with leather gauntlets and boots. Women, expected to wear the scanty fashions of warmer places, keep warm with huge fur cloaks, under-ropes of orange, red, green, or gold silk lined with cotton, and by growing their hair very long.

KEY

1. The Towers of the Blade (abode of the Blades)
2. Tower of the Wyvern (home of the High Blade)
3. South Road Keep
4. Traveller's Cloak (inn)
5. Oxpit Tavern





Ordulin

Capital of Sembia

Who Rules: Elduth Yarmmaster, Overmaster of the (elected, currently 22-strong merchant) Council of Sembia.

Who Really Rules: The merchants of Sembia, who will do anything they aren't actually physically prevented from doing if they smell profit!

Population: 91,000 year-round, rising to a summer high of around 140,000 (from traveling merchants).

Major Products: Trade, wagons, hardware of all sorts, boots, saddles, and other leather goods.

Armed Forces: The Guard, a well-trained force of 2,000 F4s to F10s, all clad in plate mail and armed with halberds, maces, long swords, and daggers. The Guard polices Ordulin, and occasionally sees to its defense.

It is commanded by Raithspur, Captain of the Guard (LN hm F(now)21), a kingly, mighty warrior of awesome reputation who owns powerful protective magics.

Notable Mages:

- Machassalan (LN h-? W12), a quiet recluse who magically alters his (her?) form whenever venturing outside his windowless tower.
- Osper Linthalam (NG hm W(E)9), a mage deeply involved in local intrigue and mercantile dealings, owner of a staff of power and many magical rings. An urbane and witty man, Osper lives in a magnificent—and magically well-guarded—mansion, with at least three guardian stone golems at his command.

Notable Churches:

- The High House of the Wonderful Wheel, temple of Gond; High Priest Gondsman Chansibril Thjestnal (LN hm P13); 22 priests, 38 followers.
- The House of Revels, temple of Sune Firehair; High Priestess Aummergeglau Tistrin (CG hef P14), known as "The Sun of Ordulin" for her great beauty; 29 priestesses, 56 followers.
- The Lady's Hall ("Luck House" to all non-devout), temple of Tymora; High Priestess Duatha Lindar (CG hf P12); 16 priests, 24 followers.
- The Dawn Tower, temple of Lathander; High Morninglord Orbital Duskroon (NG hm P16); 19 priests, 17 followers.
- The Tower of Riches, temple of Waukeen; High Priest Irtlban Norleth, now a desperate, almost insane man over the obvious loss of his goddess; 7 priests

(26 have fled or left the clergy since the Time of Troubles) and 42 still-loyal followers.

- Shrines to Deneir, Leira, Lliira, and Loviatar.

Notable Rogues' and Thieves' Guilds:

The Rot Grubs, a self-styled band of reformers and revolutionaries who steal, vandalize, and occasionally murder in the name of 'a true king for Sembia' (but seem more interested in enriching themselves). This small band of thieves and fighters is secretly sponsored by Zhentarim agents. Its deeds provide a cover for the less lawful deeds of the Zhentarim here, and promote unrest and instability. (The eventual conquest of Sembia is a long-term Zhentarim goal.)

Equipment Shops: Full.

Adventurers' Quarters: Ordulin's inns all provide full dining rooms. Its taverns are wilder places offering dancing and entertainment, where drinking relegates eating to a sorry second. Ordulin innkeepers don't mind adventurers at all—any damage they do is merely reflected in inflated bills (for instance, if rowdy adventurers cause another guest to leave, the cost of that guest's lodgings is added to the adventurers' bill—even if the guest pays everything and someone else takes the room immediately).

- Everyone with good money is readily welcome at The Black Cockerel, a huge old place of sloping floors, worn carpets, and dusty tapestries (good/expensive);
- The Ivory Odalisque, a spanking-new, ornate and snobbish establishment (fair/expensive);
- The Six Candles Inn, old, dark, and discreet, favored by those arranging shady meetings (good/moderate);
- Ironmaster's Hall, an impressive stone palace named for its builder/owner, a retired dwarf F15 (excellent/moderate);
- Blaskor's Retreat, a crumbling place whose many needed repairs are covered by hangings and secondhand tapestries. Paper-thin, flimsy walls enable guests to share their rooms with their neighbors on either side (poor/cheap).

This inn is famous for an incident involving the adventurer Durjack of Telflamm, which is typical of the way inns (and merchants) operate in Ordulin. Enraged by a late-night remark (uttered four rooms away) about his wife, Durjack snatched up his axe and charged into the wall. Passing through it and the room beyond (to the consternation of its occupants), he proceeded on through walls

and rooms in his path. Mayhem was prevented when he reached the chamber of the offending gossip, however—its floor gave way beneath his rage, and he descended abruptly to the floor below, accompanied by everything else in the room. These arrivals proved too much for the floor of that room, and it in turn collapsed into the room beneath. The site now sports a handsome if rickety stair ascending up to the floor Durjack started from, and several natty hangings cover the gaping holes he left in the adjoining rooms—now rented out at higher rates, as an "attached suite with private stair, personally designed by the famous adventurer, Durjack."

Important Characters:

- Korth (CN hm F5), a brawling guard-for-hire who charges 5 gp/day and loves adventures. He can be contacted at The Cap Askew tavern.
- Lazalar, Herald of Ordulin (independent of the Sembian government). He registers coats of arms and witnesses contracts, wills, deeds, and other legal agreements.
- Nurlar (CN hm F1), a black-bearded, sophisticated, and shrewd merchant who lives in a citadel here. Nurlar is one of the most respected merchants in the Inner Sea lands, having built a fortune of millions of gold pieces from two worn-out ships he inherited, building a network of fast, reliable ships, riders, and caravans operating on the motto "Nurlar can get it there for you." Nurlar has a great fear of thieves, and of being lost outdoors in bad weather. He never goes outside except in a closed carriage.
- Zeboaster, a distinguished and effete character known for his sarcasm and perfumed beard (CN hm F1, S: human history and theology of the Dragonreach); currently in hiding after making one too many witty and/or truthful remarks.

Important Features in Town: Ordulin is laid out like a compass, streets radiating out from a central circle. In that circle stands the Great Hall of the Council (where Sembia's governing council meets), the Tower of the Guard (Ordulin's jail, courthouse, armory, and the main barracks of the Guard), and the Guarded Gate.

The gate is actually a building constructed to foil magical scrying or entry of any sort, and guarded by golems and other magical automata. No thief has ever penetrated its defenses and lived to boast of it. A hereditary family of craftsmen



and watch-mages lives within, fanatically guarding the place and continually devising new defensive spells against gases, poisons, shapechangers, and other attacks.

This stronghold is the Sembian mint, where all of Sembia's coinage is made or altered. Bars of metal are brought in by heavily-guarded caravans, unloaded via a small window by golems protected by wand-bearing mages, to emerge again as Sembia's distinctive five-sided gold, three-sided silver, square iron, and diamond-shaped electrum coins. Sembia mints no platinum pieces, using instead silver/copper trade-bars (ingots) worth 5 gp, 10 gp, 25 gp and 50 gp, but honors all currency by weight and substance. Its shaped coins are said (by those who have no love for Sembia) to have been created because "Sembians do so much dark dealing, they need to be able to tell one coin from another when they can't see them."

Superimposed on the radial street pattern are concentric ring-roads, in ever-widening circles. The pattern is interrupted by a few earlier, well-established, meandering streets.

Local Lore: Ordulin is a crossroads city,

originally an armed logging-camp when men were busily carving their way into the elven forests that cloaked the entire north-western Dragonreach. Later, it became a caravan staging area, to which small, local bands and wagons came from the coastal cities to gather together for perilous overland journeys. Made the capital because it was small and no one really lived there (as opposed to choosing Selgaunt over Saerlooon, or vice versa, and antagonizing everyone), Ordulin was built and grew to importance in a very short time. Still smaller than Sembia's port cities, it is the undisputed center of power in Sembia—as much as an anthill of self-interested, busy merchants going in all directions can be said to have a center.

Ordulin has been the battleground of several pairs of mages over the years. Orcrommor the Mighty and Asblan the Bold destroyed each other in an aerial contest of hurled meteor swarms over 40 winters ago, scorching or reshaping many of the taller city buildings in the process.

Some 22 winters ago, Thindol of the Zhentarim (and several nearby buildings) were destroyed by the awakened lich Bhalgustrin, whose tomb he tried to rob.



ANARATH, an elder rune for "guardian"

Most recently, The Stranded Fish tavern burned in a fight between Gлиндarl of Impiltur and a bald man who fled, and is thought to have been a Red Wizard of Thay. The tavern's remains can be seen on Scabbard Street.

KEY

1. The Great Hall of the Council
2. The Tower of the Guard
3. The Guarded Gate (mint)
4. Six Candles Inn
5. Blaskor's Retreat (inn)
6. The Stranded Fish (burnt-out tavern)





Procampur

Independent City (allied to the neighboring city of Tsurlagol)

Who Rules: The Thultyrl, a hereditary overlord, currently Rendeth of the Royal Blood (NG hm F11)

Who Really Rules: The Hamayarch, mage-adviser to the Thultyrl. This office is traditionally filled by a wizard weaker than the ruler, and intensely loyal. At present, it is secretly held by an evil wizard who uses amulets and spells to conceal his true alignment and level. Purporting to be Alamondh (NG hm W8), he is really Carthoun Misintle (NE hm W16). Carthoun has quietly collected many magical items and created some undead servants to do his bidding (such as attacking all who pry too closely into his activities). He plans to achieve lichdom, and to eventually rule Procampur by slaying the unsuspecting Rendeth and taking his place, magically altered to resemble the Thultyrl. He dare not do this until Rendeth marries and conceives an heir with the distinctive copper-hued Thultyrl hair, sharp chin and gray-green eyes, or he will be discovered.

Population: 49,000 (latest census results—98% human, 1% dwarven, 1% half-elven). In this strictly policed city, visitors are segregated.

Major Products: Gems, jewelry, ornate and fine-quality hardware (smithywork).

Armed Forces: Procampur has always needed a strong defense against those who would seize its valuable gems and metals. It has defeated Mulmaster, Sembia, and pirates, and remains vigilant, expecting to do so again.

Procampur can field 4,000 well-trained men (clad in plate mail and armed with spears, crossbows, morning stars, broad swords, and daggers) and a navy of 16 major warships. It lends its protection to neighboring Tsurlagol, who in turn spies for and financially aids Procampur.

Notable Mages: Aside from the Hamayarch, the city holds the following known mages:

- Jandather (CN hm W(E)6), a dashing would-be adventurer out to make a reputation.
- Keldor Hannith (LN hm W10), a careful, quiet man who sells scrolls and potions and casts spells for fees.
- Ombedor Steen (NG hm W12), an old, retired adventurer risen to the nobility, who researches new spells and obscure details of magical lore and history.

- Undylyl Tessran (CG hf W9), a young, ambitious adventurer, willing to hire on with or join adventuring bands.

Notable Churches:

- The House of the Hand, temple of Torm; High Priest Pallar “the Obedient” (LG hm P15); 26 priests, 48 followers.
- The Tower of the Eye, temple of Helm; High Guardian Endra “Watchever” Mathlyn (LG hf P16); 18 priests, 24 followers.
- The Hall of Success, temple of Waukeen; High Priest Undil Latheen (LN hm P10) who Waukeen’s fate may have driven insane; 33 priests, 69 followers.
- The Lady’s Happy Hall, temple of Tymora; High Priest Orn Thavil (CG hm P14); 24 priests, 16 followers.
- Shrines to Mystra, Denier, and Oghma.

Notable Rogues’ and Thieves’ Guilds: None permitted (or known to exist). Many independent thieves.

Equipment Shops: Full.

Adventurers’ Quarters: Visiting adventurers must stay in the port, choosing from:

- The Happy Hippocampus inn and tavern, a noisy place (good/cheap);
- The Silent Sword inn, much quieter (good/moderate);
- Or one of the many small bed-and-beer houses clustered around those two.

Important Characters: The most prominent Procampans are skilled smiths and gem-cutters and merchants who operate widely outside the city, and thereby grow rich. One of each follows:

- Opara Rendril (LN hf F6), a master smith whose bracelets and belt-daggers are famous around the Inner Sea. She also makes excellent long swords and helms.
- Nathchan Belemmor (CN hm F3), a gem-cutter of matchless skill—among humans—whose fits of rage are legendary. He now makes only regalia for royalty and nobility.
- Torstan Ulzimmer (CG hm F12), a fleet owner whose fast, sleek ships are the best equipped and manned on the Inner Sea. He spares no expense to get the best men and equipment, for speed and reliability—and it has paid off.

Important Features in Town: In its expansion beyond The Thultyrl’s Castle, the city was divided into areas reserved not so much for differing classes, but for differing activities. It is roughly circular, with two stub walls curving southwest to meet the shore, forming a crescent outside the circle. This crescent is the port, where vis-

itors and citizens can come and go freely, acting more or less as they please. The warehouses, shops, inns, and taverns here are roofed in all colors. To leave the port, one must pass through gates. Each has a double portcullis and guards, who patiently explain the city’s rules to all who ask.

A broad avenue runs from the port up to the Thultyrl’s castle. It may be used for all activities that do not impede travel or interfere with others (and in practice is simply the main walking route in the city). Opening off this walled avenue are gates into the eight city districts, each with its own guards. (Each district also has gates into adjacent districts.) Every activity is confined to a certain district, and can only be done in that district or outside the city (the port is considered outside the city).

On the south side of the avenue, next to the port, is a district whose buildings are all roofed in gray slate. This is the district of the poor, where rooming houses are found, and people beg, pool their belongings, and otherwise scratch out a living. No one owns a house here; all are owned and maintained by the Thultyrl. Homeowners belong in another district. Visitors who stay for a season or more often live here; there is no actual wealth (or lack of wealth) requirement.

On the north side of the Great Way (avenue), next to the port, is the blue-roofed Sea District. Here sailors, sea-captains, and fleet-owners live, and cargoes, ships’ stores, and outfitters have their storage buildings and businesses. (Ship-builders and fishermen are of necessity located in the port.)

Next to the Sea District is the Services District, its buildings having only yellow roofs. Here all the servants, builders, and handimen live and have businesses, and restaurants and taverns are found.

Next to the Services District is the Nobles District, a clean, spacious area of trees, gardens, ornamental pools, and grand houses—all roofed in silver.

Next to the Nobles District is the castle, the former fortress-city, which contains the white-roofed stables and barracks of the soldiers and two grand, gold-roofed buildings: the Palace of the Thultyrl and the High Court (abode of the royal servants and officials and location of audience rooms, state guest apartments, courtrooms, and treasury). Folk who do not live or work in this area are not encouraged to enter and wander about.



Next to the castle, coming down the other (southern) side of the avenue, is the Temple District, a place of shining black roofs, with an open area for the erection of temporary shrines. Next to it is the Merchant District, which has sea-green roofs and contains the homes and shops of all domestic businessmen (those with local businesses not concerned with the sea or with adventuring).

Next to the Merchant District is the red-roofed Adventurers' District, home to all who have no work but seem to have money to own homes nonetheless, or who make their livings engaged in prospecting, exploring, scavenging, mining, and other dangerous pursuits. A man who exports clothing is a merchant in Procampur; the man who drives or guards the wagons that take it elsewhere is an adventurer, often a surprising distinction to newcomers. Weapons training and weapon-making are restricted to this district—but the training, stabling, and doctoring of mounts is relegated to the port.

Next to the Adventurers' District is the District of the poor; our tour has come full circle. Guard houses and other mili-

tary buildings have whitewashed roofs. The visitor to Procampur can tell his location with a glance upward.

Local Lore: Generally considered the richest of the cities on the north coast of The Sea of Fallen Stars (Inner Sea), Procampur has always been a wary place. Once known as Proeskampalar, it stands near the oldest gem mines on the North Coast. From its earliest days, the city has been known for its skilled goldsmiths and gem-cutters.

From the first, the miners and craftsmen of Procampur were beset by thieves, pirates, and cheats. Continual raids drove all but the most determined Procampans away. The miners who stayed vowed to turn back those who would rob and slay. To this end, they hired strong mercenary armies. To control the mercenaries, magic was needed, and a local family of wizards rose to power. The Thultyrl (it is now a title, but has always been the family's surname) commanded a fortress-city, and grew to appreciate the ordered peace and discipline of walled and guarded areas.

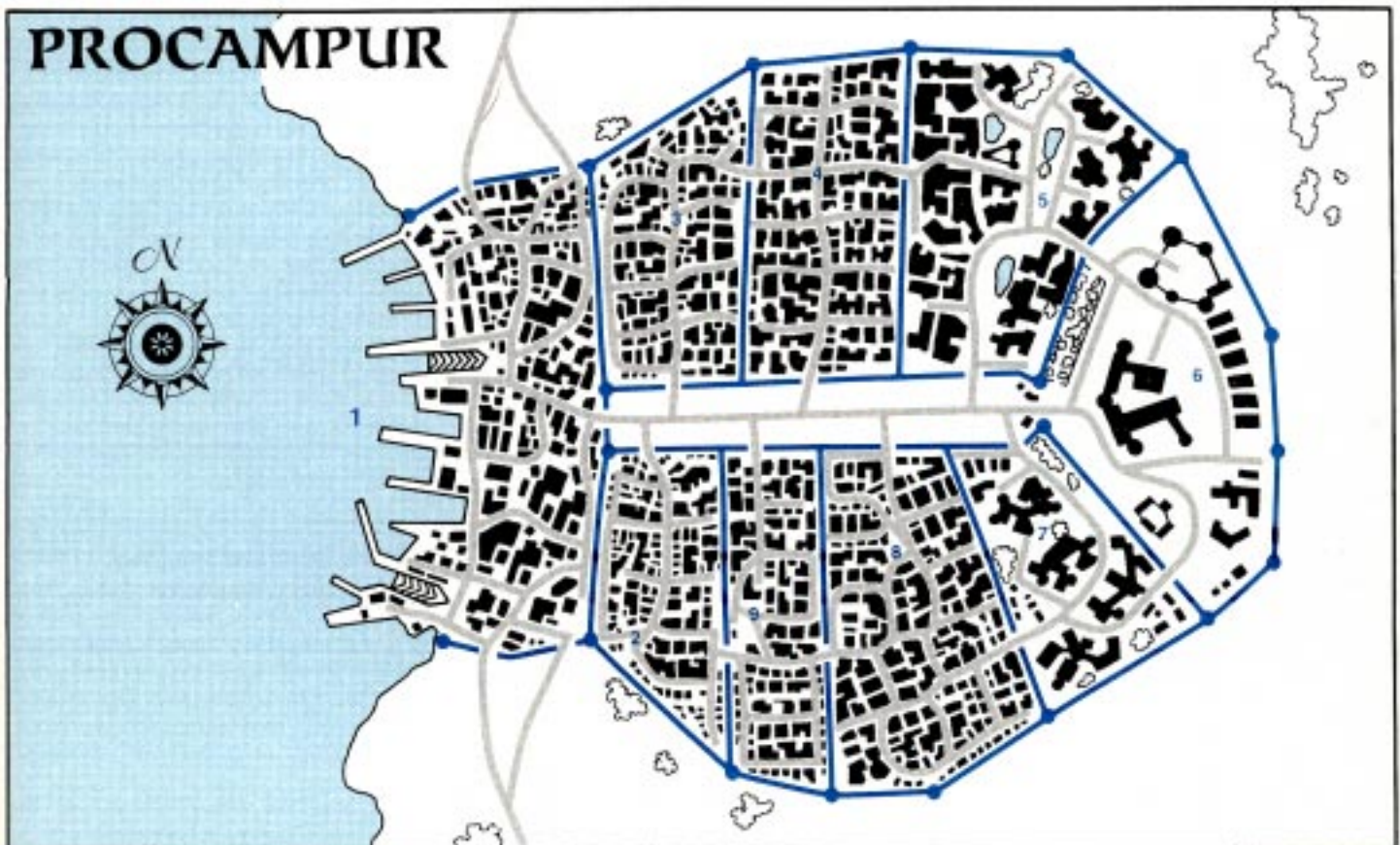
When the city was expanded, it was strictly segregated into self-contained, walled areas, each with its own guarded

entrances. This cut down on petty thievery and allowed the Thultyrl to rule with ease (compared to open, sprawling cities of the same size ruled by merchants or single men without the aid of strong magic and strong walls).

The city was once home to Thallastam, a famous sage (now deceased) whose interest and expertise was magical swords. Some items from his collection of blades have never been found, and are believed to still be hidden somewhere in the city.

KEY

1. Port
2. District of the Poor
3. Sea District
4. Services District
5. Nobles District
6. Castle District (High Court and Palace)
7. Temple District
8. Merchant District
9. Adventurers' District





Saerloon

City of Sembia

Who Rules: Lady Merelith of the Guard (NG hf F11), in the name of the Council of Sembia.

Who Really Rules: The merchants of the city, at large!

Population: 120,000 (census); estimated real average is 128,000, rising in summer to a high of 142,000 (the city can hold 146,000), representing all races.

Major Products: Furniture, clothing, art, pewter, fine wine, carriages, small ships, woodcarvings.

Armed Forces: The guard of Saerloon numbers some 7,000 "helms" (guardsmen), who police the city and nearby roads, farmlands, and waterways (using 11 major ships to do so). They are led by Lady Merelith, whose assistants are Overcaptain Burinta Shammarcron (LN hf F9) and Overcaptain Maerlus Balaern (LN hm F8).

Notable Mages: Saerloon has many mages of middling power, most of whom keep a low profile amid the bustling merchants and investors. A few (aside from the temple clergy described under Notable Churches) are powerful or eccentric enough to be prominent on the local scene:

- Sareenar Thundercrown (CN hf W21), a fiery-tempered veteran adventurer;
- Veldalin the Dark (CE hm W(N)19), a known expert in necromancy whose servants and guardians are undead of rare and strange types.

Notable Churches:

- The Tower of Mysteries, temple to Mystra (also called Midnight); the Lady's Mage Cadellin Firehands (LN hm W24) and four Mages Arcane: Tanthala (LN hf W18); Rinthassa Brinhan (LN hf W16); Alyn "Wildblade" Tindar (adventuress-mage, known for her long, snow-white hair: LN hf W16); and Kythsara "the Silent" Steelwood (LN hf W15). This temple is allied to the temple of Azuth, also in Saerloon;
- The House of the High One, temple to Azuth; Masters Helven (LN hm W18), Mirren (LN hf W16), Lhun (LN hm W14), Ormil (LN hm W12), and Thelcaunt (LN hm W12);
- Shrines to Lathander, Tempus, Tymora, and Waukeen.

Notable Rogues' and Thieves' Guilds: Saerloon has at least two shadowy organizations of the lawless.

- The Night Knives are an autonomous group having no relationship to bands active in other cities with similar names. They number some 40 thieves, smugglers, and fences (T1s through T7s, with a few low-level wizards and priests of Mask), and have been infiltrated by both Zhen-tarim and Harper agents, who occasionally butcher each other.
- The Eyeless Mask is a more sinister organization, dedicated to the slavery of all mages, priests, and nobility. It kidnaps anyone of those three groups that it can, and slays those it cannot kidnap. Its members do not hesitate to prey upon visitors to the city. This organization consists of over two dozen very secretive agents of Thay, slavers who are after all the wealth and magic they can grab, while at the same time seeking to weaken the western Inner Sea lands magically so that they will be less able to resist a future invasion (Thay, like Zhentil Keep and Mulmaster, harbors dreams of eventually ruling all Faerun). The ranks of the Eyeless Mask include 14 Red Wizards, several thieves, some priests (faiths unknown), and various warriors.

Equipment Shops: Full.

Adventurers' Quarters: Saerloon has many inns and rooming-houses, and is a city used to conventions and trade meetings of all sorts. Like Ordulin (q.v.) and other major centers in Sembia, the innkeepers of Saerloon are happy to house anyone who is prepared to pay well. A few of the more affordable and lenient accommodations appear here.

- The Blue Cow inn is a famous adventurers' haunt, known for its free-swinging brawls and the tall tales of adventure and treasure yet unfound that are heard of around its hearthfires. It has a strict "no spells cast in the house, no wands waved" policy. Adventurers who break this rule forfeit all their magic until they leave and must pay double the daily rates for everything (excellent/moderate).
- Less well-heeled adventurers usually wind up at Crommor's inn and tavern, near the docks, a wild and battered home to the two-fisted and the agile (fair/cheap).
- The Black Viper is less well known and strictly policed by capable bouncers (including wizards), but offers quiet surroundings (good/moderate).
- Women (and those able to pass for women!) only are allowed at Lady Rae's, supposedly a refined inn for women tired of coarse comments and rustic accommoda-



The Raven & Silver of Sembia

tions in their travels. Adventurers of both sexes who have hidden there (men able to use magical or other disguises often escape pursuing Guard officers by taking rooms here) say that it can be as boisterous and brawling as any tavern on the docks, once a fight starts.

Important Characters: Many important folk reside in Saerloon, and many more live there who think themselves important, as visiting Cormyrean merchants remarked long ago, a judgement preserved in Realmslore down the years. Sembians say that Saerloonians are nowhere near as haughty and pompous as Selgauntians (except, of course, for those Sembians from Selgaunt, who reverse the comment!). The truly important individuals currently residing in Saerloon are:

- Ambaeril Moonmistarr (CG hf W19), a gentle and shy lady given to the company of pegasi and faerie dragons, who enjoys aiding the needy and routing evil when she can clearly find it.
- Fildaern (LN hm F4), a fabulously rich merchant and fleet owner, who has recently decided to buy one of the Dales and set himself up as Lord there. He hasn't yet decided which one to buy, but figures they should be fairly cheap.
- Isundoun Impaerlath (LG dm F9), a famous adventurer and smith known for making magical *axes of hurling*.
- Naergoth Bladelord (NE hm F(now)21), the local leader of the Cult of the Dragon (*FR0), an evil group dedicated to the service of evil, undead dragons. His shrewd leadership directs local Cult members in stealing magic and treasure from all sources, to enrich dracolich hoards.
- Salvarad (LE hm P(now)20) of the Cult of the Dragon, whose spells are, in reality, granted by both Shar and Cyric.



This seemingly gentle, cultured man is a manipulative master, and one of the greatest single forces for evil loose in the Dragonreach today. He is an unforgiving, unforgetting, cruel foe, not above selling fellow Cult members into slavery to enrich himself and weed out the weak and unreliable.

- Zilvreen (NE hm T(now)13), the dangerous and soft-spoken master thief of the local Cult of the Dragon forces, a small but agile man given to the use of poisons and potions.

- Cult of the Dragon: This secretive organization is widespread in Saerloon. Adventurers will usually only encounter a Cult strike force, typically 2-5 evil fighters and 2-8 thieves (for levels, roll 2d4 for each), led by a NE W12 to W16 (40% chance of W(N) 12-16).

Important Features in Town: Saerloon is an old, refined city of exotic, varied tastes. It prides itself on its culture and high society, and is liberally endowed with grandly-carved stone buildings, statues, and fountains. Farmers and adventurers often remark sarcastically on the sculpted stone trees that take the place of the real thing in many of the city's tiny

parks. The city's very real blusterbirds (pigeons) regard the trees no differently from the statues, and treat them accordingly.

Saerloon is also a busy merchant city. The docks bustle day and night, as do the main roads where the warehouses, stables, and caravan yards are located. Local competition is so fierce as to relegate the large trading costers to mere seconds among equals.

Visitors find that the pretty stone buildings make poor landmarks: one carved gargoye looks so much like another.

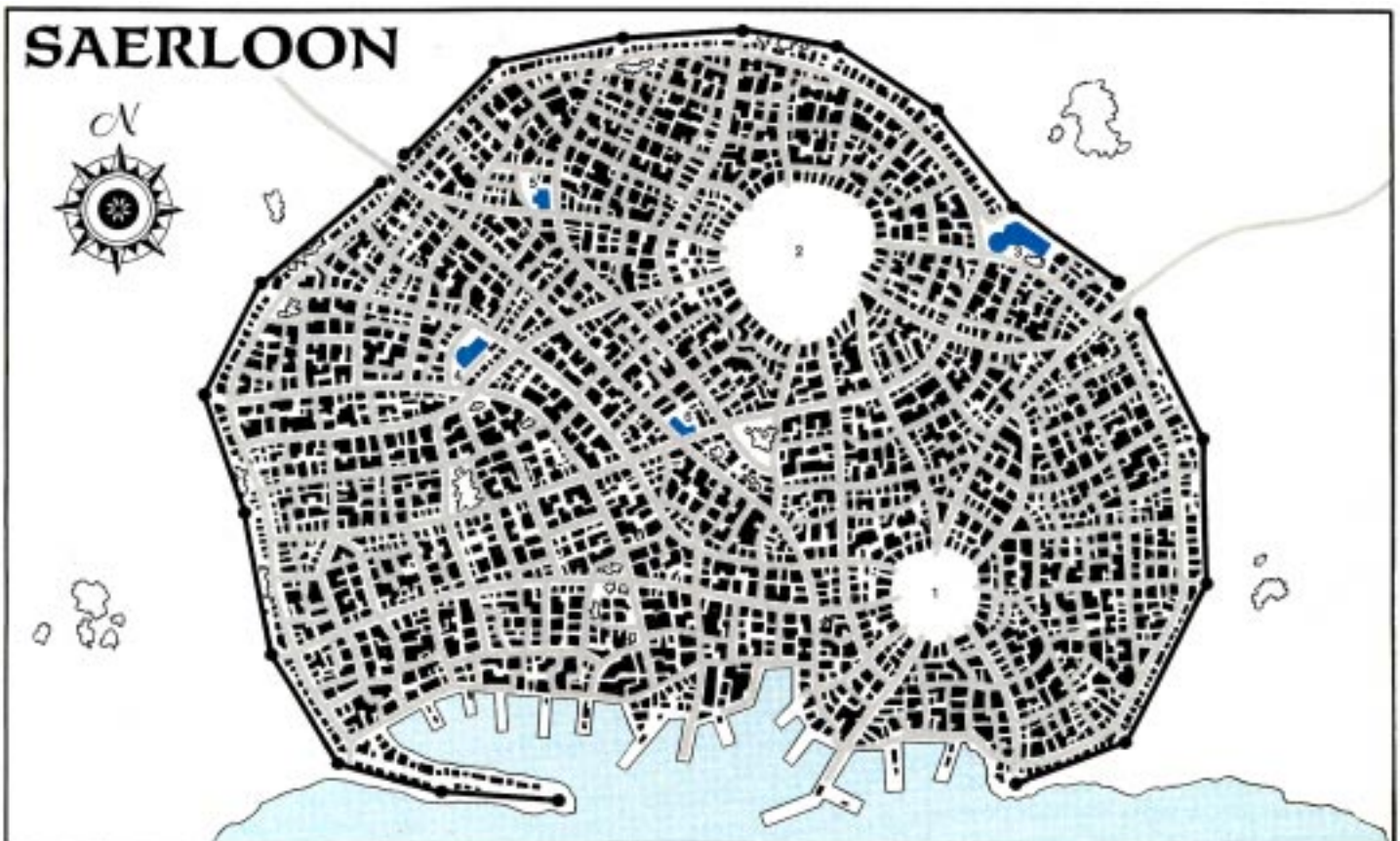
The two open markets, however, are ready landmarks—the Dolphin Market near the docks, a crammed place of leaning stalls and stinking fish, can't be missed by the discerning nose, and the larger, newer North Market sports a high-pillared statue of Saer, which makes a convenient meeting-place (and is always watched by the Helms).

Local Lore: Once known as Chondathan, this longtime port was renamed Saerloon in honor of Saer, merchant master of Sembia in its early days. Under Saer's direction, Sembia became a prosperous and envied land for the first time,

as its farms pushed back the deep, green elven woods and began to produce enough food so that merchants no longer needed to trade their goods for simple food to survive. Since then, Saerloon has always been a rich city—and always endangered by pirates to the south, and barbarians, orcs, and elves to the north and west. Its citizens have accordingly hidden away tons of coins, coffer by fistful by strongest, over the years, in "safe places" in case the city is overrun. Most were wise enough to hide their loot somewhere outside the city, but quite a few found places in their cellars, rooftops, or nearby sewers. Lucky explorers are always finding a year's wages here and a missing magical item or piece of regalia there.

KEY

1. Dolphin Market
2. North Market
3. The Tower of Mysteries (Temple of Mystra)
4. The House of the High One (Temple of Azuth)
5. The Blue Cow (inn)
6. Lady Rae's (inn: women only)





Scornubel

Independent City

Who Rules: Lady Rhessajan Ambermantle (NG hf B14), a retired, weathered old woman of rasping voice and great humor, who in her time was an explorer and trader, and who acquired several personal, protective magical items and spells which she still uses.

Who Really Rules: The Lady Rhessajan, supported by three Lord High Advisors, all retired caravan masters: Burdan Hlathiman (LN hm F12); Deep Ulurnan (NE hm T9); and Phantar Naelannon (NG hm F13). They strive to be fair and farsighted, and otherwise do whatever is most profitable for the city and its merchants, consulting with a council of merchants whose meetings they chair.

Population: Estimated (there has never been a census, or any taxes short of stabling and ferry surcharges) at a mere 12,500 in winter, the inhabitants of Scornubel, “the Caravan City,” can swell to 80,000 at the height of a good summer season. In most years, the actual population for spring and summer is around 50,000.

Major Products: (Trade, moneylending,) wagon repairs, mounts and beasts of burden (trading, breaking, and doctoring), medicines, mutton, wool.

Armed Forces: A watch (police) of 46 mounted, plate-mailed men armed with horsemen’s maces, hand crossbows, lances, long swords, and daggers. The watch is reinforced by several priests and wizards of middling levels, the Red Shields mercenary fighters, and, in times of danger, a mustered local militia of approximately 700 men, of whom 400 will be trained F3s to F5s.

For a plains city, Scornubel is seriously undermanned. However, the merchants and costers moving through the city often bring their own mercenary forces, which are used in times of immediate danger to defend the town. In addition, Scornubel has money and influence enough to call on military aid from other nearby cities in the case of a threatening orc horde, bandit, Amnian raider, or High Moor troll attack (occasionally the city hires one of the above to fight the others).

Notable Mages: Scornubel is a city of transients, where many folk keep their true names and powers hidden under disguises and aliases. Of the few who do make themselves known, the most powerful mages are:

- Buldath (LN hm W15), a taciturn caster of spells-for-hire and caravan investor, who buys monster remains from adventurers and peddles them as magical components through agents around the Sword Coast.

- Chansrin Aluar (CG hf W9), a sharp-tongued, gung ho adventuress always ready for a rescue or a fight, who often lends her magical aid to the watch.

- Nethmoun Aln (CN hm W12), a reclusive researcher into rare and unusual spells, who buys such spells by offering training or items he has crafted in return. He is said to have some awesome defenses around his ramshackle hut.

Notable Churches:

- Scornubel has no permanent temples except the Healing House, temple of Lathander; High Priestess Josura Hlammel (NG hf P14), a kind woman always ready to heal the hurt and hungry of all faiths; 12 priests, 42 followers.

- Shrines to almost all of the known gods and cults of Faerun can be found here, most unstaffed and empty except when the faithful come through town.

Notable Rogues’ and Thieves’ Guilds:

None known. Many individual thieves and brigands operate for a night or two here and then (if they are wise) move on, but between the watch and the Red Shields no organized ‘gray’ groups are permitted to operate in Scornubel—unless one considers the mysterious Trail Lords, a pompous band of merchants (*FR0) such a group. Zhentarim, Dragon Cult, and Harper agents are all active in the city, but none have successfully established working bands in Scornubel yet.

Equipment Shops: Partial (poor in winter).

Adventurers’ Quarters: Scornubel is largely a city of tents, warehouses, and paddocks; one need never pay for a night unless one wants a bed, stables, food, or all of the above. Adventurers are welcome here as normal folk, not as potential troublemakers, for everyone here is an adventurer of a sort. The available accommodations presently include:

- Far Anchor inn, large and fairly new (good/moderate);
- Traveler’s Rest inn, old and large (good/cheap);
- The Dusty Hoof tavern and inn (good/moderate);
- The Raging Lion inn and tavern (fair/moderate);
- The Fishym & Smoka Inn, known to all as “the Fishsmoke” (fair/cheap);

- and the Jaded Unicorn inn and tavern (poor/cheap).

Scornubel has many wild taverns, nightclubs, and festhalls (*FR0).

Important Characters: In a city of transients and eccentric adventurers, few individuals stay around, alive, and important for long. Two unlikely souls who have are:

- Obloss, Commissioner of Public Sewers (NG hm F7), a rotund, sweating, and earnest man dedicated to making his chosen home, Scornubel, a better place to live. He has busily worked on roads, sewers, water-cisterns and piping, and the like for eight seasons now, assisted by volunteers from the citizenry when they aren’t too busy keeping warm (in winter) or earning their keep (in summer).

- Phiraz of the Naturalists (LN hm W6), a watch supporter with his magic, and S: zoology, particularly the monsters of the High Moor region; a recognized expert on otyughs.

- Another important inhabitant of Scornubel is the legendary Oebelar. Once a mighty mage, some accident or transformation overtook the Oebelar some years ago—a battle or magical mishap that destroyed his tower in great flashes of blue-white “cold fire.” Since that time, the Oebelar has lurked around Scornubel, spying on private meetings, trysts, delicate negotiations, indelicate negotiations, and everything else in between. Many people in Scornubel occasionally feel that they are being watched, but few manage to spot the watcher. When they do, they often wish they hadn’t, for all that is left of the Oebelar is a coldly shining eye, a blackened hand and forearm, and his intelligence.

The Oebelar cannot speak, but can signal, gesture, and even write. His eye and hand float silently around Scornubel—sometimes together, sometimes apart. He seems to keep watch over as many events in the city as he can, and has been known to signal the Lady Rhessajan, or leave her notes, when the city’s security is endangered.

The Oebelar’s remaining forms can be hit and hurt, but seem impervious to all magic. The Oebelar himself cannot be detected by any magical means tried thus far—nor do magical barriers seem to keep him out, or magical sentries warn of his approach. His activities have largely ended Scornubel’s traditional appeal for Sword Coast couples intending to elope, who arrange to meet in Scornubel. Their



Harper's mark:
"Dangerous magic here"

happy meetings tend to be dampened by the cold and interested hand and eye of the ever-silent Oebelar.

Important Features in Town: Scornubel has no walls or city plan; its most important features are the ferries and ship docks, and Scornubel Hall (which contains quarters for the local Council and visitors, the city's deep wells and emergency granary, and meeting chambers which can be rented when the Council is not in session—and over which Rhessajan shamelessly eavesdrops). The city contains bases of the Thousandheads Trading Coster and many other costers, companies, and priakos (*FR0).

Local Lore: Somewhere beneath one of the darker, racier nightclubs of the city lies the lost crypt of the Wondermen, a lost, long-ago society of mages, perhaps from lost Netheril, who explored the extremes of human magic of their day.

Local lore holds that several of the Wondermen, now liches, guard the crypt, which is full of dancing *ioun stones*, wands, rods, and stranger treasures, including a huge crystal sphere containing an "eater of magic," a cloudlike creature that, if released, the legends whisper, will devour all the magic in the world, leaving the Realms bereft of all spells and their effects. (This creature is a Nishruu. A close relative of it, a Hakeashar, appears in *FRE1.)

Scornubel has always been home to some pretty racy nightclubs, dancehalls, and taverns, with wild entertainments of magic, exhibited monsters, acrobatics, and exotic dancing presented for the patrons. There are many tales of monsters that escaped, ate a few unfortunate revelers, and still lurk in the area. Darker legends whisper of monsters with mental or magical powers that came here controlling their human handlers and left with

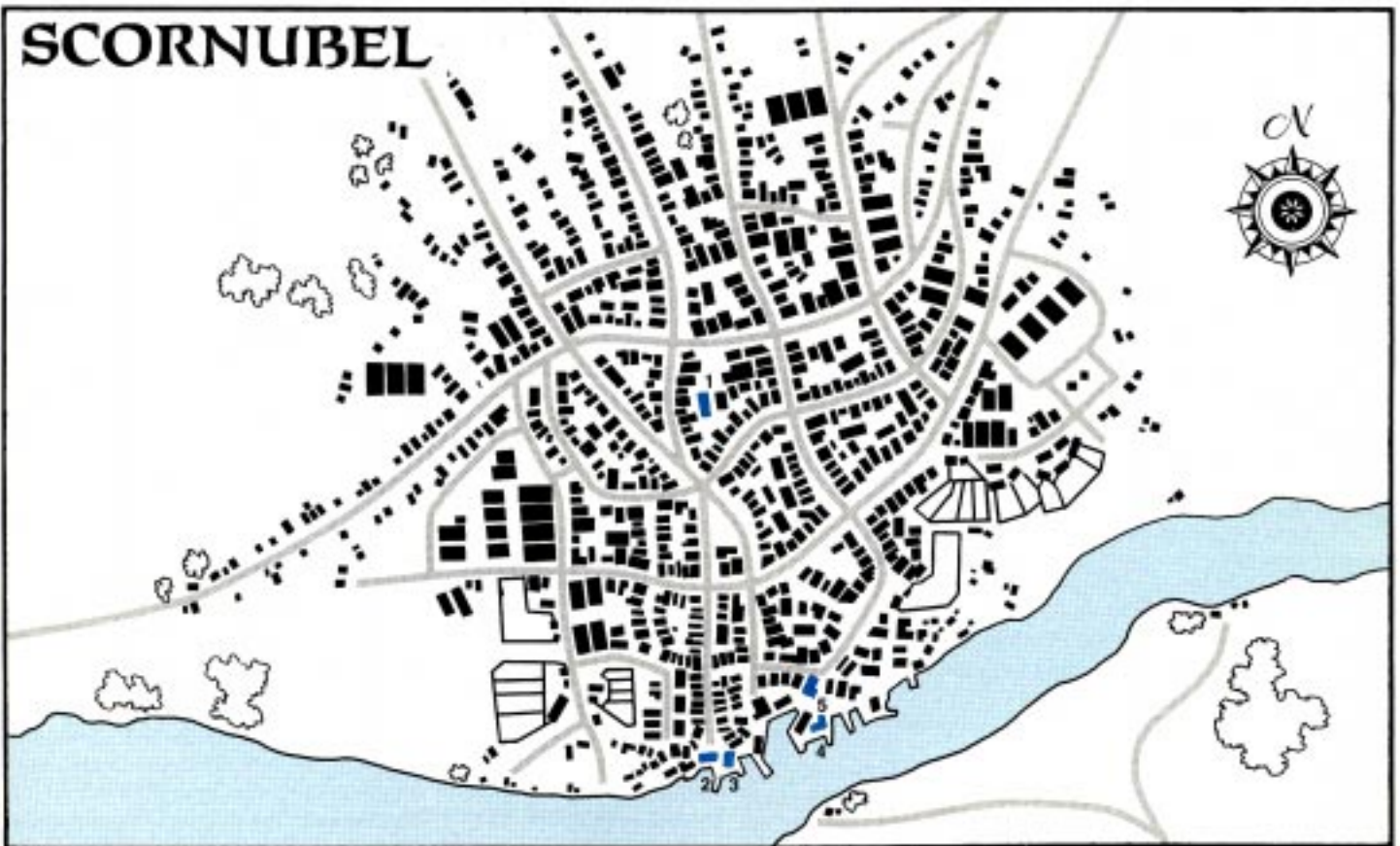
considerably more mentally enslaved subjects, and treasure to boot.

There are also persistent rumors that among the costumed, painted dancers of both sexes who perform in Scornubel are outlaws on the run, adventurers seeking to escape the vengeance of foes, nobles seeking to escape vendettas or parental control, heirs evading the blades of those who would forcefully disinherit them, and so on. Some of these tales are undoubtedly true. On more than one occasion, a tavern has erupted into full-scale battle when a seasoned adventurer in the audience has recognized a nearby performer as a lamia, doppelganger, or other dangerous menace.

Whatever the present level of dangers and intrigue in the Caravan City, one thing is certain: it is never a dull place to visit.

KEY

1. Scornubel Hall
2. "Southroad Ferry" dock
3. Fish Market
4. Smithy (Kaerus Thambadar)
5. Arkaras the Shipwright





Selgaunt

City of Sembia

Who Rules: The Hulorn, hereditary merchant-mayor of the city. This is currently Andeth Ilchammar (CN hm W6), a half-mad, bored playboy who thinks himself possessed of mysterious divine powers and of a divine mission to do something or other which the gods haven't yet revealed to him.

Who Really Rules: Knights of Selgaunt, who answer to Raithspur (see Ordulin) and Sembia's powerful, willfully independent merchant nobles.

Population: 147,000 (census); estimated real average is 169,000, rising in summer to a high of 202,000 (the city can hold 205,000), representing all races.

Major Products: Objets d'art of all sorts, musical instruments, books, parchment, fashion clothing, jewelry, candies, luxury scents and soaps.

Armed Forces: The guard of Selgaunt is 9,000 Scepters strong, similarly equipped and trained to Saerloon's Helms (q.v.). They police the city, harass visitors, and patrol nearby waters with Sembia's navy—36 major ships.

Notable Mages:

- Chaspra (CN hf W(E)19), a beautiful, sneering, manipulative witch who loves to play at intrigue and make men fall hopelessly in love with her.
- Durlan (CG em W15), quiet and noble, working for the good of all good beings.
- Helara (NE hf W7), a rising power in the local adventurers' ranks; a wild one with ambitions to rule her own kingdom, and a penchant for hiring adventurers to help her gain this or that magical item to move a step closer to her goal.
- Naglatha (NE hf W5), a Red Wizard of Thay, posing as a merchant dealing in curios and rarities of the South. Naglatha is fanatical in his zeal for the various current causes of the Red Wizards, and both ruthless and reckless in advancing them. Naglatha is young, black of hair and grim of demeanor.
- Ryhinn Blackcloak, Hurler of Thunderbolts (LN hm W(In)16), the leader of a mercenary group gathering its strength for an expedition to thoroughly explore (plunder) the ruins of fabled, fallen Myth Drannor.

Notable Churches:

- The Palace of Holy Festivals, temple of Lliira; High Revelmistress Chlanna Asjros (CG hf P14); 39 priests, 87 followers.

- Firehair's House, temple of Sune; High and Most Beautiful Priestess Aumraeya Ulmdrin (CG hf P18); 27 priestesses, 62 followers.

- The House of Song, temple of Milil; High Songmaster Ansril Ammhaddan (NG hm (specialty)P14); 24 specialty priests, 49 followers.

- The Hallowed House of Higher Achievement, temple of Deneir; High Scrivener Melendilar Huantilar (NG hm P17); 18 priests, 21 followers.

- The Sanctum of the Scroll, temple of Oghma; High Loremaster Undryl Yannathar (LN hm (specialty) P19); 16 priests, 14 followers. "The Scroll" refers to Oghma himself, but this temple does have a library of magical scrolls. Single scrolls are sold from time to time, to enrich the temple and priests.

- Shrines to Lathander, Tymora, Waukeen.

Notable Rogues' and Thieves' Guilds: None admitted to, but the Night Knives and Eyeless Mask of Saerloon (q.v.) operate here, plus Harpers, Zhentarim, and Red Wizards.

Equipment Shops: Full.

Adventurers' Quarters: Only two places in Selgaunt welcome adventurers:

- The Black Stag inn and tavern, a dark, cozy, shady place, favored by unsavory characters, including pimps, fences, drug runners, and smugglers (good/cheap);
- and the Green Gauntlet inn, near the eastern end of the docks (fair/cheap).
- Those who cannot find room at either usually end up outside the walls at the Outlook Inn, a large, new, clean place (good/moderate).

Important Characters:

- Askarran (NG hm F2, S: theology, cult history and the nature of undeath);
- Deior Rasthavin (LN hm W4, S: humankind—history, legends, folklore of Inner Sea region, genealogy, politics, heraldry, signs and sigils);
- Flame (NE hm T7), adventurer and former arsonist, contact through the Green Gauntlet inn;
- Garth "the Gimble" (NE hm T(now)9), "The Snake of Selgaunt," though that name is more properly given to a famous and deceased predecessor, the pirate Ilmelkyr;
- Narve Dwarfkin (NG hm (dwarf blood) F16), an adventurer of great renown, whose name is pronounced "Narvay;"
- Shamur (LN hf T11), lady of high birth, onetime owner of the Albruin

(*FR4), now wife to the merchant noble Thamalon Uskevren;

- Stong (NE hm F5), a rich and famous merchant dealing in fine clothing and accessories, leatherwork, and textiles;
- Thantos (LN hm F1, S: magical history and lore of the human Northlands, from the Inner Sea to the Sword Coast);
- Ultramm (CN hm F7), a merchant and one of the founding partners of the Six Coffers Market Priakos;
- The Hunt adventuring group (*FR0) is also based in Selgaunt.

Important Features in Town: Selgaunt is a city of striking house designs. It abounds with sprawling, ornate mansions, surrounded by topiary, statuary, and little ornamental pools, fountains, follies, and cascades. This grand panoply of artistic snobbery reaches a pinnacle in the many-spired Palace of the Hulorn, which rises above the private, wild-wooded Hunting Garden. The garden is a high-walled preserve forbidden to all but the Hulorn's guests and family (though sewers that one can crawl along are known to penetrate its confines).

Almost grudgingly, the city finds room for mundane but necessary warehouses, stockyards (including a Six Coffers Market Priakos base), and taverns.

The River Arkhen empties into the Sea of Fallen Stars at Selgaunt, but you will never hear a Selgauntan utter those names. To a native Selgauntan, the "Elzimmer" (after the long-dead Selgauntan water-wizard) empties into "Selgaunt Bay." Only the uncultured refer to the Arkhen or to Inner Sea cities as anything but "those places on the far shores of Selgaunt Bay."

Local Lore: Once known as Chancelgaunt, this city was renamed Selgaunt after the merchant king of Sembia, Selgar, upon his death. Selgar is buried in Selgaunt, in an ornate tomb said to contain magical treasures, and known to certainly contain traps and magical guardians, from the fate of several foolish thieves and adventuring bands over the years.

Perhaps the richest city of Sembia, Selgaunt is a brash, exciting place of high fashion, pomp, and snobbery. Its citizens consider themselves to be the heart of civilization and their city to be the pinnacle of civilized society (in the entire multiverse).

To a Selgauntan, Sword Coast folk (such as Waterdhavians), Northerners (anything north of Sembia's borders), and Southerners (the folk of Westgate and all



points south, Calimshan in particular) are unwashed, deluded barbarians. Those of Calimshan and the mysterious Utter East (Kara-Tur) are in fact worse: they are pretentious unwashed barbarians. The folk of Cormyr are cute bumpkins and the citizens of Sembia's farms and towns are unfortunates who lack the good breeding and sophisticated intellect of the Sembian city-dweller.

Of course, among Sembia's cities, Yhaunn, Daerlun, and Urmlaspyr are depressed, disadvantaged areas; Ordulin is regrettably small and provincial, and a city of grasping, common tradesmen who never look up from the coins they are grubbing after, to boot; and Saerloon is old, jaded, and past its prime, full of aged, deluded snobs who think themselves important but do nothing to achieve importance. Which leaves Selgaunt as simply the only place to come from. And of course, there are *certain* neighborhoods...

All of this is very tiresome to those Selgauntans who were not born and bred in the city, but have come to live there since. They are treated with the same disdain that native Selgauntans treat everyone

else ("Well, they're [interlopers], know you, and one can't expect too much from lesser stock..."), but when traveling outside Selgaunt, must endure the same hostility that the rest of the world has for native Selgauntans.

Selgaunt does have a rich, active artistic community with new dance-plays set to choral music being presented every ride, and paintings, statuary, and small carvings all being both plentiful and highly valued (though many of these masterpieces seem to lose a lot of their value when taken outside the city limits). Musicians expert in the intricate, clashing music of glaur, zulkoon, and thelarr (instruments resembling a combination trumpet and bagpipes, a portable pump-organ, and a warbling whistlecane sounding a lot like a giant comb-and-paper, respectively) live in Selgaunt, and are constantly busy playing in taverns, restaurants, private parties, nobles' courtyards, and under the balconies of ladies being courted.

Many Selgauntans can sing or whistle intricate tunes. Selgauntans of both sexes favor up-to-the-minute fashions, ornate coiffures, and lots of body jewelry, espe-

cially things that dangle and loops of fine chain joining one body part to another — an ear to a shoulder by means of rings, for instance. Tiny chimes and bells are also popular. A fully-decked-out Selgauntan could charitably be mistaken for a parody of a Calishite pleasure-slave, a Lantanna costumed dancer, and a noble Waterdhavian dandy, all at once.

Selgauntans especially despise the folk of Archendale, whom they consider truly savage, and make the butt of many jokes about insanity or utter stupidity. This is ironic; most of the fierce folk of Archendale are of Selgauntan stock.

KEY

1. Palace of the Hulorn
2. Hunting Garden
3. The Black Stag (inn and tavern)
4. The Green Gauntlet (inn)
5. Outlook Inn





Shadowdale

Independent Dale (town and subject farmlands; currently allied to Cormyr, Daggerdale, and Mistedale)

Who Rules: Mournngrym Amcathra (NG hm F6), with his wife Shaerl Rowanmantle (LN hf T6) — *FR7.

Who Really Rules: Elminster, aided by Mournngrym, Storm Silverhand, the Knights of Myth Drannor, and other adventurers.

Population: An estimated 5,000 (including outlying farmers, garrison, temple clergy). Shadowdale has grown greatly since the last census, taking in the dispossessed and malcontents from Daggerdale, Hillsfar, Battledale, Featherdale, and Tilverton. These refugees are spread throughout the verdant fields of the dales themselves, and only about 15% of that number live near the Tower of Ashaba.

Major Products: Agricultural produce of all sorts, wagens, furniture.

Armed Forces: *FRE3 gives a detailed breakdown of Shadowdale's fully mustered defensive forces. Since the Time of Troubles, the dale has rebuilt from its heavy losses, and has 300 guardsmen (F1s), including 60 skilled archers (F2s). All are clad in chain. The archers have long swords, daggers, longbows and two 21-arrow quivers each. The others all bear a halberd (or lance, if mounted), mace, long sword, and dagger. All of the guardsmen are skilled riders and know every inch of the dale, for cover, short-cuts, and hidden weapon caches.

In times of true emergency, every man and woman of the dale can be mobilized for battle. Unlike the comfortable cities of Sembia to the south, the dales are still wild to a great degree, and the farmer and the merchant are usually warriors and hunters as well.

In battle, the guards are led by Mournngrym, Shaerl, Storm Silverhand, any available Knights of Myth Drannor, or tower officers (F2S). At the time of the Avatars, they were led by Hawkguard (NG hm F5), who perished in the fighting. In peacetime, the guards garrison the Tower and man way-posts on roads leading out of the dale (on the bridges, to the west and south), with beacon fires. A permanent watchpost atop the Old Skull overlooks these beacons.

Shadowdale has been repeatedly attacked by Zhentilar forces in recent years; its forces are alert veterans. They can call on a militia of up to 70 citizens, mostly

F1s, but with a few other classes and levels, and, of course, the fabled Knights of Myth Drannor. It is these powerful adventurers who have stood between the dale and destruction a number of times, and have repelled armed forces several times their size.

Notable Mages: Not counting Jhessail and Illistyl of the Knights, there is only one mage of any note residing in Shadowdale. Of course, when that mage is Elminster, only one is needed!

- Elminster (CG hm W26, S: magic, monsters, history and genealogy — *FR7, FR0, FRE1).

Notable Churches:

- The House of the Lady, temple of Tymora; Preceptress Eressea Ambergyles (CG hf P(now)7 — *FR0); 21 priests, 28 followers.

- The House of Plenty, temple of Chauntea; High Harvestmistress Glamairie Windbough (NG hf P9); 16 priests, 36 followers who freely help injured or poor farmers harvest crops.

- Morningdawn Hall, temple of Lathander; High Morninglord Rewel Thunderstorm (NG hm P1); 7 priests, 11 followers.

- Shrines to Mystra and Tempus.

Notable Rogues' and Thieves' Guilds: None permitted or exist (save the Harpers, if one considers them such).

Equipment Shops: Partial (poor in winter).

Adventurers' Quarters: Shadowdale has few accommodations. Guests of certain faiths and on certain business may be put up at the Tower of Ashaba (as guests of Lord Mournngrym) or at the various temples or in private homes (for fees). A feshall, Mother Tara's, also provides a bed for most nights. The best and most famous sleeping-place in the dale, however, is the Old Skull Inn, run by Jhaele Silvermane (NG hf F4, specialization with thrown dagger; within the inn, allow her an extra +1 on thrown-dagger attack rolls on top of this). It is fully mapped and detailed (with room rates) in *FR0, page 76 of the *Cyclopedia*, and *FRE1.

Important Characters:

- Gunthor (LG dm F12), a gruff, fearless master smith recently freed from Hillsfar by Florin Falconhand, as envoy of Shadowdale. Gunthor now serves Lord Mournngrym as smith of the Tower.

- Storm Silverhand (NG hf B18); *FR7, a kindly, gentle, and wise lady who can often be seen toiling on her farm, on the east side of the dale's North Road.

- Tamshan the Bard (NG hm B9), once a member of Mane's Band, now a Harper quietly active around Shadowdale.

The Knights of Myth Drannor (detailed in *FR0 and *FR7) are also often to be found in Shadowdale, and remain lords and ladies of the dale, as much its legal rulers as Mournngrym and Shaerl (who are, in fact, both junior members of the Knights). Level increases since *FR7: Dove to R12, Florin to R10, Illistyl to W6, Jhessail to W9, Lanseril to D10, Rathan to P7, Sharantyr to R6, Torm to T7.

Important Features in Town: Shadowdale has been more thoroughly described for us than any other place in the Realms (except perhaps Waterdeep), because Elminster lives there and loves his home. Refer to *FR0, FRE1 and *FRE2 for maps and details, including the Tower.

Of immediate note are the rich, deep woods around the dale, the River Ashaba (navigable to just above the Tower's boat-house), and the prominent bald, rocky knoll of the Old Skull, which rises above the peaceful farms of the dale like an ever-present, brooding sentinel.

Of interest to adventurers are many dungeons and ruins about the dale, including connections to subterranean drow realms through the cellars of the Tower of Ashaba, the ruins of Castle Grimstead in the woods ("Cavenauth"), and the Old Skull Inn (via an underground lake, which rises near Myth Drannor to join the Ashaba).

The Knights of Myth Drannor have cleaned out many of these, but the interested may still explore the burnt-out ruin of Castle Krag, a former bandit stronghold in the woods east of the dale, and investigate Fox Ridge (location of the Dread Lair of Alokair, described in *REF5, *Lords of Darkness*).

Local Lore: When elves ruled all the lands that are now the Dales, their darker brethren, the drow, came to the surface here and built the Tower of Ashaba to defend the tunnels to their underground realms. They chose this site because lurking monsters discouraged elves from frequenting the area, the Old Skull and the underground lake and gorge offered natural defenses, and because the site was the uppermost navigable point on the Ashaba, which the drow hoped to use as a trade route.

The tower acquired its present name from the more recent human wizard Ashaba, who turned himself to liquid form and merged with it, leaving behind



the affairs of men. Its nickname, "the twisted tower," derives from the appearance of its spire, set off center to create a landing-deck for aerial steeds.

The early history of the dale is long and bloody, and must be omitted here. In recent years, it had become one of the few human settlements to live in peace with the neighboring elves, under the rule of the good and just Lord Aumry and his wife (the "witch") Sylune *FR0. Sylune's powerful sisters (including Storm Silverhand, Alustriel of Silvermoon, Dove who became wife to Florin Falconhand, and the Simbul of Aglarond) visited the dale often.

Evil was brewing. Shadowdale's strategic position on the trade route south from the Moonsea to western lands made it a prime target for the Zhentarim, when they came to power. Their agents, monsters, and poisons weakened the dale's strength and slew Aumry. (His magical staff, which summoned a servant umber hulk, was later stolen from his tomb by Lashan of Scardale and subsequently lost in the fall of Lashan's empire.)

The evil fighter Jyordhan, a Zhentish agent, came to power in the dale, and the tower fell into disuse, soon becoming

home to monsters. Sylune, a firm pacifist, tried to keep the dalefolk healthy as best she could, until the wandering archmage Khelben "Blackstaff" Arunsun of Waterdeep happened to visit. Ambushed by Jyordhan, he slew the evil warrior, and on Sylune's advice bore off the Pendant of Ashaba, symbol of the dale's lordship. Years passed, while Sylune held the dale together in the face of Zhentilar raids, aided by a newly-arrived group of adventurers, Mane's Band, and Storm Silverhand, who came to the dale to live with her man Maxam (since slain).

Khelben sought good and true adventurers to take the lordship, and finally gave the pendant to Florin Falconhand of the Knights of Myth Drannor. Florin, a ranger, refused the honor, but Doust Sulwood of his companions accepted and became a surprisingly good ruler. He formed a democratic council of respected local citizens and held regular "Lord's Courts," in which all citizens could speak freely about their concerns. The dalefolk grew to love and trust Doust and his companions, but the presence of their strong rule brought repeated Zhentilar attacks, including a memorable battle in which Shadowdale's greatly outnumbered forces

defeated poorly-trained junior Zhentilar troops commanded by Lyran, a Melvauntan pretender to lordship of the dale.

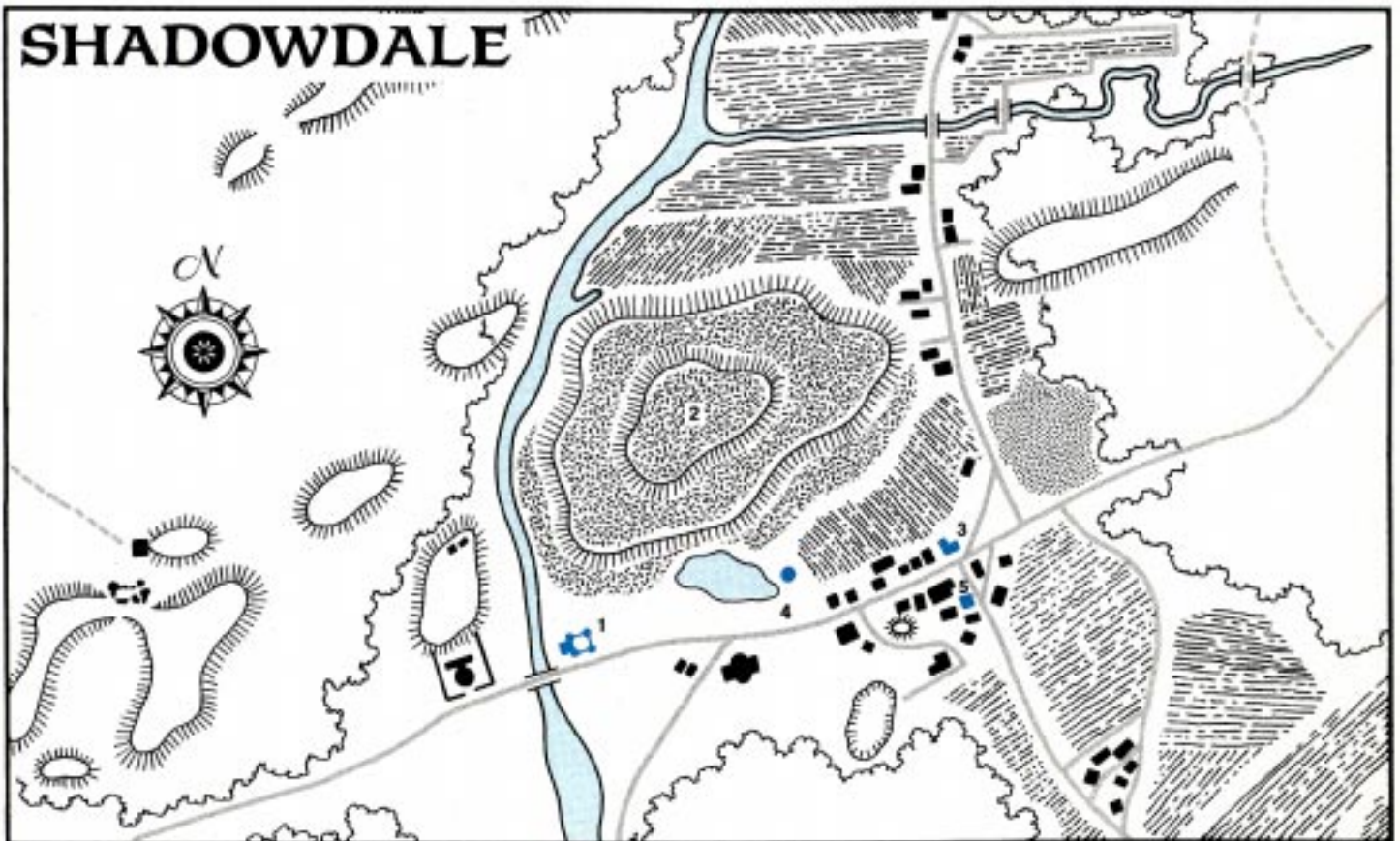
Around this time Elminster the Sage, a world-traveling wanderer who had previously visited and aided Shadowdale, made the dale his permanent home. Though officially in retirement in his old tower outside the village, the thin, ancient wizard has remained a vital force in both local and worldwide situations.

At length the knights grew restless under the constant responsibilities of running the dale, and turned its daily ruling over to Mourgrym Amcathra, recently sent from Waterdeep by Khelben.

Mourgrym has become a good ruler in a short, rough time. Shaerl, a Cormyrean agent sent to manipulate him, instead fell in love with the young lord, and they married. Their first child was just born.

KEY

1. The Tower of Ashaba
2. The Old Skull
3. The Old Skull (inn and tavern)
4. Elminster's Tower
5. Mother Tara's





Suzail

Capital of Cormyr, "The Forest Kingdom"

Who Rules: King Azoun IV of Cormyr (LG hm F20, *FR7)

Who Really Rules: Azoun and Vangerdahast (LN hm W(now)17, *FR7), royal magician to the Realm and Chairman Emperius of the College of War Wizards. The War Wizards are loyal mages whose magical support is the backbone of Azoun's strong rule and the daily peace of Cormyr.

Population: 129,000 (registered); estimated average 148,000, with a summertime high of 160,000.

Major Products: Cloth (durable woollens, often trimmed with leather), ivory and bone carvings, armor.

Armed Forces: A garrison of 4,500 Purple Dragons, led by Sthavar, Lord Magister of the City (LG hm F15); the Imperial Navy of Cormyr (14 major ships and their crews, totalling 2,500+ trained sea warriors); and the War Wizards (see below; an estimated 65 are city residents), led by Vangerdahast.

Notable Mages:

- Argul ("Argool," LN hm W13), who provides spell scrolls for very stiff fees.
- Baskor (NG hm W9), a surly, stout mage often to be met in tavern after tavern of the city.
- Laspeera (NG hf W14), graceful and fearless, prominent in the War Wizards.
- Maxer (NG hm W(In)11), usually reclusive, but recently awarded the title "Defender of Suzail" by King Azoun for his defeat of four dragons who attacked the city (*FR0).
- Valantha Shimmerstar (CG hm W13), a War Wizard, famous for her singing and mischief at festival parties.

Notable Churches:

- The Towers of Good Fortune, temple complex to Tymora; High Priest and Luckmaster Manarech Eskwuin (CG hm P12); 14 priests (including the Curate Winefiddle), 240 followers;
- The Silent Room, temple of Deneir; High Priest and Loremaster Thaun Khelbor (NG hm P10); 4 priests, 42 followers.
- Shrines to Lliira, Oghma, Tempus, Malar and Milil.

Notable Rogues' and Thieves' Guilds: None known (Azoun wages war on such vigorously, making Suzail one of the safest cities in the Realms).

Equipment Shops: Full.

Adventurers' Quarters: Suzail has many inns. Those that welcome adventurers include:

- The Nightgate Inn (the only accessible lodging when the city gates are shut, at dusk—good/expensive);
- The Leaning Post inn (excellent/moderate);
- The Six Candles inn (good/cheap);
- The Wailing Wheel inn (fair/cheap).
- While not catering directly to adventurers, the Hidden Lady (good/cheap) is a less-frequented inn for those who are on the run.

Important Characters:

- Alaphondar, Sage Most Learned of the Royal Court (NG hm F1, S: history, genealogy, and court law of Cormyr);
- Barandos Hawklin, head of Hawklin noble family (LN hm F7);
- Bezenttar (CN hm F3), merchant; partner in the Dragoneye Dealing Coster.
- Fallas of Thentia (LN hm F2), merchant: deals in lace, lingerie, costume jewelry, sashes and finery.
- Maerun Stoutbold (CG hm F5), merchant; "boats bought, sold, outfitted, rented, and repaired—no job too big, no job too small;"
- Saszesk (NE hm F3), a quiet smuggler of goods and people.
- Thentias (CN hm F2), merchant and large-scale landlord in Suzail and Yhaunn, willing to trade in his own grandmother if it benefited him in real estate.
- Council of Mages. All mages of 5th level and greater entering Cormyr must register with a king's herald, local lord, or at the Court. They are welcome at Council meetings (evening affairs held in the Court once every three rides). Vangerdahast (or in the event of his absence, Laspeera) chairs these meetings. Mages most loyal to the Crown can, by free choice and Azoun's agreement, swear a secret oath (known to involve a *geas* spell cast by Vangerdahast prohibiting them from working to the harm of Azoun, his family, or the good of his kingdom), and become War Wizards in the service of Cormyr.
- Nobility: The noble families of Cormyr are a large, influential, and constant presence in Suzail. Their fashions, free-handed spending, intrigues, and joyous entertainments (costume balls, feasts, and hunts in particular) set the tone of the city.

Half-cloaks, full-sleeved shirts or bodices, jewelled rapiers (treat as long swords), and ornate masks mark the noble (or wealthy pretenders).

Currently prominent noble families include Bleth, Cormaeril, Dauntinghorn, Emmarask, Huntcrown, Illance, Rowanmantle, Silversword, and Wyvernspur. Royal nobility include the families Crownsilver, Huntsilver, and Truesilver.

Important Features in Town: Readers are referred to the more complete city map included in *FR0.

Although Suzail is a busy port and boasts shops and taverns of some repute, its crowning glory is indisputably the Court. The Palace is grander and more opulent, but is after all, a palace, and palaces stand all over Faerun, for those lucky enough to see them. The Court, however, is unique among modern human cities.

It is a vast, labyrinthine structure, sprawling almost a quarter mile in length. Its many rooms are linked by arches, galleries, balconies, and sweeping stairs, and include enclosed, glass-roofed courtyards where fountains gurgle softly and harpists play. It houses the entire Court, the festive and social heart of Suzail: the parties, intrigues, and traffic of many nobles, envoys, hangers-on, and social climbers, plus offices and officers of the Crown, the bureaucratic and practical servants who are the fingers of Azoun's long hand.

Guests of the Crown are given apartments in the Court (unless Azoun wishes to have them in the Palace, a rare honor in these troubled times). It is possible to wander through the Court all day and still not see it all or meet with everyone else in residence.

Cormyreans from outlying villages speak of the Court with awe. It symbolizes the importance of the common folk in Cormyr, standing as 'their' place amid the nobles' halls and the grand villas of the wealthy, second only to the Palace itself. Around one side of its many windows runs the broad Promenade, the most important street in Suzail and one of the best shopping strolls in the world, and around the other, the sculpted beauty of the trees and gardens of the Royal Gardens, descending to the glimmering waters of Lake



The sigil of Baskor of Suzail



Azoun, where in warm months pleasure-sculls await.

Many tales of magic, messages, maps, and inscriptions hidden behind the panelling of the Palace's rooms make the rounds in Cormyr, and most are true. Also true, however, is the far-less-often-heard rumor of diligent magical eavesdropping by loyal War Wizards, carried on constantly in every chamber and back passage of the Court. Visitors should consider themselves warned.

Local Lore: Suzail was called "the brightest jewel of Cormyr's crown" by the elven sage Olaurae of Myth Drannor, some five hundred winters ago. It remains one of the cleanest, wealthiest, and safest cities in Faerun, a place travelers love to visit.

The 'bad part of town' lies in the west, near the harbor. Some gentlefolk of the city never go there. Others never venture toward the eastern walls by the harbor, where stand the jail and the barracks of the city's garrison.

Between lie bustling, close-crowded shops, houses, and inns. These are more wealthy and exclusive as one approaches the Palace (the nobles almost all live north

of the Promenade), and cheaper, noisier, and more run-down as one nears the docks.

Suzail boasts a wealth of shops, good inns, better taverns, and restaurants. (Eating out is a city-wide pleasure and tradition. A new, fast-growing custom is to have hired meals "run in" — delivered hot to one's abode.)

Adventurers are directed to two taverns in particular.

- The Laughing Lass is cozy and well-policed. Many sailors, adventurers, and mercenaries gather there, and many deals are made. Its name reflects its secondary use. Veteran adventurers are well aware that the best way to fence stolen goods, make contact with outlaws, or arrange shady deals in the city is with one of Suzail's evening-ladies, in a stout-walled room upstairs at the Lass.

- The Dragon's Jaws, occupying a strategic corner location on the Promenade, is even more famous. To Suzailans, it is a place of meetings and business dealing, as well as much gossip. Its good wine cellar and even better food are justly praised, and when open (during daylight only), it is always crowded. To visitors, it is a place

to be seen in—the famous spot where the adventurer Samhrin unmasked, fought, and slew a mind flayer, and where the evil Dramordugas of Thay picked a fatal fight with a saucy she-mageling who turned out to be a gold dragon. This latter encounter gave the tavern its present name, and also led Vangerdahast to instigate certain security measures to protect the nearby Court and Palace. (It is suspected that secret passages, wands, and War Wizards are involved.)

The Royal Treasury under the Palace is also famous, though very few visitors have ever seen it. The vaults are said to be heavily guarded by magic, traps, and monsters—and to contain great wealth and magical treasures.

KEY

1. The Palace Royal
2. The Promenade (street, from Horn-gate in the west to Eastgate in the east)
3. The Court
4. Vangerdahast's Tower
5. The Dragon's Jaws (tavern)
6. The Laughing Lass (tavern)





Tantras

Independent City

Who Rules: The High Council (the heads of 16 noble merchant families plus the High Priest of Torm).

Who Really Rules: Alliances among the old merchant noble houses, voting together at Council to arrange affairs to their liking. Current alliances are as follows (family surnames given): Aldimer-Mathlin-Uruthkurt; Baraedin-Mithertul-Onsil-Naskurl; Channath-Elovear-Laranadda-Tithlin-Vandover.

Population: An estimated 69,000 year round, rising to 86,000 in summer (maximum comfortable housing capacity is 89,000).

Major Products: Fish (brought in by local fishermen and spiced, pickled, and barreled in the city for shipment across Faerun, as "Tantran finfish"—or, to those not fond of it, "silvermuck"), wagons, crates, locks, hardware (wrought iron), carved wooden casements, railings, and posts.

Armed Forces: The city is defended and policed by the Guard (who patrol in groups of 14, except in the harbor, where there are standing battery garrisons of 30 crossbowmen as well as the usual mobile patrols, under the command of the duty officer of the harbor). These are typically F1s suited in field plate decorated with the arms of the city (see below), armed with spears, short swords, and daggers. Officers (typically F5s) have maces, morning-stars, and short swords. Sergeants ("longswords") are F2s or F3s armed with long swords and maces instead of spears and short swords. There are about 900 guards in Tantras.

The Guard is headed by Lassalar Ormatar (LN hm F12), who is head of the Ormatar noble family and a member of the Council. The guard is directly accountable to the Council, but loyal to Lassalar, who is more practical than some merchant nobles when it comes to curtailing some of the freewheeling freedoms that all merchants want.

Tantras can field a militia reserve of 6,000 men and women, all F1's. Most of these reservists have other jobs in the city, and are considered poor quality.

Notable Mages:

- Dhaerhaera Nanatar (CG hf W9), an adventuress who recently captured and tamed a griffon, which she often rides into the Vast in search of adventure. She is currently searching the ancient tombs and ru-

ined strongholds of the elves and humans who shared the mountains with orcs and worse, when dwarves ruled all these lands—hoping to find lost magic, meeting with some success.

- Tarntassa (NG hf W16), a bronze-haired adventuress-mage immediately recognizable in the streets by her tall stature and long, long ponytail. She went to Waterdeep in the Time of Troubles, and has since returned to Tantras as a friend and ally of Khelben—and, secretly, of the Harpers, who are welcome at her Tower off Sandril's Lane, if they come quietly, by night.

- Zhundult "Stormhand" Ulblesk (CN hm W15), an aggressively private, dangerous, and possibly deranged man, who spends his time researching planar powers and conditions, and how these may be harnessed for use in destructive spells. Zhundult is known to have strange and deadly blasting spells at his command.

Notable Churches:

- The Temple of Torm's Coming, temple complex to Torm; High Priest Barriltar Bhandraddon (LG hm P19); 49 priests, 75 followers). Renamed since the Time of Troubles to reflect Torm's earthly appearance in the temple itself, this flourishing establishment leads the city's spiritual and social life. Parts of its main building are mapped and described in *FRE2.

- The House of Glory, temple of Tempus; High Battlemaster Thiotar Umbar-ton (CN hm P17); 16 priests, 22 followers;

- The Morning Halls, temple of Lathander; High Morninglord Alansyn Ambrilar (NG hm P14); 14 priests, 21 followers.

- The House of Skilled Hands, temple of Gond; High Artificer Eldorn Mindalar (N hm P16); 9 priests, 18 followers.

- The House of Moonlight, temple of Selune; High Priest Pellar Thalangrim (CG hm P14); 9 priests, 16 followers.

- The Happy House of Splendor and Song, temple of Milil; High Mistress of Song Elassuara Narithan (NG hf P14); 6 priests, 11 followers, all bards of levels 2 to 12.

- The House of Hope, temple of Tymora; High Priestess Lashaera Thindol (CG hf P13); 5 priests, 8 followers.

- Shrines to Lathander, Loviatar, Umberlee, and Waukeen.

Notable Rogues' and Thieves' Guilds:

"The Grayclaws" are an organization of smugglers and thieves who operate only against visitors and Tantran natives who have grown very rich, very arrogant, very unscrupulous, or all three. The



Korombos, an elder
rune for "chaos"

Harpers are also strong in the city, under the local guidance of the Temple of Milil, but largely leave the Grayclaws alone—because the Grayclaws have very effectively fought off attempts by the Zhentarim, Dragon Cult, Red Wizards, and pirates of the Inner Sea (sponsored by Calishite slavers) to move into the city's underlife and take hold.

The Grayclaws are currently led by Amlithor Harlguss (CN hm T9) and Othniir Xalast (NE hm P(of Mask)11). Locally important Harpers include Felitar "Flyingfingers" Wendilar (NG hm B16) and Deltara Dragynstarr (NG hf B9).

Equipment Shops: Full (partial in severe winters).

Adventurers' Quarters: Tantras is a busy trading port, with much coming and going from the Dragonreach (via ship) and the interior of the Vast. It has many inns, which welcome adventurers along with everyone else. These include:

- The Roaring Lion Inn, "the best in town" (excellent/expensive);
- The Weeping Wyvern, large and fairly new (good/expensive);
- The Green Sirene, favored by sailors (good/moderate);
- The Lazy Moon Inn, well-located and always busy (good/moderate);
- and Gulder's Good Grub Inn, cozy and usually full of regulars in all but the depths of winter (good/cheap).

Tantran inns tend to be quiet places where hard-working merchants can get a good sleep; noisy carousers are expected to go to a tavern at any time of the day, if they wish to revel. Tantras has a famous nightclub, the House of Twilight; a very good tavern, the Net of Stars; and an infamous, very wild tavern, the Silly Satyr.

There are others, which often open in small shops near the center of the city, appearing and disappearing with the changing fortunes of their owners.

Important Characters:

- Bhaeryta Chassendora (CN hf F5); a merchant specializing in rare and difficult-to-find substances used in magic.



She sells to mages and often buys her wares from adventurers who acquire them as the spoils of their adventuring—dragon blood, wyvern scales, and manticores spikes, for example.

• Somidorr Danthan (NE hem T12), a dangerous character who has become very rich by shrewd smuggling decisions, and wishes to increase his personal power by acquiring useful magical items from anyone who happens within his reach, by any means necessary.

Important Features in Town: Visitors to Tantras often remark on its crowded, busy harbor—not for the activity, which can be found in many port cities all over Faerun, but for the many cranes used in loading and unloading. Installed by the local temple of Gond, which collects a copper piece for each cargo-load lifted by them, these innovations (also found in several other places in the Realms, such as Baldur’s Gate and nearby Scardale) enable Tantras to handle a high volume of freight in a short time. This ability, coupled with the strict policing of the harbor and the high security of its defenses—and the contrasting tolerance of merchant needs and ways that governs the city—

has made Tantras a more popular port than other nearby ports offering access to the Vast.

Tantras is a prosperous city, from its grand nobles’ houses to the well-kept cottages of shopkeepers and laborers. Its shops offer fine wines and a good variety of curios and hard-to-obtain gear; establishments are more fully detailed in module *FRE2.

The widespread damage from the Time of Troubles has been almost entirely repaired (the only evidence left is that many of the city’s trees are small, newly-planted saplings), but a large area of the northern city and beyond remains magic dead, the ground burned and blasted down to bare rock. Spellcasters will feel dazed merely upon entering the area. Diligent work by the restored Torm has made magic work again within most areas of the city itself. However, the magic-dead regions within the city walls and without are now being settled by those individuals who would prefer to not be affected by opponent’s magic, and the foundations are being laid for several large towers north of the city.

Local Lore: The heraldic arms of the city are a silver curling wave (breaker)

surmounted by three silver stars, on a field of royal blue.

Tantras is a wealthy and proud city, still vigorous and active, rather than decadent or set in its ways. Dominated by the worship of Torm and the entrepreneurial diligence of its merchant families (in particular, the established noble families who have been leading citizens of the city for four generations or more), Tantras is a place of bustling industry, to which farmers and craftsmen of the Vast bring their wares for sale to far-off lands of Faerun via the ships that come here.

KEY

1. Tantras Harbor (ballista batteries and chain-boom barrier guard entrance, cranes within facilitate loading and unloading)
2. The Sea Tower (main fortress, armories, troop training area)
3. The Market (open-air marketplace)
4. The Temple of Torm’s Coming (atop the city’s highest hill)
5. The Great Bell (atop hill)
6. Fountain of the Mermaid (local landmark)





Tilverton

Town; protectorate of Cormyr

Who Rules: Lady Regent Alasalynn Rowanmantle (CG hf F9). Cormyrean noblewoman, cousin to Shaerl Rowanmantle, Lady of Shadowdale, and an elected council of local citizens.

Who Really Rules: King Azoun IV of Cormyr. The Council is nominally independent, but all major decisions further Cormyrean rule.

Population: 12,100 (registered, without the military). Real population is about 12,400 in winter and 13,800 in summer, rising to 14,700+ in wartime (Tilverton can house 16,900).

Major Products: Horses (bred, trained, and doctored), furs, gems (mined in the mountains), and pottery.

Armed Forces: A garrison of 850 Purple Dragons, who patrol constantly. The patrols have been strengthened over the years: a typical patrol now consists of 40 F3s and F4s, commanded by an F6 or F7, mounted on medium warhorses. All wear field plate, are armed with lances, maces, long swords, crossbows, and daggers, and ride with 10-20 archers and 1-3 War Wizards.

The archers practice firing from the saddle, and wear leather armor. Each has a long sword, four throwing daggers, a long bow, and four 21-arrow quivers. The wizards are of levels 2-5, with full spells, several scrolls, and 2-12 *potions of healing* in steel vials. They do not carry spellbooks on patrol.

In Tilverton's streets, foot patrols of 10-20 F3s and 1-2 wizards are armed with slings instead of bows and lances, and commanded by an F5. No archers accompany them, but 26 are on call.

When Tilverton is threatened, the Council may vote to call out the militia (the Regent and Purple Dragons lack the authority to do so). Its maximum muster is 470, trained in riding and arms, and including adventurers, trappers and hunters who know the countryside well.

Notable Mages:

- Filani of Tantras (N hf W9, S: politics and history of the Dragonreach and Moonsea North). She is a businesswoman, selling information, not scrolls, cast spells, or her services in battle.
- Gahlaerd Mossmere (NG hm W12), a researcher of new spells who has made peace with the Rogues; see below. He aids them with magic and a safe house to hide in—they enter by the sewers, bringing

him captured magic they can't use, leaving his property strictly alone.

Notable Churches:

- The Temple of Gond Wondermaker, (formerly Gharri's House), temple complex to Gond (High Priest Gharri was Elder of the town, and later Lord Regent, before his disappearance). Burlan Almaether (N hm P12) is acting High Priest over 26 priests and 39 followers, as the clergy await a sign from Gond identifying their proper new leader. The temple has recently attracted new clergy; Gharri was regarded as an important servant of Gond, having something of a personal relationship with the god. There is great interest in the possibility of Gond passing Gharri's mantle of personal importance to someone in Tilverton.

- Shrines to Helm, Lathander, Mask (set up secretly underground by the Rogues), Silvanus, and Tymora.

Notable Rogues' and Thieves' Guilds:

The Rogues of Tilverton are now the only local outlaw organization. There are Harpers here, but Zhentarim and Dragon Cult agents have all been slain or driven out.

The Rogues faced competition from a mysterious group, the Fire Knives, who have either left or been destroyed very recently. The Knives were evil priests and fighters, linked with priests of the fallen god Moander, and were active in the town's sewers. The Fire Knives have been reported destroyed, but previous declarations of their demise have been proven wrong before.

The Rogues traditionally inhabit the sewers. They consist of 70 or more NE thieves of levels 2-5, aided by local merchants (who escape heavy thefts by providing cooperation and information), and 3-12 fighters of levels 3-10.

The Rogues have been led by the Grossman family for decades. At present their leader is either Artur "the Fat Man" Grossman (N hm T10) or, if he is slain, his daughter Lharae "the Lithe" (CG hf T8, Dex 18), who played no open part in the Rogues for years, instead using her beauty and wits to infiltrate first the clergy of Gond and then the Cormyrean garrison to gather information for the Rogues—and the occasional "missing" gold coin or magical item for herself.

Equipment Shops: Poor.

Adventurers' Quarters: Tilverton has two dozen rooming-houses, filled in summer by hunters and horse-traders. In winter they are empty of all but off-duty

soldiers who'd like a room for a quiet dice-game or two away from watchful officers, and adventurers come to try their luck in the Stonelands.

Tilverton also has three inns.

- The Windlord's Rest is small and cozy, run by Thungor Triblane (LN gm W(I)3). It is described and mapped in *FRC2, and is (good/moderate).

- Grimwald's Revenge is owned by the Rogues, and earns them a fairly steady income. They use it for meeting caravan masters willing to bring needed supplies and take away too-easily-recognizable booty for sale elsewhere. It is soundproofed and honeycombed with secret panels and passages, allowing Rogues to easily rob paying guests.

The inn is named for the threatened vengeance of the wizard Grimwald on those who destroyed an item he'd created which reputedly could transform humanoids into frogs so Grimwald could steal their worldly goods. The inn's prices are indeed high, and there are a lot of frogs hopping about, but there are no known instances of guests actually disappearing.

This good/expensive inn is run by the jovial Hasantasser Bloodshoulder (NG hm T7, member of the Rogues). He keeps caged pet frogs, releasing one to wander whenever the Rogues pull off a major theft. Two frogs with prominent yellow markings have packets of *dust of disappearance* glued to their bellies, for use by Rogues in distress. All stairpost knobs in the inn twist off in a certain way, to reveal handy storage niches. Each holds a dagger, garrote, black silk face mask, and a *dust of disappearance* packet. The Revenge is connected to the sewers by several concealed ways.

- The Whispering Witch is a dark, cozy, shady place where unexplained sounds are often heard, and spells go off behind closed doors (good/moderate). It is kept by two sisters with no connection with the Rogues: Aluana Nithrin (CG hf W7) and Jhansabella Nithrin (NG hf W6). Their cook, the balding, bearded Alstigar the Silent is secretly a NG hm B9, and their stablemaster Kheldrar Ghaudelar a LN hm B8. All four are Harpers.

Important Characters:

- Andalara (CG hm R9), a local Harper who roams the countryside with six half-elven fighters. They bring back prized game and rare woods for a living, and scour the Gap for orcs and other evils that manage to slink past the Purple Dragon patrols. When not hunting, Andalara can



be found at her brother's shop, Dundar's Fine Swords, finishing blades and making scabbards. Dundar is a CG hm F6.

- Brieth Tanalar (CN hm F6), a local horse breeder and rancher of note. His fine mounts are bought as far away as Calimshan for stud purposes, personal use, and racing. He is suspicious of strangers—the world seems all too full of horse thieves!

- Phidalpar Undreir (NE hm T3), a fat, grasping merchant, a fast-hands-dealer whose shrewd dealings have made him very rich. Not a Rogue, he uses sleep-poisoned darts and daggers to keep his wealth, and is always willing to fence awkward items for adventurers or hire them for this or that simple, little job.

Important Features in Town: Tilverton was a small, muddy town of stockyards and caravan campgrounds around a knoll crowned by a few grand homes, a ruined keep, and the temple of Gond, Gharri's House. Old, battered, stone houses and many leaning wooden shanties ringed the yards.

Then Cormyr came. In the face of Lashan's expanding empire and increasing orc and Zhentilar raids, Cormyr moved

to secure Tilver's Gap, sending "aid" to the beleaguered town in the form of a permanent garrison.

The stockyards and grounds were built over (relocated outside a hastily-built earthen ridge and ditch, now a stone wall), the shanties replaced by stout stone buildings, and the population grew as hundreds of opportunistic Cormyreans arrived. Locals who grumbled about being "stamped under Azoun's boots" have largely fallen silent, as the influx of Cormyrean soldiers, merchants, and trade has enriched them, and the wall has (at last!) afforded protection against raiding brigands and monsters.

Other citizens, such as Gharri, unhappy under the iron hand of Duke Bhereu (cousin of King Azoun), left town. Bhereu left soon after Lashan's fall. A restless Suzailan noblewoman was made regent.

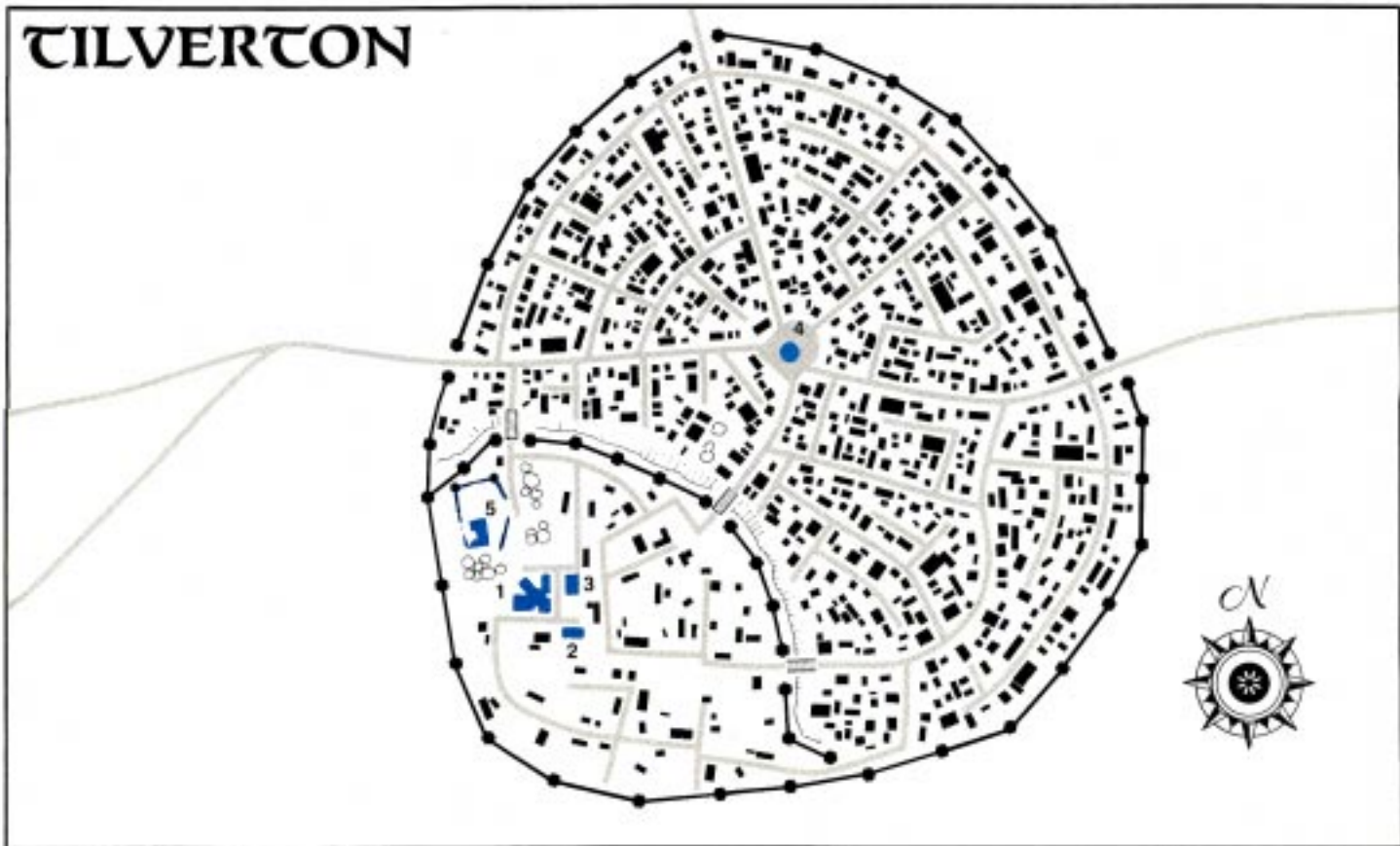
Below ground is an older world. A labyrinth of sewers large enough to walk in lies beneath Tilverton, the remains of a long-ago elven and human trading settlement that grew around the keep of the archwizardess Tilvara (now ruined, known as "Tilver's Palace").

Knee-deep in water in some places, these underground ways are home to the Rogues and many monsters, including undead as powerful as spectres, and at least two competing bands who intend to eventually rule the sewers: trolls under a troll 'lord,' and a ghoulish band led by a ghastr 'king.'

Local Lore: Tilverton has always been a dangerous frontier town of adventurers and ready magic, where much hidden treasure has accumulated over the years: the lost hoards of adventurers who went on one expedition too many and never came back.

KEY

1. Temple of Gond Wondermaker
2. The Windlord's Rest (inn)
3. Filani the Sage
4. The Market (with the Council Tower at its center)
5. "Tilver's Palace" (ruined keep)





Urmlaspyr

City of Sembia

Who Rules: Aluin Sumbrar, Hamarch of the City (mayor, elected for life—LN hm F2). He is a short, stout, weary man of wry humor and little power.

Who Really Rules: The merchants of Urmlaspyr, who do very much as they please.

Population: 77,400 (registered); estimated real average 82,500 year-round, rising to a summer high of 98,000. The city's current housing can hold about 106,000.

Major Products: Ships, barrels, chests, pottery, glassware.

Armed Forces: A guard of 4,000 "helms" trained and equipped like those of Saerloon (q.v.), who police the city, nearby roads (to the Cormyrean border, which is marked by the River Lurlar), and the waters of the Neck. The main naval and commercial shipyards of Sembia can be found here; the Guard has 11 major ships at its disposal.

No table Mages:

- Olbaerin Nightnever (LN hm W (C) 15), a reclusive, careful researcher into elemental summonings and the sorcerous control of beings.
- Pendaro the Slim (CG hf W12), a dashing adventuress famous for riding an untamed griffon to a crash-landing in Windsummer Street, in front of her home, six seasons ago.
- Xundra Sharmhand (NE hf W(N)16), a secretive sorceress who works extensively with necromancy and commands many undead, including skeletal rats, bats, snakes, cats, and hounds.

Notable Churches:

- The House of Wonders, temple of Gond; High Priest and Noble Artificer Yanneth Kerigg (N hm P18), known for his skill at crafting weapons of top quality, which mages are pleased to enchant; 16 priests, 6 followers.
- The Hall of Luck, temple of Tymora; High Priestess Jolara Thanterim (CG hf P14); 14 priests, 21 followers.
- Darkwave Hall, temple of Umberlee; High Priest Untharym Frostanar (CE hm P12); 7 specialty priests, 4 followers.
- Stormhaven House, temple of Talos; High Priest Thanrom Talastarr (CE hm P15); 4 specialty priests, 3 followers.
- Goldhall of the Sacraments, temple of Waukeen; High Priest Muntiver Salsesh (N hm P17); 5 priests, no followers. Since the Time of Troubles, this once-mighty tem-

ple has lost all of its followers and many of its clergy; those who remain are still uncertain what to do with their lives in the face of continued silence from their goddess. Muntiver has secretly contemplated becoming a worshipper of the new god, Cyric, who may possibly have stolen some of Waukeen's power.

- (Secret) Temple of the Cult of the Dragon; High Dragonservant Faerlaur Onthim (NE hm P10), his spells granted by Shar and Cyric; 6 priests, 13 followers.
- Shrines to Deneir, Lathander, Tempus, and Torm.

Notable Rogues' and Thieves' Guilds:

All groups found in Saerloon (q.v.) operate in Urmlaspyr, plus the Cult of the Dragon (see above), Harpers, Red Wizards, and Zhentarim agents, all of whom fight continually with each other. Thieves and smugglers from Westgate also operate extensively here.

Equipment Shops: Full (partial in severe winters).

Adventurers' Quarters: Urmlaspyr has surprisingly few inns, having more taverns and rooming-houses (a group of sailors generally rents a barred, well-guarded room to hold their valuables and other worldly possessions while they are at sea). The inns that do exist cater to anyone whose gold is good, however, and include:

- The Dragonviper's Anchor, run by Olem Surtrar, once captain of the *Dragonviper*. Its massive anchor dominates the front foyer of this old and worn but pleasant inn (good/moderate).
- Dolphin House is a large, grand place of carved stone, spotless conditions, and quick service (excellent/moderate).
- Wyvernlor'n's Wayhouse, by the city's western gates, is a ramshackle but cheerful place, always crowded and popular (fair/cheap).
- Urmlaspyrkey House is a snobbish, cold, cheerless place, normally deserted (poor/expensive).
- Some of the better taverns in Urmlaspyr include The Three Sails, the Tattooed Troglodyte, and the Leaning Lance. Such establishments are open the clock round—sailors with too few coins for both bed and beer usually sit up all night in one drinking and catch up on their sleep where they lie, after being thrown out into the alleys, in the morning.

Important Characters:

- Aldolphus the Stout (LN hm F1, S: geology, botany and myconology medicine, astronomy); formerly a resident of Ara-

bel, who fled that city's uproar and chaos in the Time of Troubles for the relative quiet of Urmlaspyr.

- Destrin Chamaerlyn, "the Sword of Tyr" (LG hm Pal18), who heads the Hamarch's Hands, a group of two dozen good adventurers dedicated to battling evil in Urmlaspyr. They often tangle with smugglers from Westgate, Zhentarim agents, and Red Wizards, and act as an unofficial hit team where the Guard fails.
- Ethervel Mistrivvin (NG hm B4), a young, rising songmaster (composer), in need of money and willing to go on adventures.

- Fendlara Astarma (CN hef F6), a young adventuress known for throwing wild parties and doing crazy things on dares, like swimming across the Neck by night.

- Waelmar Zemphrin (CN hm F7/T3), a stout, ferociously mustachioed man of gruff manners and ready weapons, who loves a good fight with pirates and is often hired as a cargo guard by merchants traveling to Westgate.

Important Features in Town: Urmlaspyr is small and businesslike, dominated by shipyards and the necessary warehouses, loading booms, and cooperworks of shipping. Visitors to Urmlaspyr inevitably pass through or wind up in the Long Market, a rectangular, open marketplace in the city center. It is vast and crowded, with stalls selling wares from all over Faerun. To the east, the spired temples and the homes of the wealthy and nobles rise up atop a small ridge. The seaward end of this ridge is encrusted with old battlements, all that remains of Urmlaspyr Keep. Still retaining its warlike name, this structure is now used as a barracks and jail.

Directly north of it is the Hall of the Port, a meeting house where sea captains gather to agree on the rules and tariffs of the port. Such meetings are chaired by the Hamarch, but he in no way controls them. The hall also serves as a courtroom and holds the city officials. One of the Hamarch's only ways of dealing with defiantly unruly ship-captains (there are a lot of those on the Inner Sea) is to lock them up and seize their ships, or exile them for a time, holding a ship or cargo to ensure good behavior. He levies such penalties occasionally with great satisfaction. For security, the hall is surrounded by guard barracks.

Local Lore: Urmlaspyr remains a fairly quiet place, despite being barely a day's



sail from seamy Westgate. That's more because everyone's busy-busy-busy than it is due to any particularly law-abiding nature of Urmlassans. Urmlaspyr is one of the no-frills workhorses that allow a rich nation like Sembia to carry the effete and patronizing nobility and wealthy folk of Selgaunt and Saerloon. Urmlaspyr's own nobles are old-money families who have little time for foppery and ostentatious spending or snobbery. They make lots of money, however—what they lose on any of their ships that may sink or be seized by pirates is more than made up for at the shipyards: everyone's ships are constantly in need of repairs.

Urmlassans are in general tolerant folk, more friendly with Cormyreans, rural Sembians, and dalefolk than with their louder, brasher fellow citizens of Selgaunt and Saerloon, whom they often refer to in disgust and derision as "coinheads," because they are only idiots who think only of money.

Urmlaspyr has, of course, many tales of lost treasure, either beneath the waves of the harbor or the sea nearby, or hidden away by now-dead pirates, smugglers, and fearful nobles in the city, over the years. Certainly Urmlaspyr has a wealth of damp cellars and dripping sewers to hide loot in—provided it can survive damp, because the sea often floods parts of the sewers. Urmlassans whisper of lizard men and worse monsters that slither, drip, and swim their soft, squelching ways about in the darkness below Urmlaspyr's homes and streets. It is true that several such creatures are slain each year by helms or by adventurers, and that some citizens disappear forever from their rooms every year, leaving behind only wet patches and slime.

Some sailors are reluctant to dock in Urmlaspyr, and conclude their business as quickly as possible before getting to inns outside the city gates. They whisper (correctly) that the priests of Umberlee have



Bairemuth, an elder rune for "death"

plans to rule the city, and that many of the sea-monsters and dark intrigues of the city are bound up with this grand clerical plot, though nothing has ever been proven.

KEY

1. The Long Market
2. Urmlaspyr Keep
3. The Hall of the Port
4. Tower of the Hamarch
5. The Tattooed Troglodyte (tavern)





Westgate

Independent City

Who Rules: A council of rich, noble merchant families, who elect a head, the Croamarkh, every four years. The current Croamarkh, serving his second term, is Luer Dhostar (LN hm F7), head of the Dhostar noble family.

Who Really Rules: Depending on who you talk to, either any one of a handful of warring merchant clans, or the Night Masks (see below).

Population: 96,000 (estimated, year-round), rising to about 114,000 in summer.

Major Products: Perfume, (excellent and highly-prized), wine (which varies wildly in quality, but is widely sold), and pottery (rather poor).

Armed Forces: The city watch (militia) polices the town, and consists of 2,200 leather-armored F2s to F4s, armed with clubs, short swords, daggers, and capture-nets (successful attack roll entangles target, equalling the effect of a slow spell and allowing automatic hits by opponents for the next two rounds). The watch is headed by Durgar the Just (LN hm P(of Tyr)14), who serves as the city's judge. Most serious crimes require a jury of merchant citizens for sentencing.

Westgate has no standing military, and does not patrol the roads outside the city walls. In times of need, mercenaries are hired for the city's defense; there are usually around 3,000 mercenaries for hire in the city at any given time. The larger mercenary forces operating out of Westgate accept a small retainer to make themselves available in times of need, to prevent them from hiring with those who seek to take over the city by force, and to prevent them from attacking the city or engaging in excessively bloody inter-company feuds.

Notable Mages:

- Chalaratha (CG hef W12), "the Dancing Maiden," a breathtakingly beautiful lady who owns and runs a scent-making company, and seldom goes adventuring.
- Gondeth (NG hm W15), a calm, diffident caster of spells for fees, and a seller of scrolls, who never goes adventuring.
- Mintassan (NG hm W(T)19), a whimsical, impulsive traveler of planes and delver into ruins, odd corners, and hidden places. He loves adventures and is rumored to have powerful magical items.
- Tersonm (LN hm W18), a coldly formal seller of potions and scrolls, who will

tutor for fees. Everything in his abode seems to be magically trapped or guarded, and he is a dangerous foe.

Notable Churches:

- Painbliss Hall, temple to Loviatar; High Whipmistress Spyrytara Xalass (LE hf P16); 27 priestesses, 34 followers.
- The House of the Wheel, temple of Gond; High Artificer Ashuntira Elhorn (N hef P14); 11 priests, 26 followers.
- The House of Spires and Shadows ("the Shadowspires"), temple of Mask; Shadowlord Demarch Hond Rhauballa (NE hm P13); 9 priests, 21 followers.
- The House of Ilmater, temple of Ilmater; High Priest Hunn Irbblast (LG hm P13); 6 priests, 12 followers.
- The Hidden House, temple of Leira; High Mistmistress Halautha Immerstar (CN hf P14); 6 priests, 4 followers.
- (The Place of) Waiting Death, (secret) temple of Talona; Most Fatal Horror Ilua Yhestin (CE hf P13); 4 priests, 4 followers.
- The House of the Winds, temple of Ta-10s; Stormlord Elort Rhomsivin (CE hm P12); 3 priests, 4 followers.
- Shrines to Beshaba, Lliira, Malar, and Shar.

Notable Rogues' and Thieves' Guilds:

The Night Masks, a band of thieves, assassins, and enforcers who operate largely by night. They openly leave their domino-mask symbol or token at the scenes of crimes, or as warnings to those they would coerce into other courses of action, and try to run the city's affairs by threat and manipulation.

On many mornings, blood and bodies are found in the streets, or floating in the harbor, as the Night Masks clash with desperate merchants, armed travelers, or with the well-armed private bodyguards of the noble families. The Masks don't entirely rule the city, yet, but they're trying. The strength of the temples of Loviatar, Mask, and Talona reflects their numbers and influence; they are currently thought to be almost 2,000 strong, mostly T2s to T6s. The Masks command a collection of stolen magic, and use *wands of hammerblows* in their work (*FR4).

The leader of the Night Masks is known as "the Faceless" and is currently thought to be a doppelganger mage who can appear faceless, or perhaps a mind flayer. Whoever or whatever leads the Masks, it commands powerful magic and can leave a domino-mask brand burned into those earning the displeasure of the Faceless.

The Night Masks are willing to offer sanctuary to other thieves and thieving

organizations in hiding or on the run. Their one requirement is that the group offered sanctuary does not conflict with the aims of the Night Masks. Such groups as the Fire Knives of Cormyr have used Westgate in the past as a place to hide. The city remains a hotbed of individuals who prefer to carry out their business with a minimum of outside interference.

Equipment Shops: Full.

Adventurers' Quarters: Westgate has two sorts of inns; those outside the walls, for travelers willing to accept less protection against brigands in exchange for better protection against full-scale thievery, and those inside, where thieves abound.

- Of the first sort, the Leaning Man (fair/moderate) lies outside the West Gate,
 - next to the Spitting Cockatrice (good/expensive)
 - and the Empty Fish tavern.
- Just south of these, outside Mulsantir's Gate, are the Westward Eye (good/moderate)
 - and the Gatereach (excellent/expensive).
- All by itself, outside the city walls to the southeast, is the Rising Raven (good/moderate).
- Inside the city, travelers can choose between the Jolly Warrior, just inside West Gate (excellent/expensive);
 - the Gentle Moon (good/moderate);
 - and The Black Boot, a nasty place of nightly murders and brawls, just by the River Bridge (poor/cheap).

Important Characters:

- Ainsbrith (CN hm F1, S: zoology); member of the Guild of Naturalists, expert on monster poisons.
- Bremaerel (LN hm F2, S: zoology); member of the Guild of Naturalists, expert on stirges.
- Farene (CN hf T9), a well-known merchant: "cosmetics, make-up, and disguises; scents most rare and fine, carefully selected for you by a lady of taste and distinction, Farene the Far-Traveled," read her handbills, and every word is true. She is also a flirt and a gambler, known to be armed with poisoned needle-blades concealed all over her daring clothing.
- Nathchim (CN hm F4), a veteran mercenary leader who has acquired both tactical battlefield wisdom seemingly second to none, and an impressive array of personal magical items to both defend himself and launch devastating attacks.
- The Men of the Basilisk are wealthy, powerful merchants and nobility who use



murder, torture, bribery, and fear to further their own fortunes in the intrigues of Cormyr, Sembia, Westgate, and Iriaebor. Thought to be based in nearby Teziir, they operate very quietly in Westgate, to avoid angering and being brought into open conflict with the Night Masks. They do—with poisoned blades by night and temporary alliances between noble house bodyguards—thwart many Night Mask plans, but take care to leave no traces behind for the Masks to follow up.

Important Features in Town: A detailed map and description of city features can be found in **FR0*. The city is dominated by the harbor, and by the warehouses and castles (armed citadels) of the noble merchant families: Athagdal, Dhostar, Guldar, Malavhan, Ssem, Thalavar, Thorsar, Urdo, and Vhammos (see **FR0*).

Local Lore: Westgate's name comes literally from its role as the Inner Sea's "Gateway to the West," the oldest, richest, and most corrupt port offering overland caravan facilities between the Sea of Fallen Stars and the Sword Coast and—by ship from thence—lands south of it, avoiding the mountains, plains, and deserts of Calimshan and the nomad lands.

Westgate today is a vitally important,

wealthy city of intrigues, high fashion, and striving ambition. A hundred or more years ago, when it was a tiny kingdom, it was also wealthy and marked by intrigues, high fashion, and driving ambition. Folk around the western Inner Sea view it rightly as a cesspool of decadent evil, eager to make financial deals with pirates to leave its ships alone and attack those of other ports, or to arrange short-ages and wars to drive prices up.

The last king of Westgate was the hated tyrant Verovan, who perished on the rocks of the Inner Sea during a ship race, the treachery of the Red Wizards of Thay.

Verovan's regalia and court coffers were plundered within three days of his death, but the vast personal treasury he commanded has never been found. Local legend has it that the royal coffers were guarded by fearsome monsters, and reached only through magical portals hidden somewhere in the royal palace (now Castle Vhammos). One tale says that one of these doors hangs in midair, at the end of a magical bridge reaching out from a high battlement of the northernmost tower of the palace. The truth of this tale is unknown; several sprawled bodies have been found at the foot of the tower

over the years, but their falls may have had nothing to do with the tale, and more to do with current politics and business dealings.

Westgate's dripping, largely-flooded sewers are said to be the lair of several horrible water monsters, including a huge, great quezlarn (**FRE2*) that has been known to snatch sailors off the decks of ships moored in the harbor.

The intrigues, murders, and supposedly hidden treasures of this city are endless. The recent crash of a huge red dragon in the northern portion of the city has been cleaned up and rebuilt, though rumors abound that the creature which slew the dragon is still at large. Other mouths whisper about liches and vampires; Westgate houses an entire crypt of liches, somewhere under one of the nobles' castles, with vampire guards!

KEY

1. River Thunn
2. The Tower (jail, Watch HQ)
3. The Market (open marketplace)
4. Shalush Myrkeer's Shop (largest in the city; buys and sells everything)
5. The Harbor Tower ("The Westlight")
6. The City Watch battacks





Yhaunn

City of Sembia

Who Rules: The Nessarch, a mayor elected for life by the merchants' council. The Nessarch is currently Andilal "the Stout" Tharimpar (NG hm F6), a retired adventurer and merchant who loves gaming, feasts, and new jokes, all in the company of good friends, particularly pretty human ones of the opposite sex.

Who Really Rules: The Fives Council. The resident (property-owning) merchants of Yhaunn are eligible to sit in Council. The first seventy-five to arrive can be seated, and are allowed to vote. Five merchants are seated around each circular table, and as a result the council has come to be known as "The Fives Council."

Population: 97,752 (latest census rolls). This represents the registered property owners of the city; the actual population is estimated to be around 102,450 in winter, rising to 117,500 or so during most summers. The city's maximum comfortable housing capacity at present is 119,000.

Major Products: Textiles, wickerware, bricks, and glassware.

Armed Forces: Yhaunn is policed by the city guard, a well-trained force of 3,000 F4s to F10s, locally known as "watchblades." All are clad in plate mail and armed with halberds, maces, long swords, and daggers. The guard also polices the waters around, using the local Sembian naval detachment of nine major ships.

Notable Mages:

- Arthagus of the Miracles (CN hm W(I)7), a quiet researcher and tutor who occasionally aids the rulers of Sembia; an expert on the spreading of false rumors, and the owner of many protective magical items, including an *onyx dog*.
- Forsyl Filarfar (NG hm W(A)11), a quiet, gentle scholar who is rumored to have fearsomely powerful magical defenses guarding the privacy of his tower.
- Stralus "the Bold" Thingoleir (CN hm W19), a gruff, bearded, adventuring mage with a talent for always having the right blasting spell up his sleeve, even when all seems lost. He is famous for standing eye to eye with a huge red dragon and literally blasting it to destruction, emerging himself from the fray largely cooked, but still alive.

Notable Churches:

- The Ladysluck Tower, temple com-

plex of Tymora; High Luck Priestess Jhyndara Thiolstar (CG hf P16); 34 priests, 71 followers.

- Moonshadow Hall, temple complex of Selune; High Moonmistress Dhauna Myritar (CG hf P14); 29 priests, 52 followers.

- The High Hallowed Festival Hall, temple of Lliira; High Mistress of Revels Endress Joybringer Halatar (CG hf (specialty) P16); 22 priestesses, 49 followers.

- The House of the Tablets, temple of Deneir; High Scriviner Phylipas Crauntias (NG hm P15), known as "the Pompous" behind his back; 5 priests, 4 followers.

- The Rack of Glory, temple of Ilmater; High Priest Inrimmon Othnil (LG hm P15); 7 priests, 11 followers.

- The Hall of Diamonds, temple of Waukeen; High Priest Nicenor "o' the tithes" Rundeurl (N hm P12); 23 priests, 6 followers—all scared, desperate for alliances or the hiring of mages to provide the temple with magic since Waukeen's sudden silence. Over 40 followers have already deserted the temple, taking much of their wealth with them.

- Shrines to Gond, Lathander, Sune, and Umberlee.

Notable Rogues' and Thieves' Guilds:

The Harpers can be found in strength in Yhaunn. They battle small local groups of Zhentarim agents and Cult of the Dragon strike-bands fairly frequently, but have managed, working closely with the Fives Council, to break up and drive away local bands of thieves, smugglers, and slavers.

Equipment Shops: Full.

Adventurers' Quarters: Yhaunn has a full range of inns, from the luxurious to the filthy. All welcome adventurers just as they do anyone else willing and able to pay.

- Firedrinkers' Inn is a first-class inn famous around the Inner Sea coasts for its luxurious furnishings, service, full food (brought to rooms or served in the street-level dining room), and good musical and dancing entertainment (excellent/expensive).

- The Twilight Harp and the Naughty Nixie are newer, slicker inns and taverns that are only slightly less accomplished than Firedrinkers'. Both are favorites of adventurers and caravan masters stopping in the city for a short time (excellent/moderate).

Less well known are average, everyday sort of places, such as the Smoking Flagon (good/moderate), the Last Sunset House

(good/cheap), True Love's Last Chance (fair/cheap), and the Buckler And Belt (fair/cheap).

- These are followed by a few indifferent or truly bad places, of which the most notorious are Reldegar's Roost, a dock-front inn and tavern (poor/cheap) "that would've grown mildew over every board long ago, were it not for all the blood that gets spilled on them—it inhibits the growing, y'see," as one toothless sailor said recently. He recommended the slightly better Chained Mermaid's Grotto at the other end of the harbor docks. This improbably-named old warehouse is damp in summer, biting cold in winter, and too expensive the year round (poor/moderate).

Important Characters:

- Ammanas Aumleagarr (LN hm F6, S: human music and philosophy); a rich and influential patron of the arts.

- Balaera Chrintavimn (NG hf F2, S: chemistry, myconology).

- Lahumbra Sashtyn (CN hf FB); a half-crazed adventuress who loves to fight. If not hiring on for some reckless adventure of other--the more dangerous the better--she will be found thrashing fellow patrons in a dockstreet tavern, or tumbling Guard patrols around alleys for the sheer fun of it. Her many injuries are said to be healed by some mysterious, magical means.

- Thentias (large-scale landlord; see Suzail).

Important Features in Town: Yhaunn is a tightly-crowded city of three- and four-story, half-timbered, steep-roofed buildings whose upper stories extend out over the streets. There are few private gardens or grounds, and almost no new construction; the area enclosed by the city walls is essentially full. By law, every seventh building must be of stone, to slow the spread of fire from building to building.

Yhaunn is located in an old, vast rock quarry, and looks like a dry gully breaking the low rock cliffs that face the sea all around Yhauntan Bay. Its walls are open on the seaward side, but run around the top edge of the building-cloaked gully of the city. The main gate of the city, Road Gate (its road leads to Ordulin), is at the very top of the gully, and is attached to a large castle, which serves as guard barracks, jail, and secure quarters for the treasury and visitors. This castle, once a private noble's home, Castle Narnbra, is now known as Roadkeep and dominates Yhaunn's skyline.



On the slopes falling away below it are terraces of pleasant houses belonging to nobles and rich merchants. The streets are hung with plants in baskets and bright, plentiful lanterns. As they descend to the level where most of the merchants live, the plants disappear and the lanterns become fewer. The houses crowd closer together over the streets, and begin to look alike.

Farther down still are the shops, most inns, and poorer houses, including rooming-houses and "sharedoors" (low-rise apartment flats). These grow wilder and dirtier as one descends toward the docks, becoming real hovels amid the dirt and warehouses of dockside. This stratification of the city is by no means planned nor clean-cut, and is not maintained by custom or regulation; one can freely rebuild anywhere. Most citizens simply find it easier to buy a better home if they move up in the world rather than going to the

trouble of expanding the old when it would, as a result, stand out jarringly among its neighbors.

To the visitor, the most distinctive landmarks are the spired Glasscrafter's Hall (a guild headquarters of ornate furnishings, traditions, and fees), the four domes of Orgulin's Mansion—the palatial former home (now a gigantic, rather lawless rooming-house) of a slain local slavelord—and the Stiltways, a bustling market street near the docks where tiny shops are crowded onto all four floors of the buildings, reached by a ramshackle, groaning, and everchanging maze of bridges, ladders, stairs, ramps, chutes, and rope-swings.

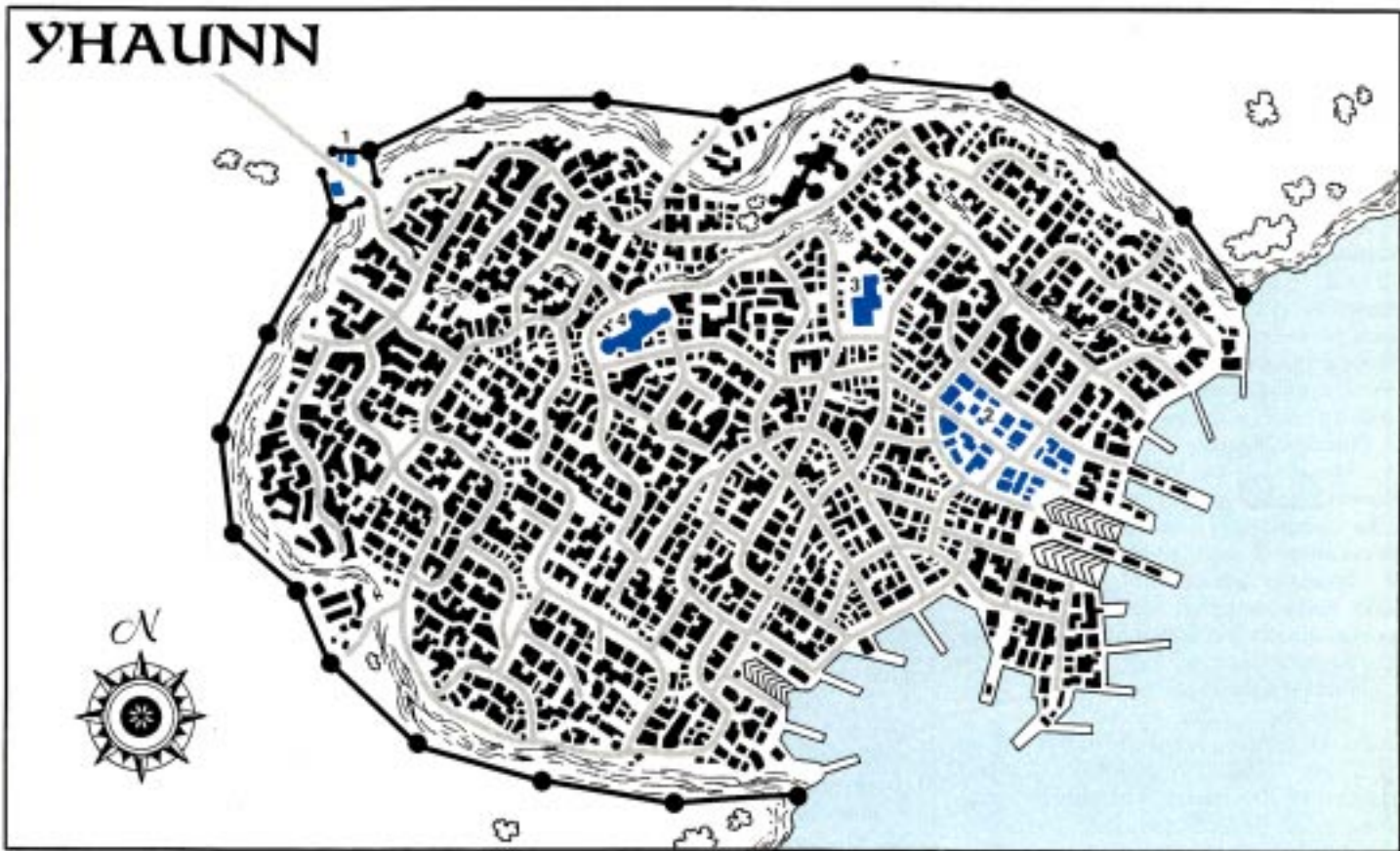
Local Lore: Yhaunn is old and pleasant and relaxed—a bustling, busy, but open and tolerant port, handling all the Dalelands trade that has no time for the airs and expenses of Saerloon and Selgaunt. It has none of the frantic energy or snobbish

pride of Saerloon or Selgaunt; in fact, as one ship captain put it, "Yhaunn hardly seems like Sembia at all."

Sembia has little interest in danger or far-off wars and magic, but does have one persistent local menace: the Lurker in the Shallows. Somewhere near the harbor under Yhauntan Bay is a morkoth, eye of the deep, aquatic dragon, or other powerful water monster, in a huge lair crammed with treasure from the holds of many ships. Many search for it, but none have returned.

KEY

1. Roadkeep (castle: guard barracks, jail, treasury, and visitors apartments)
2. The Stiltways (many-tiered shopping district)
3. Glasscrafter's Hall (guild HQ)
4. Orgulin's Mansion (rooming house)





Zhentil Keep

Independent City-State

Who Rules: First Lord Chess (CN hm F3; formerly a W3 and a P(of Leira)3), a fat, cowardly glutton and fop who is very, very scared of Manshooon, rules with the Council of Lords (currently 16).

Who Really Rules: Manshooon (LE hm W(now)19), who has many magical items and is always masked; see *FR0, FR7. Manshooon rules because of his leadership over the LE Zhentarim (see *FR0). Currently some 7,000 strong (and spread throughout the Realms), the Zhentarim range from F1s through high-level wizards and priests of Bane, and include beholders (see Manxam in *FR7), evil dragons, High Priest Fzoul Chembryl (see below), and other lords of Zhentil Keep.

Population: 79,000 (estimated winter strength), rising to 85,600 or so in summer.

Major Products: Metal of all sorts, armor, weaponry, and other metal products, gems, coal, furs, and liquor.

Armed Forces: The Zhentilar, currently numbering some 22,000 crack troops armored in full plate, bolstered by almost 16,000 mercenaries (of all levels and quality). These are based all along the Long Road and in the Citadel of the Raven (see below); only about 5,000 reside in Zhentil Keep itself.

Strengths and details of street and countryside patrols are given in *FR0 and *FR2. "Justice" at the hands of Magistrate Osconivon (LE hm F10, guarded by two stone giant bailiffs and Zhentilar troopers) consists of enforced service in the Zhentilar troops, death on the spot, or trial by combat in the city arena.

Notable Mages:

- Masyr (CN hm W(I)7), owner of the Green Sash Tavern & Pleasure House and The Green Rings Trading Company; always short of cash; a willing tutor.
- Shanalar (CN hf W16), a griffon-rider and fierce-tempered researcher of new spells, quietly but steadfastly opposed to the Zhentarim.

Notable Churches:

- The Black Altar, temple complex to Bane; High Priest Fzoul Chembryl (LE hm P13); see *FR0, FR7; 18 priests, 330 followers, all Zhentarim. This church is traditionally linked to, but currently sundered from, the Dark Shrine.
- The Dark Shrine, temple of Bane; High Inquisitor Ginali (LE hm P10); 34 priests, 96 followers. This church is the

seat of orthodox Bane worship.

- Yet another splinter-group has recently formed, from those Banemen now openly worshipping Cyric, the Dark Sun: the Circle of Darkness, temple of Cyric; High Priest Maskul Mirrormane (NE hm P18); 11 priests, 3 followers.
- The High House of the Hunt, temple of Malar; Huntmaster Baerdeth Malagar (CE hm P(specialty)16); 11 priests, 19 followers.
- The Tower of Pain Exalted, temple of Loviatar; High Torturelord Ulamyth Quantor (LE hm P17); 14 priests, 26 followers.
- Shrines to Auril, Tempus, Tymora, and Umberlee.

Notable Rogues' and Thieves' Guilds:

The Worms, servants of the ruling Lords. Called "naug-orls" (devil-worms) by fearful citizens, these 600 or so thieves spy (in all inns and taverns!), kidnap, slay, perform arrests and impersonations, and arrange evidence. One hundred or so are T3s or higher. All report via a secretive, labyrinthine chain of command to "Night Fingers," their mysterious leader. The current Night Fingers is Shounra Shalassalar, a CN hf T14 who poses as a pleasure queen (see below).

Zhentil Keep is also one of the main bases of operation of the Zhentarim, or Black Network. Manshooon is the head of the Zhentarim, aided by Fzoul Chembryl of Bane. As such, many speak of Zhentil Keep and the Zhentarim as one organism. They are not, but the two are deeply intertwined.

Equipment Shops: Full.

Adventurers' Quarters: Zhentil Keep's taverns are dangerous, dimly-lit places, of which the best-known to visitors is The Roaring Dragon (good/expensive).

The city's inns are relatively few, cold, and functional. They house anyone able to pay, and include:

- The Silver Trumpet (good/expensive);
- The Heroes' Rest—noisy but cozy (good/moderate);
- Oparil's Tower, dusty (good/moderate);
- The Eagle of the North (fair/moderate);
- The Serpent's Eye, a leaky, drafty ruin (poor/moderate);
- and the Pride of Zhentil Keep—dirty and cold, where "even the chamber pots leak," as one disgusted guest scoffed (poor/moderate).

All of the city's shops and services are

expensive; shoppers have little choice.

Important Characters:

- Asdag, High Priest of Bane (LE hm P10), Fzoul's cold, cruel underling, head of internal security in Zhentil Keep.
- Baergus (CN hm F5); a merchant very active in hardware in the Dragonreach.
- Guthbert Golthammer (CN hm F(now)8), war-captain; an oxlike brute who leads the Zhentish mercenary forces in the Tesh valley.
- Lord Orgauth (NE hm F(now)10), a ruthless veteran of many wars who maintains his independence from the Zhentarim with a personal citadel and bodyguard of 76 men-at-arms.
- Ringult Hornhelm (CN hm F14) does a roaring trade with visiting merchants: food for the Zhentilar in exchange for local metal and weapons.
- Ulgrym (CN hm F13); senior Zhentilar army captain, in charge of city defense.
- Yorel (NE hm F(now)7); veteran Zhentilar commander, a cautious leader used to head many key patrols, bodyguards, reconnaissance, and attacks.

Important Features in Town: Zhentil Keep ("the Thargate City") is a dark stone city, crowded within its walls. Most buildings are six stories high, leaning against one another like dark cliffs towering over the streets. Crabweed and lichen grow on the cobbled streets, but there is not a tree to be seen in the city. Great iron gates set into building walls can close off key streets in the event of an invasion (or, as locals say wryly but quietly, a revolt).

Since the rise of the Zhentarim, soldiers are everywhere and press gangs roam the streets, as well as ever-watchful minor mages of the Zhentarim (called by the people "naug-adar;" literally "devil-dogs") and the sadistic and depraved priests of Bane. Zhentil Keep is a city of fear; merchant citizens are only too glad to travel for long periods, despite the cold treatment their citizenship earns them elsewhere in Faerun.

Visitors often try to visit the infamous fur-cloaked, silken-robed pleasure queens of the city, in their upstairs rooms, but the streets are not safe at night, roamed by thieves, monsters—and even worse, by the authorities!

Local Lore: The first human city built on the Moonsea, Zhentil Keep has always been rich with mineral wealth mined in the Moonsea North. Begun as an unfortified, oft-raided and lawless caravan camp, it was fortified by Orlephar Flos-



tren of Chancelgaunt. Flostren's hold was bought by 12 merchants. The merchants were led by Elephstron. Needing a wizard, they invited one Zhentar to become a lord of the fast-growing city beside them. He accepted, and slew most of the original 12 stealthily, nominating his own evil friends to take their places as lords, and introducing the worship of Bane into the city. A horrified Elephstron slew Zhentar, but perished himself in the battle.

Zhentar's supporters renamed the city Zhentil Keep in Zhentar's honor, and expanded it greatly. As they grew older, they attained lichdom one by one, allowing apprentices to take their places. These liches wander the city by night as their undead minds deteriorate, spying on and attacking citizens to gain magic, needed components for their insane researches, or for amusement. "Those Who Walk by Night" are greatly feared, although it seems that few of them are still mobile.

Zhentil Keep warred with many neighbors, and grew militarily strong. Its might served it well when ogres and great orc hordes attacked the Moonsea. The Zhentish were able to drive off the attackers, and bring other Moonsea cities to agree-

ment that a common defense should be built. The Citadel of the Raven, an old ruin, was refortified and garrisoned by all the Moonsea cities.

In recent years, Zhentil Keep has grown warlike again under the evil Zhentarim, controlling or occupying many nearby settlements, raising large mercenary armies, and seizing control of the Citadel of the Raven for itself. The Zhentarim (mages, priests, fighters and thieves of Manshoo's Dark (or Black) Network) control the Zhentilar armies in a campaign of ruthless destruction or domination of all opposition in the way of their "Long Road to Riches:" a controlled caravan route from Zhentil Keep to the Sword Coast, via the Tesh valley, Daggerdale, the Stonelands, the Desertsedge and Goblin Marches, Yellow Snake Pass (guarded by the great Zhentarim fortress of Darkhold), Skull Gorge, Dawn Pass, Llorkh, Loudwater, and the River Delimbiyr.

The Zhentarim are currently working to destroy Shadowdale, the last resistance in Daggerdale, Tilverton, Asbravn, Se-comber, and Daggerford, but have suffered recent reverses at Dragonspear Castle and Yulash.

The arms of Zhentil Keep are a black gauntlet in a fist with its back turned outward, upright on an orange shield bordered with crimson. A large, red, cut gem rests on the mailed fist. These arms are customarily displayed on dark purple (almost black) banners.

The Zhentarim seldom use any badge, but hirelings and allies may do so, displaying the Zhentarim device of a red circle on a black field.

Outsiders are warned that "Zhents" and "Zhentish" refer to the citizenry and their work, "Zhentilar" are the city's soldiers, currently controlled by the Zhentarim, and the "Zhentarim" are the evil members of the Black Network; those who misuse such terms in the city often pay with their lives.

KEY

1. The Black Altar (temple complex to Bane)
2. The Tower High (of Lord Manshoo)
3. The High Hall of Zhentil Keep (court-house, meeting hall of the lords)
4. Tesh Bridge
5. The Force Bridge
6. The Roaring Dragon (tavern)





Heraldry in the Realms

Many of the nations, towns, dales, mercenary units, and other similarly-minded organizations in the Realms gather under a distinctive banner, sigil, or badge. A number of these symbols are shown throughout the text, in addition to these presented below.

Heraldry of the Dales



Battledale: The Mace, Spear, and Chain



Daggerdale: The Ring and Dagger



Deepingdale: The Three Coins



Archendale: The Star and Shattered Crown



Featherdale: The Black Feather, Moon, and River



Harrowdale: The Sword and Marche



High Dale: The High Harp



Mistleale: The Blowing Horses



Scardale: The Triumph



Shadowdale: The Moon and Tower

Mercenary Units



The Red Raven Company



The Bloodaxe Mercenary Company



The Blacktalons Mercenary Company



The Mindalgalph Company



The Flaming Fist



This chapter relates short descriptions of those more widespread groups operating in the Heartlands. There are, of course, more groups than those listed here, but these are the most commonly encountered by adventurers.

The Harpers

One of the most extensive of the good-aligned societies in the Realms, the Harpers can be found throughout the Heartlands from Waterdeep to Ilpiltur, with agents ranging even further into the lands of Thay, Calimshan, and the barbarian lands to the North. They are a loose, though powerful, organization devoted to the idea of maintaining peace between the various cities of the Heartlands and protecting the land and its people from goblins, gods, and the greedy.

The Harpers found their origins in an adventuring company several hundred winters ago. It was made up primarily of bards, druids, and rangers. Since that time its members have aged (and many have died) and new members have joined so that now it is widely spread throughout the North. Even without any central control, however, its members maintain close adherence to the overall goals and philosophies of the group.

Harper aims are many, but can be summarized in the following informal code:

- The Harpers work to protect the peaceful nations and cities of Cormyr, Sembia, the Dales, and the Trade Cities from danger.
- Such dangers include the goblin tribes, foreign operations such as those of Amn and Thay, and the operatives of such evil groups as the Zhentarim and Cult of the Dragon.
- The Harpers seek to maintain the balance between wild and civilized, between settled and natural, and between man and nature.
- The Harpers preserve the tales of those who passed before, so that those who come after may learn from their experiences.
- Members must place the good of the Harpers and advancement of the Harpers' aims over personal achievement. Though many of the Harpers have risen to positions of power throughout the Realms, the raw acquisition of temporal power is not their main effort. Khelben Arunsun, the Blackstaff of Waterdeep and its

main wizard, will tell all that his main purpose in attaining his position is to be better informed and more capable of protecting the city from outside attacks.

- The Harpers police their own: A Harper who behaves in a harmful manner or violates the ideals of the Harpers will have the support of the Harpers removed. If necessary, he will be imprisoned or even slain.

The Harpers are meddlers by nature. This is apparent from the approximately half-dozen plots, plans, and situations they are involved in at any one time. Usually they are occupied with finding out what everyone else is up to and, if it disturbs the relative peace and tranquility of their part of the world, moving (as secretly as they can manage) against it. They can be subtle, but often blunt attacks deserve blunt ripostes in order to prevent future attacks.

The Harpers prefer small government to large nations and free men to despots. They work with King Azoun of Cormyr when it suits them, but sometimes (as in the long-term takeover of Tilverton) will frustrate and delay his forces. Azoun's wizard Vangerderhast has a long-standing grudge against the Harpers, though this may be a personal rivalry with some of the powerful wizards who are allied with the Harpers (in particular Elminster and Khelben).

The Harpers' greatest strength is not in armies, but in individuals (including some who have armies at their disposal). Talent is the Harpers' greatest asset. Most Harpers are active or retired adventurers who have either attained or can attain great power through their natural abilities. Their numbers include the elders listed above as well as a large group of agents scattered throughout the Heartlands. Those with known bases in various parts of the Heartlands are listed in the *Cities* chapter.

The Harpers also have a number of powerful allies throughout the Heartlands and the North. They include The Simbul, Elminster the Sage, Mourngrym Amcathra, Randal Morn (Lord of Daggerdale), and Lord Peirgieron of Waterdeep.

Leaders

Long-term Harpers include such notables as the Wizard Khelben of Waterdeep, Storm Silverhand of Shadowdale, Belhuar Thantarth of Berdusk, the High

Lady of Silverymoon Alustriel, and Finder Wyvernspur, said to be one of the original Harpers. The Heralds of Holdfast in the North are also Harpers, but they have since left the "official" (such as it is) Harper organization and pursued their own, more neutral, agenda.

Bases

The Harpers have no official base of power, no place that is to them what Zhentil Keep and Darkhold are to the Zhentarim. They do have two locations that act as gathering spots and safe havens. The larger, more well known of the two is Twilight Hall in Berdusk. Officially this is the temple of Milil, but the church offices are only a small part of this sprawling complex of buildings. The bulk of the complex is used for training, instruction, libraries, and quarters for various members of the Harpers. It is said that a secured room buried far beneath its center is where the various elders and other involved Harpers may converse freely and magically without danger of eavesdroppers.

The second "hotbed" of Harper activity is in Shadowdale. This village is often a way station for travelers, making it an excellent spot for gathering information and meeting contacts. Many of the Harpers (Dove Falconhand, for example) come from Shadowdale. As an added bonus, the town is watched over by close allies—the powerful Elminster and the redoubtable Mourngrym. Harpers will often meet at the Old Skull in an informal atmosphere to have a mug of beer and swap stories (and tell extensive lies as well, should they think that the ears of other agents are upon them).

Getting In

Joining the Harpers is relatively easy, though living up to their code is not. To become a Harper, a character must find a long-term Harper in good standing and sufficiently impress him with the character's abilities and intentions.

Those who purposely seek membership in the Harpers are usually disappointed. The few who show promise are assigned a series of tasks to forward Harper policy and test their mettle. Only the elder Harpers have the official power to admit new members. Acceptance usually involves nothing more than bestowal of a pin with a silver moon and silver harp, the symbol of the order. The new Harper, until he has



*Sigil of Lord Manshoon
of The Zhentarim*

fully established himself, can count on the elder Harper vouching for his legitimacy.

There have been numerous attempts to infiltrate the Harpers by other organizations. Since the Harpers are non-evil in nature, most of these attempts are quickly uncovered. Once a Harper is discovered to have worked for other secret organizations, gone rogue, or engaged in actions which might endanger the group, he is mercilessly hunted down and "removed as a threat," using whatever methods seem necessary (this is not an automatic death sentence—the Harpers are good, after all). Even the most powerful elders will become involved in this hunt if the need arises.

The ranks of the Harpers include characters of all non-evil alignments and all classes. A large number of thieves and bards have been admitted, so that the Harpers are the closest thing to a good-aligned Rogue's Guild in the Heartlands. The Harpers are mainly, though not exclusively, human.

The Harpers are neither all-wise nor all-powerful, and in fact their greatest errors usually occur when they try to take direct control of a situation instead of working behind the scene. Regardless, the Harpers are a recognized force which is widely trusted and respected, and a haven for the threatened. The fact that they make mistakes proves that they are human.

Which is just what they want to be.

The Zhentarim, or Black Network

The Zhentarim are a collection of evil wizards, priests, warriors, and rogues devoted to attaining dominance and rulership over everything. Anything that

cannot be controlled outright must be threatened into compliance or hobbled and crippled so that it can never pose a threat.

This desire to rule manifests itself in many ways in the objectives of the Zhentarim, which are:

- Establish a monopoly on trade between the Moonsea, the Sea of Fallen Stars, and the Cities of The Sword Coast, in particular Waterdeep;
- Dominate the Moonsea Region, including the cities of Mulmaster and Hillsfar;
- Control the church of Cyric, the new god who has taken the place of Bane;
- Create a lucrative supply of slaves to sell to the South;
- Destroy all who stand in the way of these objectives. This includes such diverse targets as Shadowdale, the Cormyrian military, Elminster, the High Imperceptor of Bane at Mulmaster, Mulmaster itself, Hillsfar, High Lord Maalthiir of Hillsfar, all trading casters and organizations which trade with the Sword Coast, and the Harpers.

Obviously, the list of Zhentarim enemies is long. If they concentrated on any one of them for an extended period of time, given their resources, they might triumph. Their greatest handicap is that, as a group, they cannot focus on one aim. Each petty lord, each lieutenant in the organization has his own agenda, his own approach to ultimate victory, and his own priority for the important enemies of the black network.

As it is, the Zhentarim form a very powerful group operating on a number of fronts simultaneously, stretching their resources and the attention of their leaders to their limit. In addition to ruling Zhentil Keep (rather badly, in the opinion of many), they are involved in a war with Hillsfar over the ruins of Yulash, infiltrating the recovering town of Phlan, fighting a guerilla war in the fields of Daggerdale, searching for a trade route across the desert of Anauroch, supporting a puppet regime in Voonlar, several abortive attacks on Shadowdale (the most recent one during the Time of Troubles), strengthening the support at Darkhold, destabilizing the High Moors area around Dragonspear Castle by opening interdimensional gates, and attempting to infiltrate their own agents into every other evil organization, city, and church they can find. What is

amazing is not that the Zhents only rarely succeed in such a variety of adventures, but that they succeed at all, and remain undaunted by the continued failure of such an ambitious list of programs.

The reason they remain undaunted is that there are always underlings to blame and execute to cover up their masters' errors. If one operation fails, then another will take its place. If one agent is discovered and slain, two more are ready to step forward. Life is cheap to the Zhentarim, and if a few powerful individuals (who are both allies and potential rivals) are slain, few survivors will mourn their loss.

Leaders and Operatives

The Zhentarim are dominated by an "Inner Ring of Power." This inner ring consists of:

Lord Manshoon of Zhentil Keep, a 19th level wizard with a wide array of power, including a *staff of the magi*, *black robes of the archmagi*, a *ring of spell turning*, a *ring of wizardry* (doubling the fourth and fifth level spells), *efreeti servants*, and a pet beholder and advisor named Xulla (his previous beholder aid, Xanthrip, was slain by adventurers). Manshoon's goal is to dominate trade from the Moonsea to the Sword Coast, with Zhentil Keep as the major terminus of that route. He wishes to make Zhentil Keep another Waterdeep (ruled entirely by his wise and evil hand, of course).

Fzoul Chembryl "of Bane," a 13th level priest of Bane, who is currently occupied with the fallout from the death of his god and the appearance of Cyric. Still receiving his spells from Cyric, Fzoul, of the "progressive" wing of the church of Bane, is said to be gearing up for the schism growing in the various parts of the local evil faiths in the wake of the Godswar, looking to advance himself.

Sememmon, a 15th level wizard and former apprentice to Manshoon. Sememmon is the lord of Darkhold, a powerful Zhentarim base in the Far Hills. Sememmon also looks to control the trade routes between the Coast and the Moonsea, but thinks of Darkhold as the ideal seat for Zhentarim power. It has a central location and it lacks the problems brought about by having a great number of free (non-slave) civilians about. A careful, scheming individual, Sememmon is no threat to Manshoon's power and is trusted by the lord of Zhentil Keep. Sememmon, however, is building his position for the eventual time when Manshoon is sent to the



afterlife. And for that matter, if Fzoul is swallowed by a holy war or struck down by Cyric, it will not happen a moment too soon for Sememmon.

Prominent members of the Zhentarim organization in the Heartlands include:

Thagdal (LE human W10), Sememmon's former apprentice, now acts independently and secretly hopes to someday supplant his former master in the ranks of the Inner Ring. Manshoon has encouraged Thagdal in this, taking the wizard under his protection and offering him glory and advancement. Thagdal is currently heading up an exploration of Myth Drannor and other lost sites within the old Elven Forest (and concurrently eliminating anyone else who would do the same).

Ashemmi (NE half-elf W8) is Sememmon's current apprentice and aid in ruling Darkhold for the Zhentarim. She controls the citadel when Sememmon is away. Currently, she is loyal to her master.

"The Three"—Mairhe, Ithur, and Sahbonn (LE human T5), all have high scores in hiding in shadows, moving silently, and other skills that aid in assassination. They are Sememmon's and Manshoon's personal assassins, and work to maintain a healthy level of fear among those who serve Manshoon.

Asbarode (NN half-elf T8), also known as Nith, is the official head of the Zhentarim's network of thieves, including members of many local thieves' organizations throughout the Heartlands. When traveling, she does so as Nith the Entertainer and her Band of Rogues.

Orm, the former lord of Melvaunt (NE human T10), was forced to flee the city after emptying its coffers and leading Melvaunt in a disastrous naval campaign against Mulmaster. Orm makes his abode on an estate north of Zhentil Keep and is recognized by Zhentil Keep (and the Zhentarim) as the true lord of Melvaunt.

Lord Marsh Belwintle (LE human F8), also called the Slave Lord of Zhentil Keep, is one of its leading merchants (his unofficial title indicates his stock in trade—nonhumans are his specialty).

Verblen (LE human F9), is Belwintle's "acquisitions technician" and a full member of the Zhentarim, reporting to Fzoul Chembryl. Verblen is often on the road, checking with his slavers and merchants who deal in human and nonhuman trade.

Meer (LE human F3), the Zhentarim's head of caravans, is also in charge of the official paperwork of the Black Network

and, in particular, its moneymaking operations. Meer has been called a "squint-eyed penny-pincher," but only by his friends. He heads up a small organization of merchants and caravan masters under the direct control of the network, as well as a number of independent haulers who have been pressed into service either through fear or promise of great rewards. Meer is aided in his dealings by Maglor the Apothecary (CE halfling T1), also known as "Poison-Pickle Maglor."

Eregul the Freestave (NE human W11) is an independent wizard who has thrown in with the Zhentarim in hopes of increasing his own power. He often disappears on adventures of his own. This incredibly power-hungry mage covets control of the Inner Ring, but realizes that only a major war could create sufficient openings in the hierarchy to put him in the position he desires. In the meantime, he awaits the eventual fall of the Zhentarim.

Miraun (NE human W(E)9), is the official envoy of the Zhentarim (though his official position is "diplomat-at-large for the Moonsea Reaches." A young, sneering man of handsome features and noble birth, Miraun usually appears at various courts and councils to represent the official Zhentarim view. All know that he is Zhentarim and treat him accordingly, but he often carries messages and pronouncements from his lords.

Asdag of Bane (LE human P10), Fzoul's official head of internal security in Zhentil Keep, is a cruel, fat torturer.

Casildar of Bane (LE half-elf P9), Fzoul's second-in-command in the church hierarchy at Zhentil Keep. Casildar fills in for his master when Fzoul is away.

Kharembhar (LE human F9), Fzoul's personal bodyguard, a huge (7 feet tall), muscular southerner with *bracers of defence* AC2 and a *sword* +4.

Xulla (beholder) is Fzoul's personal ally among the beholders of the north. It replaced the beholder Xantriph on the latter's death several winters ago. More cautious than his predecessor, Xulla is quite loyal to Fzoul and the Zhentarim.

Bases

The Zhentarim have two major bases of power: Zhentil Keep and Darkhold. Zhentil Keep is described in the Cities of the Realms section. Darkhold is a large citadel in the Far Hills, in the heart of the Heartlands, and it is from here that the many of the secretive forays of Zhentarim agents go forth against the forces of good.





Getting In

Joining the Zhentarim, whether as an inside agent for another organization or with intentions of personal advancement in an evil cause, is extremely easy. Merely present oneself to the lords of Zhentil Keep or to the Darkhold with sufficient power to defeat a few minions, though not so much that the likes of Manshoon will feel threatened. After a few tests (usually bumping off a few local enemies of the Zhentarim lord), the prospective agent is welcomed into the society through secret rites, often involving a geas against harming the Inner Ring (a direct copy of Cormyr's War Wizards).

Joining the Zhentarim is easy, but surviving in their ranks is difficult. A low-level agent is often given impossible and/or suicidal tasks ("Kill Elminster" or "Destroy the Purple Dragons"). The low-level operative is also often the scapegoat when things go wrong, which is quite often (a plan is never poorly conceived, only poorly executed). Finally, when a character does gain some power in the organization, he must worry about the

machinations of other characters who are constantly trying to advance themselves and increase their power at someone else's expense. The only members who are at all secure in their positions are the Inner Ring, and even there paranoia is a way of life. The entire organization is rife with spies keeping tabs on rival officers and reporting to any number of secret masters.

To most typical adventurers, the Zhentarim represent a continual threat to the stability of the Heartlands. A thousand schemes all have their origins in the pits of Darkhold and the vaults of Zhentil Keep. Destroying underlings only creates new openings in the organization for the ambitious (compare, for example, the chart provided here with that on page 93 of **FR0* to see the turnover of personnel, usually made necessary by the swords of various adventurers).

The Zhentarim have always been dangerous, and in the wake of the Godswar they remain so. Despite the official loss of their godly support through Bane, they still command the loyalty of large numbers of evil individuals and have spies everywhere. Given another crisis, they

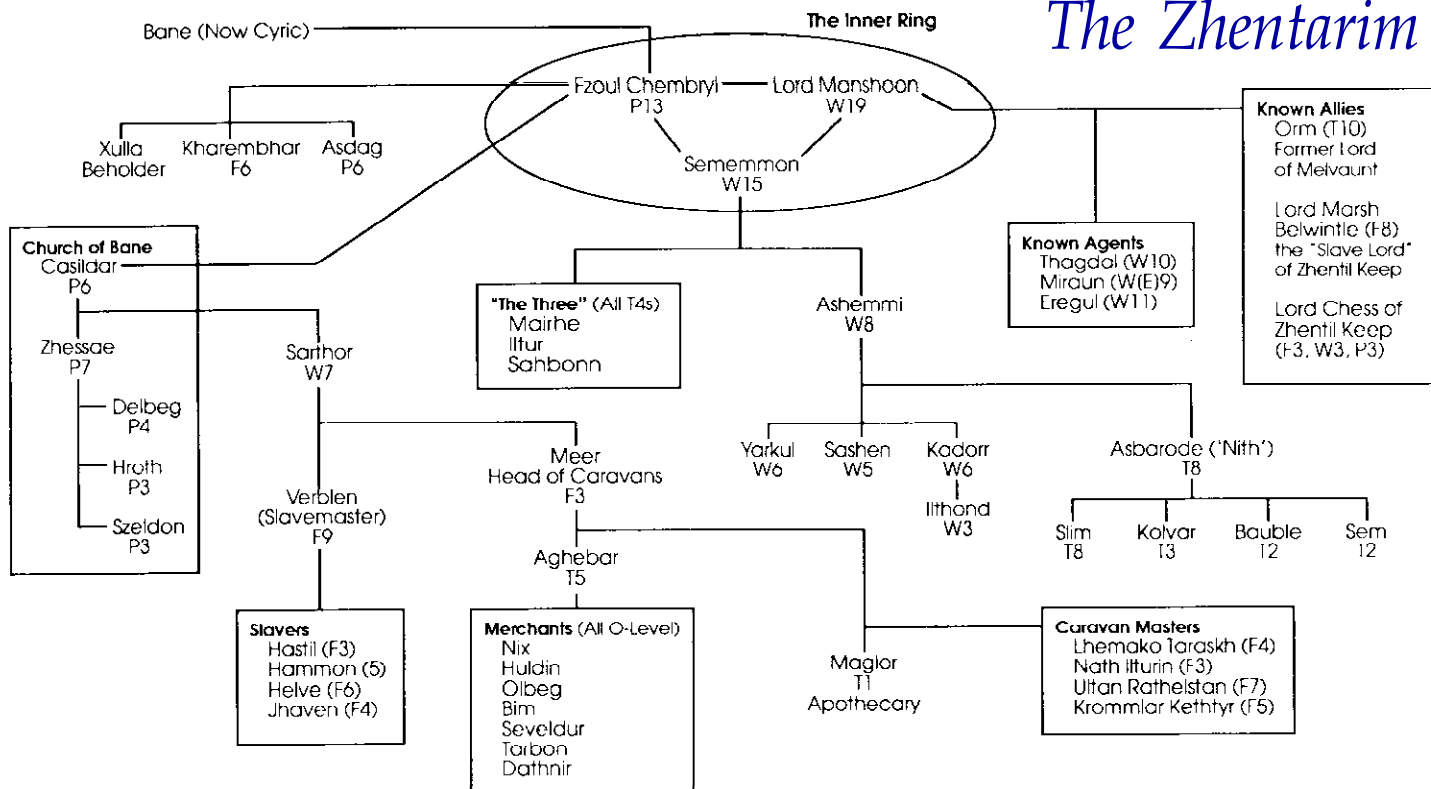
may end up on top of the situation and able to dictate their own terms.

The Red Wizards of Thay

The Red Wizards of Thay are representatives of an evil magocracy from across the Sea of Fallen Stars. They are an extremely large and powerful band of wizards which would be much more deadly if they could learn to cooperate in a more orderly fashion. As it is, they are self-serving and treacherous to a man, with the result that most internal plots and plans end when one Red Wizard betrays another.

This affects the Heartlands only when the Red Wizards slip their bonds and go wandering through the Inner Sea lands. They may be on a mission for their ruling Zulkirs and Tharchions against the lands of Cormyr, Sembia, and the Dales, or they may be independents and outcasts, either seeking to advance their own agenda or on the run from ruling powers that they have offended back in Thay. In either case, Red Wizards tend to be impul-

The Zhentarim





sive, insulting, high-handed, and very, very deadly.

The core of Thayan thinking that influences the Red Wizards is a determination to make Thay, a former principality of Mulhorand, the most powerful nation in the Realms, and its wizards superior to all others, including Nimbral and Halruaa. Given the magical power and iron rule of the Red Wizards, this would be an attainable goal, save for the fact that each Red Wizard has his or her own ideas on how to bring this state about. Almost every Red Wizard alive believes that he is the most fit to be the supreme ruler of this new Thayan Empire.

The result is that one cabal of Red Wizards operating in a city may be advancing the wishes of its master by plotting the assassination of a local leader, while a second cabal works against the first, trying to blemish the reputation of the first group's master, while a third cabal, under an outcast Red Wizard, labors to defeat both groups so that it can return (in triumph) to Thay.

Red Wizards also hold grudges far longer than is psychologically healthy, so that a local lord, adventurer, or other Red Wizard who thwarts or impedes a plan is marked forever as an enemy and a target for retribution.

Prior to the Time of Troubles, the Red Wizards wielded greater magical power

than they do now. This was due in part to a magical artifact operating within the depths of Amruthar that extended power to those pledged to the Red Wizards (this artifact became just one more pawn in the massive human chess games engaged in by the Zulkirs and Tharchions). During the magical chaos of the Godswar the device was either deactivated, stolen, or destroyed; in any event, its benefits to the Red Wizards were lost. The Red Wizards in the post-Avatar Realms are treated as normal mages with no special powers (or specialist mages if they belong to a particular school). This sudden reduction in power to mere human levels has badly rattled the rulership of Thay, but has also led them to redouble their devotion to wheeling, dealing, scheming, and plotting.

Leaders

The best-known and most prominent Red Wizard found regularly in the Heartlands is Alzegund (LE human W(N)11). The old, battle-scarred necromancer wears his robes and badge of Thay proudly, and is usually found accompanied by his entourage of six 5th-level fighters. Alzegund often accompanies caravans of vital import to the Zulkirs, where in addition to providing magical

security, he picks up information that may be useful to his masters. It is rumored that Alzegund was of higher level once, but was drained in an attack by undead and cast out of Thay. Rumors also state that he is happier being a dangerous shark among the Heartlands fish than becoming fish-food himself back in Thay.

Getting In

It is very difficult for a mage born outside Thay and not trained and indoctrinated from birth to the Red Cloth to become a Red Wizard. Outsiders are used as allies (or, more often, as catspaws) by the Red Wizards, but for one to actually join the order is rare.

The good news for most adventurers who must deal with Red Wizards in the Heartlands is that they do not bother to hide their presence. In all but the most subtle situations they will be found in their swirling red cloaks. This is often sufficient to keep most of the locals at bay through the power of the Red Wizard name. That name is enhanced when adventuring bravos challenge and attack a Red Wizard only to find that the Thayan (and his bodyguard—often ogres, minotaurs, or other monstrous creatures) is quite a lot more powerful than they looked





Symbols, Sigils, and Trailmarks of the Realms

While the literate alphabets of Thorass, Espruar, and Dethek serve for daily communications, there are a number of secret and semi-secret signs and glyphs used by a variety of the natives of the Realms for communication, in particular to advise or warn other travelers. Many are presented below, and more are scattered throughout the text. Elder runes have been used by many races over the years, so that their symbols have become familiar to most

natives of the Heartlands. Way markers are still used by particular groups to communicate, and have not spread beyond those groups. Elven runes are used primarily by the elves in addition to their alphabet. Lastly, the lore marks of the Harpers, which are not shown here but rather are distributed through the main text, are those secret symbols of the Harpers which are relatively well known.

Elder Runes



Angras, an elder rune for war and danger



Lammath, an elder rune for safety and shelter



Gatha, an elder rune for extra-dimensional magic or beings



Laebos, an elder rune for fire



Nchasmé, an elder rune for decision



Savaros, an elder rune of goblinkind

Way-markers



A drow caravan-route marker



A dwarven glyph for "safe place"



A solirpneblin marking for "food cache"



An orc mark meaning "safe trail"



A kobold glyph meaning "entrance nearby"



An ancient ranger marking, "the horns of evil," which warns of the presence of evil beings or magic

Elven Runes



Boundary mark for elven court lands



Hidden water present



Turn back



Safe refuge



For most game purposes, a copper piece is the same regardless of its point of origin. The only thing that matters about a gem is how much the local jeweler declares it to be worth. However, there will be situations where a particularly large or diverse treasure hoard will benefit from a little extra note: instead of "200 gold, three gems worth 1,000 gp each, and an art object," the players find "200 lions from the Cormyr mint, three black opals, and a golden comb encrusted with zircons."

A revised listing of typical lair treasures is given on page 147. Each section is explained further below.

Exchange Rates: The Forgotten Realms uses standard rates of exchange between standard coins as noted on page 66 of the *Player's Handbook*. Local situations may influence these exchange rates.

Copper Coins: The most common and least valuable of the various coins, copper coins are known as coppers, copper pieces, or copper "thumbs" (the last is of Cormyan origin). Sembia released a square iron coin called the steelpense which is similar in value to the copper (see Steelpense, below). Several "coins" are used among barbarian tribes which are chips of bone, also valued as the copper. Southern city states have all stamped a number of copper coins (unarches, radas, niftens, and spanners from Calimshan, and fanders from Amn).

Silver Coins: Also called silvers and silver pieces. Both Cormyan and Sembian mints produce silver pieces bearing the symbol of the nation on one side and a mint mark on the other. Cormyan silvers are called falcons, their triangular Sembian cousins hawks, and the two are used interchangeably without difficulty. Other silver coinage regularly seen in the heartlands of the Realms includes the Amnite taran and Calimshite coins such as the decarche, espedrille, and the ochre-tinted red worm of Memnon. Red worms are cast from silver but coated with a dye. Old coins with the dye worn away are called "skinned worms."

Electrum Coins: Electrum coins are not as popular as gold, silver, and copper, but exist in sufficient numbers to be represented occasionally in treasure caches or odd pockets. Electrums are commonly called blue eyes throughout the heartlands of the Realms, regardless of origin: this applies to round Cormyan eyes, diamond-shaped Sembian electrums, Calimshite tazos and zonths, and Amnite centaurs. An exception is the electrum moon of

Silverymoon—this coin is worth 1 ep throughout the Realms, but twice that much in the northern city of Silverymoon.

Gold Coins: The most common coin of adventurers, commonly called Golden Lions throughout the Realms, though only the Cormyan coins carry the figure of the lion on the coin (Sembian gold coin designs vary from year to year but always retain a five-sided shape). The Southerners use the Amnite danter, though there are a number of other golden coins from Calimshan, Thay, and Tethyr, as well as scatterings of private mints (including those of adventuring companies) and city-states. All are worth one gold standard, save for those from the cities of Tethyr. Tethyan guilders, moelans, myrats, and zoths are only worth 60-90% of their listed value, due to the upheavals in that land.

Platinum Coins: Relatively rare but used by successful (and boastful) adventurers and merchants. Platinum coins are called tricrowns, plats, or pearls (in particular the Southern versions, which are officially named roldons). Sembia produces no platinum coins but readily accepts those of other nations.

Other Coins: There are a number of coins which do not fit into any of the standard categories of other coinage but which are still found with some regularity in the heartland. These coins have a wide range of worth that varies by coin and location (the Waterdhavian toal, for example, is worth 2 gp in Waterdeep and practically nothing elsewhere).

01-07	Bela
08-14	Blood Notes
15-25	Trade Bar, Mirabar
26-31	Trade Bar, Merchant's
32-38	Trade Bar, Sembia
39-40	Trade Bar, Lantan
41-50	Toal, Waterdeep
51-55	Harbor Moon, Waterdeep
56-70	Steelpense, Sembia
71-75	Copper, Shou Lung
76-80	Silver, Shou Lung
81-82	Shou Lung Trade Bar
83-90	Letter of Trade
91-92	Tharsult Statues
93-95	Shar Rings (Ivory)
96	Gond Bells
97-00	Mercenary Cards

Bela: A word for paper money used by the savage barbarian tribes to the east of the Realms, bela refers both to bills used in the lands of Kara-Tur and more recent script issued by the over-chief or khan of

the tribes. In the western Realms, it is worthless, and occasionally offered as an insult.

Blood Notes: Scrolls, letters, or other carvings representing IOUs and promissory notes from the listed person to the holder of the note. Blood notes can be made by individuals, adventuring companies, or countries and cities to cover debts, and should the debtor still be around, they are legally obligated to pay when it is presented. Blood notes from individuals who are no longer alive are not binding. About 20% of the blood notes found among treasure are still collectable, with one 100 gp value for every "other money" unit found (if 10 "units" of other coinage were found and proved to be a blood note, it would be a blood note worth 1,000 gp). Locating the debtor and convincing him to pay up is left to the individuals involved.

Trade Bar, Mirabar: Coming from the wild country north of Waterdeep, these trade bars are made of black iron and shaped like rectangular spindels. They are worth 10 gp in Mirabar itself, 5 gp in the rest of the Realms.

Trade Bar, Merchant's: A thin, silver bar worth either 10, 20, or 50 gp each. The bar is marked at one end with its value, at the other with the symbol of the trading institution or caster which created it. Broken trade bars are valueless, though most merchants will continue to honor the trade bars of defunct institutions. To determine the value of a group of trade bars, roll a six-sided die.

1-3	10 gp value each
4-5	20 gp value each
6	50 gp value each

The trade bars of the Iron Throne trading group are not honored by other trading organizations, as this group is considered disreputable. Merchants' trade bars can be manufactured anywhere, but an increasing number of them bear the mint mark of Baldur's Gate.

Trade Bar, Sembian: Ingot-shaped bars of silver dotted with copper and marked with the symbol of Sembia, these trade bars are considered face value and backed up by the money of the Merchant Kingdom. To determine the value of a group of Sembian trade bars, roll an eight-sided die:

1-4	5 gp value each
5-6	10 gp value each
7	25 gp value each
8	50 gp value each



Trade Bar, Lantan: A flat, envelope-shaped bar of worked steel marked with the great wheel of Gond, such bars are worth 20 gp each and are used primarily along the Sword Coast and in other regions where the Lantanese normally trade.

Toal, Waterdeep: A square brass coin with a hole bored in the center, commonly used in the city of splendors. In Waterdeep, it has a value similar to one ep (= 2 gp), but is considered worthless outside the city.

Harbor Moon, Waterdeep: A special Waterdhavian coin in the shape of a crescent, made of platinum and inset with electrum. It is used in bulk purchases in Waterdeep, where it is worth 50 gp each. Outside Waterdeep, its value drops to 2 gp per harbor moon.

Steelpense, Sembian: A coin introduced by the Sembian government to replace silver (which the government could then hoard) the coin was overproduced and dropped in value until its present value is 1 steelpense = 1 copper piece. The Sembian nobles have disavowed the coin's value, but still honor it grudgingly throughout the country. "Buying Steelpense with Bela" is a by-word for fiscal stupidity.

Shou Lung Copper: Any copper coin which is not immediately recognizable is declared to come from the mystical East and is valued at 1 copper piece. Only a small number of these coins honestly come from Shou Lung, or any of the Kara-Tur nations, but the name remains.

Shou Lung Silver: Similar to Shou Lung copper, Shou Lung silver refers to any unknown or badly worn silver coin, and is valued at 1 silver piece. Some, but not all of these coins find their origin in the East.

Shou Lung Trade Bars: A slender bar of silver, definitely oriental in origin, which has made its way to the West with the occasional trader and adventurer. Shou Lung trade bars are worth about 40 gp each.

Letter of Trade: Similar to blood notes, letters of trade call for delivery of a particular item or items to the bearer. Only about 10% of these are worth anything, the remainder are for organizations which no longer exist or for items which have since been sold or delivered elsewhere. Even then, the item (often not mentioned on the letter of trade) to be delivered varies from a small art object to a magical item to (in at least one case) a golem.

Tharsult Statues: Far to the south, the

nation of Tharsult uses small art objects in trade. These statues of ivory, jade, and serpentine are used as coinage in that region, and have reached the heartlands of the Realms as curios. Typical statues are worth 15 gp each in the North, but only 5 gp each in their native land.

Shaar Rings: The plainsmen of the Shaar use rings made of sliced and bored ivory, hung on long strings. Rings will be found in bundles, and each ring will be worth 3 gp each.

Gond Bells: An odd form of money introduced by the Lantanese and used in areas of the North, in particular in trade between worshippers of Gond. The small Gond bells are made of brass and almost totally enclose a loose ornamental stone which causes it to clatter. Gond bells are worth 10 gp on the open market, 20 gp if traded to a church of Gond.

Mercenary Cards: Small cards of parchment about the size of a Talis card, marked on one side with the symbol of a particular mercenary unit. The reverse usually has some handwritten scrawl from the troop's paymaster authorizing payment. The payment is equal to 15 gp per unit of "other currency" found. If the mercenary organization still exists, its present paymaster will authorize the payment (and perhaps offer more work as well). Mercenary paymasters are accustomed to individuals producing cards that have been found in monster lairs, stolen, or won in card games.

Gems

Determine the value of each gem or group of gems on the table below, and check for gem variations, as described on page 134 of the *Dungeon Master's Guide*.

GEMS OF THE REALMS

d100 Roll	Class	Base Value
01-25	Ornamental Stones	10 gp
26-50	Semi-precious Stones	50 gps
51-65	Fancy Stones	100 gp
66-80	Precious Stones	500 gp
81-90	Hardstones	Varies
91	Shells	Varies
92-99	Gems	1,000 gp
00	Jewels	5,000 gp

Ten percent of these gems are worth more or less than their base value, either because of imperfections or a particularly splendid cut. Use the Gem Variation table.

GEM VARIATIONS

d8 Roll	Result
1	Stone increases to the next higher value; roll again, ignoring the 1 result*
2	Stone is double base value
3	Stone is 10-60% above base value
4	Stone is 10-40% below base value
5	Stone is half base value
6	Stone is decreased to next lower base value; roll a d6 again, ignoring a 6 result.**
7-8	Stone is uncut and in rough form (if possible). Value is 10% of that listed until polished and cut by someone with jewelry proficiency. At that time, roll again on this chart with a d6.

If the specific type of stone is desired, go to the appropriate table below and roll the stone type. Note that some gems have both economic value and commodity value if they can be used in creating magical items or magical spells.

Ornamental Stones

(base value 10 gp)

01-02	Agni Mani
03-04	Algae
05-06	Augelite
07-08	Azurite
09-10	Banded Agate
11-12	Bluestone
13-14	Blue Quartz
15-16	Chrysocolla
17-18	Corstal
19-20	Crown of Silver
21-22	Disthene
23-24	Epidote
25-26	Eye Agate
27-28	Fire Agate
29-30	Fluorspar
31-32	Frost Agate
33-34	Goldline
35-36	Greenstone
37-38	Hematite
39-40	Lapis Lazuli
41-42	Hyaline
43-44	Lynx Eye
45-46	Malachite
47-48	Moss Agate
49-50	Microcline
51-52	Nelvine
53-54	Nune
55-56	Obsidian





57-58	Oolite
59-60	Ophealine
61-62	Rhodochrosite
63-64	Rosaline
65-66	Sagenite
67-68	Sanidine
69-70	Sarbossa
71-72	Satin Spar
73-74	Sharpstone
75-76	Sheen
77-78	Silkstone
79-80	Snowflake Obsidian
81-82	Sunstone
83-84	Thuparlial
85-86	Tiger Eye Agate
87-88	Turquoise
89-90	Variscite
91-92	Violane
93-94	Webstone
95-96	Wonderstone
97-98	Woodtine
99-00	Zarbrina

Agni Mani: A name given to certain tektites; bits of glass of celestial origin (usually) found in desert regions such as Anauroch. In the Realms, it applies specifically only to black tektite material.

Algae: A type of quartz covered with dark brown wavy patterns, cut in slices or cabochon, and polished to bring forth the pattern.

Angelite: A soft, fragile gem found naturally in clear, colorless crystals. It is easily worked without special skill or tools but does not last long in normal use for adornment, and cannot be carved into delicate or intricate shapes without splitting.

Azurite: A slightly rarer form of malachite. This is a deep blue stone with opaque mottling in darker shades of blue, and is often smoothed from its irregular natural condition and used to ornament belts and rings.

Banded Agate: This opaque stone is a waxy, smooth form of quartz with striated bands of brown, red, blue, and white stripes. Used as an ornamental stone, banded agate is also crushed and placed into sleeping draughts to insure a long and restful sleep (no modification to saving throws, if any, for such draughts).

Bluestone: A colloquial name for sodalite, which is rich blue in color and soft and brittle in nature. Sometimes bluestone has veins of pink, white, cream, and yellow, and can be found in old and weathered rocky environments (such as the Dalering Mountains, the Storm Horns, and the Thunder Peaks). It is usually cut cabochon (polished glassy smooth and curved, without facets) or

tumbled in barrels of gravel and sand; very rarely it is hard enough to be cut in facets. It is sometimes called "ditroite."

Blue Quartz: A transparent, pale blue crystal. Blue quartz in single, large crystals is sometimes heavily enchanted to produce *gems of seeing* but this is common only in ancient versions of this magical item.

Chrysocolla: A translucent variety of chalcedony, colored blue-green to green by traces of copper. It is most highly valued when of uniform color and free of inclusions (flaws of other minerals and impurities). Most specimens are tumbled for use as earrings and pendant stones; some are faceted for the same uses.

Corstal: This is more rarely called petalite. This rare mineral is found in crystals ranging from colorless to pink. It is fairly hard, brittle, and commonly has inclusions; when free of these impurities it can be faceted, but otherwise is cut cabochon.

Crown of Silver: A colloquial name for psilomelane chalcedony, a variety of chalcedony containing abundant, minute plumes of black manganese arranged in bands. These bands polish to a brilliant, metallic black. Crown of silver is usually sliced and polished for inlays so as to best show the black bands, but can be tumbled or cut cabochon.

Disthene: Also known as kyanite. It is abundant in the Realms, and is easily cleaved, but difficult to cut in facets without unintended splitting. It usually has many inclusions. Disthene is found in crystals ranging in color from dark blue to pale green; fine blue facet-grade crystals are the most prized (treat doubled-base-value versions of this stone as this fine blue variety).

Epidote: An abundant gem, cut in cabochons or facets. Its smallest crystals are clear, but larger crystals are progressively darker shades of red. A variety (known also as piedmontite) can be cut into large cabochons of a deep rose color.

Eye Agate: A related form of banded agate, but instead of striated bands, the layers within the stone appear as concentric circles. These rings are gray, white, brown, grayish blue, and drab green. Like banded agates, these stones are often ground up and placed in sleeping draughts, though their effectiveness in these draughts is unknown.

Fire Agate: The name given to chalcedony which contains thin lines of iridescent goethite. When properly cut, the iridescence displays red, brown, gold, and green

hues, and the finest specimens are partly translucent—this allows the best display of color (treat improved variations of this gem as this translucent variety).

Fluorspar (fluorite): A soft, readily cleavable gemstone occurring in many colors. If the rough gemstone is pale blue, green, yellow, purple, or (the rare, more valuable varieties) pink or red, or is physically small, it is usually cut into faceted gems. These are sometimes known as "cabra stones." A massive, purple-and-white banded variety is used for carving (see Hardstones: Archon or "Blue John").

Frost Agate: Also known as "frost stone." This is an agate with white markings which resemble frost patterns. It is rare and beautiful, and is usually tumbled and polished glassy smooth. A gemcutter of unusual skill can cut the fragile stone in facets without splitting, so that at each point where facets meet (such as in a polyhedron cut, the shape of a d20), a "snowflake" of white "frost" appears. Enchanted versions of these stones are often *luckstones*. Lesser varieties are powdered and treated like other agates for draughts and potions.

Goldline: The name given to quartz with lines of gold-colored goethite (a rustlike impurity) imbedded in it, sometimes called caxoxenite. The native quartz stone can be citrine, amethyst, or smoky quartz—the goethite appears as brilliant yellow or gold fibers or tufts that run in parallel lines. Goldline is tumbled or cut cabochon, and usually occurs naturally in pieces 2 to 3 inches in diameter. Sometimes larger slabs are found, but these rarely survive travel unbroken.

Greenstone: The common name of chlorastrolite, a gray-green variety of pumpellyite, found in nodules of up to ¾-inch diameter in solidified lava flows. It is soft and is usually cut cabochon; the finest quality greenstone can be polished to a glassy finish, and such stones are sometimes called chlorastras. Greenstones of exceptional size are made into greenstone amulets, but not all greenstone jewelry is so enchanted, and often a ruse is used involving nonmagical greenstones and *Nystul's magic aura*.

Hematite: A shiny gray-black gem often cut in a baguette fashion (rectangular with beveled sides). Hematites are prized by fighters, and often used in magical periapts (both *healing* and *foul rotting*). They are not magical in nature, though they are particularly responsive to these enchantments.



Lapis Lazuli: An opaque, dark blue stone with gold flecks. Incorrectly called lazurite in the South, lapis lazuli is usually carved cabochon and polished to show off its gold impurities. Crushed lapis lazuli is used in making *potions of heroism* and *super-heroism*.

Hyaline: A milky (or "white") quartz, it is often used in silver, cut either as plates or cabochon. The milkiness of the stone is caused by tiny droplets of water or carbon dioxide trapped in the crystals. There are also often grains of gold in hyaline.

Lynx Eye: A specific type of labradorite (a feldspar gemstone). Labradorite as a class of stones is pale to dark gray and has patches of colored reflections. This "flash" is most commonly blue but can be of all shades. "Green flash" labradorite is called lynx eye in the Realms. Lynx eye is usually cut cabochon and fractures easily, so that most stones are less than an inch in diameter.

Malachite: A green gem with striations of darker green. Malachite is related to the bluer azurite, and usually cut cabochon. Malachite is reputed to help prevent falls, and as such is often used ornamentally on devices like *rings of feather falling*.

Moss Agate: Quartz agates with impurities of manganese, forming the fernlike patterns that give this stone its name. Moss agate is pink to yellow-white, with gray-green markings. Moss agate, like other agates, can be displayed as a stone, or can be ground up and used in producing sleeping draughts and other potions.

Microcline: A feldspar gemstone usually tumbled or cut cabochon. It is deep green to blue-green, and is sometimes referred to here as "amazonstone." Microcline crystals cleave easily, so that finished stones may split if handled carelessly. Tiny cleavage cracks reflect light, so that a polished microcline stone shimmers.

Nelvine: Albite, a variety of feldspar. It is soft and fragile, but easily cut with crude tools. It is found in large amounts in older rocks. Nelvine is occasionally called "pigeon stone" due to its white, cream, fawn, or brownish pink color. It exhibits a beautiful celestial-blue flash of iridescence, or play of reflected color, known as peristerism.

Nune: The common name for staurolite (sometimes called "cross stone" or "fairy stone") in the Realms. Nune is translucent brown or nearly clear, and occurs in small (up to 1 inch across either arm) cross-shaped crystals, which are commonly

polished to a smooth sheen and pierced to be worn as pendants or, linked, as bracelets. In the Realms, the cross is used as an ornament and not a holy symbol, and is often seen.

Obsidian: Also called natural glass or volcanic glass. Obsidian is hard, glossy, and black, and is volcanic in origin. It is often chipped into arrowheads or larger chunks used as weapons, but the ornamental grade of stone is usually polished and smoothed. An inferior form of obsidian (decreased value) is called pitchstone, and is both duller and rougher than volcanic glass. Obsidian is also used in carved figures and figurines, including the magical *obsidian steed*.

Oolite: A quartz variety which occurs in minute spherules. It is solid brown in color, and is very similar to wave-patterned algae. Too small (commonly up to 1/16-inch diameter) to be cut, oolite spherules are usually polished to bring out the color and mounted in silver jewelry (particularly tiaras or pectorals).

Ophealine: The Realms name for axinite, also called "glass stone" or, if violet in hue, "yanolite." It is commonly brown in color—such a vivid brown that large crystals appear almost opaque. Ophealine is cut in facets, and although not possessing one of the most attractive gemstone hues, it can yield finished gemstones of considerable size, both hard and durable. On the streets of Waterdeep, such gems were once known as "knuckle stones;" when polished and mounted on rings, their sharp edges have laid open many a noble's or thief's face at many a drunken party.

Rhodochrosite: A translucent, pink stone with a glassy luster. Rhodochrosite is usually tumbled smooth and polished, displayed in pendants and rings.

Rosaline: Also known as unionite, thulite, or pink zoisite. This is a stone found in massive, soft quantities (usually cut in 1-pound blocks for trading, and later cut cabochon), or in harder crystals of vivid trichroism (three colors in the gem, often purple, blue, and red, or purple, green, and red). The trichroism is cut in facets. Large crystals of this latter variety have brought higher prices when fashions have turned to brooches and rings adorned with rosaline (treat as higher value stone).

Saganite: A variety of chalcedony with numerous straight, needle-like inclusions of a different color (usually ivory or yellow with brown or greenish black needles). The needles often radiate, starlike,

from a common center. Saganite occurs in large deposits and is often sold in fist-sized (or larger) chunks. In Amn, one may hear two tradesmen discussing the sale price of "a fist of saganite." Saganite is sometimes called "needle stone," "love stone," or "hairstone."

Sanidine: A feldspar gemstone, pale tan to straw yellow in color, found on the surface of gravel scree or sand dunes. It is cut into faceted gems of ring-stone size or smaller, and is a favorite of nomadic desert peoples.

Sarbossa: This stone bears a wide variety of alternate names: thomsonite, lintonite, comptonite, ozakite, eye stone, or fire rock. It is found in small (up to 1-inch diameter) nodules in small cavities in rocks formed during volcanic eruptions, is fibrous, and therefore both tough and soft. It is basically grayish green in color, but is sometimes beautifully colored with rings of pink, red, white and green.

Satin Spar: The sparkling variety of gypsum, also known as "feather gypsum," used in gemstone carvings. It is very soft but accepts a good polish. Satin spar is naturally white, pink, pale orange, or pale brown, but can be dyed to almost any solid hue. (This process, however, kills its sparkle.)

Sharpstone: Another name for novaculite, a quartz variety that occurs in various colors. Commonly quarried as a gritty sharpening stone, it is sometimes fine enough for gemstone use, cut cabochon. It is difficult to polish to a high luster, but can yield large stones.

Sheen: A variety of obsidian which has many minute, spangly inclusions, ranging in color from mahogany to silver and gold (the most valuable of these, gold sheen, is a semi-precious stone). Sheen is usually tumbled (if large and attractive) or cut ca-



Harper's mark: "grave"
or "Tomb"



bochon, and can be polished to a glossy, gleaming finish.

Silkstone: A quartz gemstone, a special, fibrous variety of tiger eye which has a faint sparkle. It is found in many colors, yellow being the most abundant, and is cut cabochon, tumbled, or used for engraved gems. As tiger eye, silkstone is worn as a protection from spirits, though this is more old-wives'-tale than fact.

Snowflake Obsidian: An obsidian variety found in the Realms in large deposits (of volcanic origin). It is black with grayish, flowerlike patches that often, especially if some stone can be cut away, radiate symmetrically, resembling snowflakes. It is brittle and weak, but often used for small carvings. It is either tumbled to gemstone form for sale, or sold in "trade blocks" (large, irregular chunks, as quarried) of up to 25 pounds.

Sunstone: A feldspar gem, closely related to moonstone, and more properly known as oligoclase. Sunstone can be colorless or faintly greenish and of facet grade, but most common by far is its softer (cabochon) variety. This rarely yields gemstones more than 3/4-inch in diameter, and has bright red or orange spangles (minute crystals) suspended in a nearly colorless background in a parallel fashion, giving the whole a rich golden or reddish brown color.

Thuparliai: Also called prehnite, this hard, tough gemstone varies in color from rich green through pale greenish yellow and yellow to brown. It is translucent and is cut in facets if light-colored, but otherwise cut cabochon. It is abundant in hardened lavas as crust lining gas cavities in the rock, but only rarely is this crust thick enough or colorful enough to be cut into gemstones.

Tiger Eye Agate: A golden agate with dark brown striping which gives the stone its name. Legends state that the tiger eye is useful in repelling spirits. While this is not true, the agate is ground and used both in preparing potions and in creating magical markings.

Turquoise: An opaque aqua stone with darker mottlings, turquoise is found in the more arid reaches of the Realms. Specimens lacking impurities are prized by elves. Horsemen will often place a sliver of this stone in a horse's harness as a sign of good luck.

Variscite: A translucent stone, deep to pale (yellowish) green, found in nodules or in rock seams. It is also known as lucinite and peganite here. It is cut cabochon, and

(rarely) displays gray and yellow bands and eyes (rings) when so cut.

Violine: A purple variety of volcanic gem, found in patches mixed with other minerals. It is cut cabochon or faceted baguette, and occasionally yields stones of unusual size.

Webstone: The stone known by this name is spiderweb obsidian here. Webstone is an obsidian variety in which small pieces of the stone have been cemented together by heat and pressure in an irregular mass, the joints showing as irregular, weblike lines. It is usually black, the joint lines sometimes showing white, but brown, reddish brown, and rust-red varieties have been found.

Wonderstones: A rhyolite variety displaying bands of red, brown, tan, or purple. It occurs in large deposits, and can be cut into blocks of almost a cubic foot in size when quarried. It is typically cut cabochon, and takes a fair to good polish.

Woodtine: The name of this stone is a corruption of the odd term "wood tin," applied colloquially here to a variety of casseiterite. It is found in large nodules, is brownish and fibrous, and is cut cabochon.

Zarbrina: The name given in the Realms to cerussite, an extremely soft, leadlike mineral, colorless and easily cut into brilliant faceted gems. It is usually mounted in ceremonial, little-used jewelry, or set in small metal claw mounts into the sleeves or collar-hems of gowns because of its softness.

Semi-Precious Stones

Alestone: Named for its color, it is brown to yellowish brown, the hues of old ales. More properly called clinzoisite, it is found in crystals and cut into faceted gems of handsome appearance.

Andar: Another name for andalusite in the Realms. Andar is hard and durable, yielding translucent gems ("andars") that flash green-red or brown-red when properly faceted. Andar is found in crystal form (sometimes as streambed, water-worn pebbles) of small size, averaging 1/2 inch in diameter.

Aventurine: A species of quartz containing numerous mica crystals; these give a spangled appearance to such a stone when viewed from certain angles. Aventurine can be golden, medium to light green, and dark to pale blue in color, and is used for tumbled gems, cabochons, and ornamental inlays or carvings. It oc-

(base value 50 gp)

01-02	Alestone
03-04	Andar
05-06	Aventurine
07-10	Bloodstone
11-12	Boakhar
13-15	Carnelian
16-18	Chalcedony
19-21	Chrysoprase
22-24	Citrine
25-26	Cleophrane
27-28	Datchas
29-30	Dioptase
31-32	Gold Sheen
33-34	Hamburgyle
35-36	Hydrophane
37-38	Hypersthene
39-40	Iol
41-43	Jasper
44-45	Irtios
46-47	Luriyl
48-49	Malacon
50-50	Mellochrysos
52-54	Moonstone
55-56	Mykaro
57-58	Mynteer
59-62	Onyx
63-64	Orprase
65-66	Phenalope
67-68	Rainbow Obsidian
69-72	Rock Crystal
73-74	Samarskite
75-77	Sardonyx
78-80	Serpentine
81-82	Skydrop
83-86	Smoky Quartz
87-88	Spodumene
89-91	Star Rose Quartz
92-93	Tabasheer
94-95	Tchazar
96-97	Witherite
98-00	Zircon

curs in large deposits; 20-pound blocks are not uncommon. It is sometimes called "love stone".

Bloodstone: A dark greenish gray variety of quartz flecked with red crystal impurities. Ninety percent of the bloodstones in the Realms come from the Vaasa/Damara area, and most of those from a single mine which is manned by human, dwarf, and gnome miners. Bloodstones are the chief export of this region, and as a result are found throughout the Inner Sea lands. Bloodstones are usually cut cabochon with beveled edges, in smooth ovals. Uncut bloodstones are used as a trading currency along the Sword Coast, and are popular with mercenaries.



Boakhar: The name by which wulfenite is known. This material is extremely soft and fragile, but its tabular red or orange crystals yield small transparent faceted gems for use in ornamental gem-work (i.e., gems on furniture inlays in areas that will not be handled, such as the be-gemmed spires atop the high back of a throne).

Carnelian: A clear, reddish or red-brown chalcedony, also called sard. Carnelian is tumbled smooth and cut cabochon, and used as decoration on devices that offer protection from evil or from bodily harm.

Chalcedony: Mostly white, but rare variations slip to gray or black, the more colorful variants of this translucent stone include carnelians, chrysoprase, and agates. Chalcedony is usually cut cabochon and used in making devices that offer protection from the undead.

Chrysoprase: A translucent chalcedony with an apple-green color, chrysoprase is found throughout the Realms but its greatest concentration is in the Stormhorn Mountains of Cormyr, where it is called stormrock. Chrysoprase is used in the creation of items which provide invisibility and is used to ornament rings of invisibility.

Citrine: Also called false topaz, this is a yellowish quartz. It cleaves well and is usually facet-cut in brilliant or marquise styles.

Cleophane: The exceptionally beautiful pale green variety of sphalerite (a rock called Zinblend or blackjack). Cleophane yields transparent gems of green "flash" (color-play reflection) of unusually large size. Faceted specimens three inches across have been known. Cleophane is, however, soft and fragile, and such gems wear quickly.

Datchas: The common name for datolite in the Realms. It is cut into faceted gems of very pale yellowish green if of the fine variety. Massive datolite, colored by copper and other minerals, is found in the form of warty nodules up to 10 inches in diameter. Such nodules range from white to red, reddish brown, and orange (the most valuable gems will be orange), and are usually cut cabochon or sliced and polished for inlay work. Pink datolite is also called "sugar stone."

Dioptase: A soft, brittle gemstone of vivid emerald-green hue. It is found in small, flawed crystals and yields only the smallest of faceted gems. Larger specimens are extremely rare and command

prices as more valuable variations.

Gold Sheen: A rare variety of obsidian, golden in color and flecked with minute spangles. It is polished to a glassy, gleaming finish, usually tumbled so as to retain as much of the stone as possible. It is brittle but in the past was often used to ornament belts or shields. Chips of gold sheen were frequently used as a form of currency among mercenary encampments.

Hambergyle: Also called hambergite, is rare, colorless, and fairly hard, yielding small, faceted gems. It is found in crystal (or fragmentary) form.

Hydrophane: A gemstone much favored by sailors and aquatic races; it is a variety of opal that looks rather unattractive-opaque, of a frosty-white or ivory color—when dry, but when soaked in water, it becomes transparent and iridescent, reflecting a rainbow spectrum of colors like a prism.

Hypersthene: Also known as bronzite, this is usually cut cabochon. It is brown and opaque (sometimes reddish or greenish) and contains silvery spangles. It is rare in untracked pieces larger than ½-inch across, and as a result yields small gemstones.

Iol: The name by which iolite (cordierite) is commonly known. Nicknames include "violet stone," although its overall hue is usually blue. Iols are usually cut into faceted gems to best display the stone's color change as it is viewed from different directions. Iols so viewed appear straw-yellow, blue, and dark blue. Small, cut iols can be clear, but larger specimens usually contain silky inclusions of another substance, giving a star effect, or even trapped hematite crystals, which give the same rich golden flash of color as in sunstones.

Jasper: An opaque quartz found in reds, browns, and blacks. Vary rare specimens are blue or have bands of blue against the other colors. Jasper is crushed and used in making potions and magical devices which protect against poison. Jasper has been used in *periapts of foul rotting* and *proof against poison*.

Irtios: The common name for danburite, a hard, transparent gemstone that yields faceted gems of middling size. Irtios are pale yellow or colorless and are found naturally as crystals or waterworn pebbles in streambeds or gravel deposits.

Luriyl: A soft stone, easily worked and widely used; it is also known as apatite. Found in crystals, it yields attractive faceted gems of vivid yellow, green, yellow-

green, and (rarely) blue and purple. Large specimens of blue or purple command high prices and are much used in necklaces, pendants, belts, and insets in gowns or cloaks.

Malacon: A glassy brown variety of zircon which is found in crystals and provides large faceted gems. These are hard but easily chipped, and so are not used in rings or the like.

Mellochrysos: A vivid yellow variety of zircon, found in large crystals which in the Realms are seldom cut, but rather polished as is and mounted in metal claw settings for rings, brooches, and knife-hilts. It is hard and, left in crystal form, resists chipping.

Moonstone: An opaque, white feldspar gem polished to a bluish sheen. Old legends say that the sight of a moonstone would cause a lycanthrope to revert to his animal form. While this is untrue (in fact, many lycanthropes wear moonstones), devices which affect lycanthropes often use moonstones in their construction and/or decoration. Moonstones are also used as material components in spell casting.

Mykaro: The common name for smithsonite, a massive gemstone found in many hues (yellow, straw yellow, pale brown, reddish brown, green, blue, blue-green), as crystals or as crusts up to 2 inches thick in rock cavities. Mykaro is soft and tough when found as a crust, but brittle in crystal form. It is usually cut cabochon, particularly if it is patterned with thick bands of varying colors, but is sometimes faceted.

Mynteer: The name given to phenakite, a hard, colorless, and rare gemstone that occurs in crystals, usually with inclusions so that it yields only small faceted gems.

Onyx: An opaque agate of black or white, or bands of both colors in straight lines. The stone carves and wears well. In addition to gems, it is often used for figurines (including the magic *onyx dog*).

Orprase: The common name in the Realms for pollucite, a brittle, colorless or faintly straw-yellow gemstone of medium hardness. Orprase is found as clear areas in fragments of rock and yields faceted gemstones of small to middling size.

Phenalope: The name by which rhodonite is best-known in the Realms. This gemstone is found in crystals or in massive deposits cut into slabs (the fragments thus produced are tumbled into gems). It is rose-red or pink in color, and yields attractive faceted stones. It is related to rhodochrosite.



Rainbow Obsidian: An obsidian variety in which all colors save yellow are included in the black or gray base, sometimes in pronounced bands. These may or may not have spangles, but are usually tumbled into irregular gemstones in either case. Like other obsidian, rainbow is hard but brittle, and rarely finds use in places that will receive some wear.

Rock Crystal: Clear, transparent stones which are generally softer and less wear-resistant than higher-priced gems. Their chief use is as spell components which call for a gem of particular value without dictating the type of gem to be used. Rock crystals of particularly fine grade, lacking any impurities, are used for optics and prisms.

Samarskite: A hard and heavy, velvet-black rare-earth mineral with a metallic luster, cut cabochon for mourning gems or black ceremonial finery in the Realms.

Sardonyx: A form of onyx with alternating bands of carnelian in a red and white pattern. It is used in spells and creating magical items which affect Wisdom.

Serpentine: The name refers to a wide variety of related materials known as williamsite, ricolite, verde-antique, picrolite, taxoite, bowenite or poor man's jade. Those varieties used extensively for carving are traded as serpentine stone. We are concerned with the finest translucent, vivid pure green williamsite, which is cut into faceted gems or cabochons. In the Realms, serpentine of this type is widely used in cabochon form, set into ornamented weaponry and harness, rings, and courtly jewelry of all types.

Skydrop: The common name given to clear or lightly colored tektite material; fragments of glass of celestial (meteoric) origin, found in the vast shifting sands of Anauroch and other deserts. Such stones are usually buffed and polished to sparkling clarity and fixed in claw mounts as pendants or teardrop earrings.

Smoky Quartz: Also called cairngorm or moorland topaz, and ranges from a gritty yellow to brown or black in color. As a black gem, it is called morion and used by necromancers. It is usually faceted in a brilliant form.

Spodumene: A hard and quite durable stone, also known as kunzite (in its pink to purple varieties) and hiddenite (in emerald-green). It is readily cleaved, cut into faceted gems often of great size, but the kunzite variety suffers from a strange condition: Its color fades with the passage of time to a pale shadow of its former

self. Such variants are called ghost-stone.

Star Rose Quartz: A smokey, rose quartz which is asteriated; that is, when cut, it reflects or transmits light in a star-like pattern. Star rose quartz is used as a centerpiece for modest jewelry and in some magical spells as well.

Tabasheer: An opal-like silica found in the joints of certain types of bamboo. It is irregular in shape and is usually tumbled and buffed to a velvet-smooth finish and worn as tiny stones on rings, or fringe stones on jeweled pectorals or shawls. It is more common in the South and often used by southern traders as barter among northern barbarian tribes.

Tchazar: The common name given to aragonite, a straw-yellow gemstone found in elongated, prism-shaped crystal form. It is soft and fragile, and requires skilled cutting to yield faceted gems. Cabochon-cut tchazar is much less valuable; gems re-valued as ornamental are of this type.

Witherite: Occurs in large, fibrous deposits containing translucent areas large enough to yield faceted pale yellow to whitish gems, or, more rarely, in clusters of translucent yellowish crystals which are cut similarly.

Zircon: A brownish crystal found in igneous (volcanic) rocks. Zircon attains its pale blue shade with heating and cutting (usually facet-cut). Zircons are occasionally passed off as more valuable gemstones, though anyone with the slightest knowledge of gems (jeweler, dwarf, or even an adventurer of long standing) can identify the difference.

Fancy Stones

Alexandrite: A greenish form of chrysoberyl which appears reddish under nonnatural light (including wizard's light spells). This transparent gem is usually facet-cut and mounted as a pendant or earrings. Alexandrites are used in producing items which provide good omens (such as luckstones, though many are used for lodestones as well).

Amber: A golden, fossilized resin, usually tumbled smooth and cut cabochon. Amber is soft and brittle, and often used as a good luck charm to ward off diseases and plague. Some amber contains other preserved fossils, such as primitive plants and insects. These variants are valued much higher in the Realms. Amber pellets strung on thongs are used as a medium of trade by northern barbarians, but are

(base value 100 gp)

01-06	Alexandrite
07-14	Amber
15-22	Amethyst
23-26	Angel's Skin
27-30	Brandeen
31-36	Chrysoberyl
37-44	Coral
45-48	Jargoon
49-54	Jade
55-60	Jet
61-64	Kornerupine
65-68	Laeral's Tears
69-72	Octel
73-76	Scapra
77-80	Shandon
81-84	Sinhalite
86-88	Star Diopside
89-92	Tourmaline
93-94	Tremair
95-96	Ulvaen
97-98	Waterstar
99-00	Ziose

graded among civilized men for their gem value.

Amethyst: Related to agates and other less valuable quartzes, amethysts are a deep purple hue and are normally faceted into brilliant gems. Amethysts are supposed to ward off drunkenness, and as such are usually used as ornaments for mugs and chalices, particularly those used by nobility. This ward is more superstition than truth.

Angel's Skin: Fine pink coral suitable for use in jewelry, usually found in shallow tropical seas upon isolated reefs or atolls. It is delicate and easily shattered unless properly treated and mounted. In the Realms, it is slowly sun-baked on large, flat rocks to drive off water and tiny animal life (dead from lack of water but still present in the coral) that otherwise would give it an offensive odor and reduce its value for adornment.

Brandeen: The common name in the Realms for what is known here as "stibiotantalite," a rare mineral which sometimes contains clear areas of reddish brown to honey-yellow hue which can be cut to yield small, hard, faceted gems.

Chrysoberyl: A hard, transparent, green gem, usually facet-cut. Chrysoberyls are used in producing devices which provide protection against magic jar spells or other forms of possession, and in weapons designed to affect ghosts and similar creatures.

Coral: Formed by small plants and animals in the warm seas of the Realms (in-



cluding the Sea of Fallen Stars), pink and crimson varieties are considered valuable enough to class as ornaments and be treated as gems. Coral is treated as angel's skin for drying and preparation. In the South, powdered coral is used in preparing healing potions.

Jade: A class of stone including both jadeite and nephrite. It appears as an opaque, waxy mineral of light to dark green or white. As jade ages, it darkens further to become a rich brown. Jade is said to enhance musical ability, and so is worn as a lucky stone by bards and other musicians in the Realms.

Jet: A deep black gem, this stone is a tough variant of bituminous coal which can be facet-cut and displayed either as a pendant or inset into a larger setting. Jet stones are often used as *magic jars* in old legends, and the popularity of these legends tend to make jet stones suspect when they are found today.

Jargoon: A rare, red variety of zircon much prized for its deep ruby luster. The name jargoon is often carelessly applied here to a large variety of gem materials (as in "a cluster of jargoons, matey, with garnets as big as yer hand").

Kornerupine: A hard, rare, green or brown translucent gemstone that yields faceted gems up to medium size. It is usually found in streambed or ridge-pit gravel.

Laeral's Tears: Named after the sorceress Laeral; the tears are soft, brittle, colorless crystals and crystal fragments of large size. The same gemstone is called beryl-lonite elsewhere.

Octel: The more common name for scheelite in the Realms; it occurs in soft crystals which yield sparkling faceted gems of pale yellow or orange hue. Large, irregular crystals are often used for carved pendants or inlays.

Scapra: The name by which the finest scapolite is known, which yields pale to medium yellow faceted gems. Found in rough crystal form, scapra is somewhat soft, lending itself to easy cutting by the unskilled—but proving unsuitable for the wear and tear of use as clothing ornamentation or in ring stones.

Shandon: Another name for natrolite in the Realms; its slender, colorless crystals yield tiny faceted gems used often in veils and robes to capture the effect of beads of water glistening upon the material. Such gems will fetch their true value only when sold to gemcutters and others familiar with them—they are too small

(and colorless) to impress the eye of the uninitiated.

Sinhalite: A rare stone, found only in streambed gravels (or the deposits left by vanished streams) as pale straw-yellow to yellow-brown waterworn pebbles. It yields cabochon gems up to an inch in diameter.

Star Diopside: The most prized form of a hard, durable gemstone that is rarely found in attractive colors. It is usually too dark in color for beauty, but mountain and streambed-pebble crystals of pale green hue produce attractive semi-precious stones (see Diopside above.) A few specimens of darker green become four- or six-rayed stars when cut, and these are rated at the higher values for gem variation.

Tourmaline: Long-crystalled tourmaline in its multi-colored varieties is considered a precious stone. The black variations are called Ravenar and considered gems. Colors vary from green to blue, brown, or red, all in pale shades. Often a crystal may show multiple shades and is known as rainbow tourmaline (and is more valuable).

Tremair: The name given to a pink variety of tremolite called "hexagonite." Tremair is found in small, clear crystals which yield even smaller faceted gems.

Ulvæn: A stone which is prized in the Realms; soft but shatter-resistant, it can be easily worked by unskilled cutters into large cabochons or faceted gems of pale to rich yellow hue. It is also known as amblygonite.

Waterstar: Rare in the Realms, waterstar is also called achroite or colorless tourmaline. The only material of this stone valued for gem use is that entirely free of flaws and inclusions, which can yield quite large faceted gems, colorless but sparkling.

Ziose: The name given by sages to a particular facet-grade variety of ziosite; a rare mineral that yields cut stones that flash three vivid hues depending on how the light catches them or in what direction they are viewed; purple, blue, and red, or purple, green, and red. Very large (fist- or foot-sized) specimens are sometimes found, and are prized for use in pendants by humans, demihumans, and humanoid of large stature.

Precious Stones

(base value 500 gp)

01-07	Aquamarine
08-14	Euclase
15-21	Flamedance
22-29	Garnet
30-37	Heliodor
38-44	Horn Coral
45-51	Orbaline
52-59	Pearl
60-67	Peridot
68-75	Raindrop
76-81	Rusteen
82-88	Sphene
89-95	Spinel
96-00	Topaz

Aquamarine: A hard, transparent form of beryl, blue-green in color. Aquamarines are found throughout the north, where their hardness makes them suitable gems for the northern barbarian tribes.

Euclase: A rare gemstone found in small, readily cleavable crystals ranging from colorless to pale yellow, vivid yellow, pale green, and blue, this last hue being the most prized (valuable samples will be blue euclase).

Flamedance: The name by which rhodizite is commonly known. It is an extremely rare gemstone found in small crystals or fragments used in lapidary work only when faceted gems can be cut from them.

Garnet: A general class of crystals ranging from deep red to violet in color. Garnets are normally isometric in shape, with 12 or 24 faces to a typical crystal, though 36 or 48-faced crystals have been found. Garnets are found in the Realms in metamorphic rocks, marbles, and granites, and are found in a number of locations throughout the North.

Heliodor: A deep yellow variety of golden beryl varying in hue from greenish yellow to reddish yellow and yielding large or medium-size faceted gems.

Horn Coral: Deep black coral, similar to angel's skin save for its solid color, also called night coral. It is used in jewelry as a polished twig or branch of material, or is cut cabochon.

Orbaline: Benitoite's common name in the the Realms. It is a relatively soft gemstone usually found in fragments. These can yield blue to colorless faceted gems, usually small.

Pearl: The product of oysters and other mollusks, pearls are layers of aragonite formed around a bit of grit or other irri-



tant. The resulting pearl has a rich, deep luster. Most pearls are white in the Realms, though there are rare (and more valuable) versions which come in different colors (rainbow and black are the most valuable). Pearls of exceptional size (3 inches or more) are usually marred or otherwise less valuable, though in one extreme case a huge pearl was enchanted and turned into a crystal ball.

Peridot: The translucent version of olivine is usually an olive green in appearance. It is normally found in basalts and with other quartz deposits. Peridot is often used in abjuration spells and items which provide protection against spells and enchantments.

Raindrop: The name given to cassiterite, specifically to the flawless, colorless crystals or areas in larger, dark brown crystals. These can yield small, hard, durable faceted gems. The stones are usually fashioned into velvet-polished teardrop shapes for use on cloaks and other garments, hence their name. The colored material is much less valuable and known as woodtine.

Rusteen: Another name for microlite in

the Realms. This dark reddish brown to pale brown gemstone yields small faceted stones much prized for sword and harness ornamentation in the North due to their durability.

Sphene: A soft, brittle gemstone (and, like scapra, easily worked by unskilled cutters) of various yellow to green shades. A fine emerald green is the most prized hue. Sphene crystals can be cut into beautiful, sparkling, faceted gems of small and medium size.

Spinel: Not native to the north, spinels come to the region from traders to the south and from visitors to Kara-Tur. Red spinels are said to come from desert country, while blue spinels from the east, and the rare green spinels from the jungles of Chult. All types are transparent and wear very well.

Topaz: A golden, transparent gemstone found in large crystals in granite deposits. Occasionally yellow or brown, it becomes pink if exposed to great temperatures. Topaz is very hard and wears well. It is used as an inset gem in devices which offer protection from magical effects.

Gem Stones

(base value 1,000 gp)

01-08	Black Opal
09-16	Fire Opal
17-24	Jasmal
25-32	Moonbar
33-40	Opal
41-48	Orblen
49-56	Orl
57-64	Ravenar
65-72	Red Tears
73-76	Sapphire
77-79	Shou Lung Amethyst
80-82	Shou Lung Topaz
83-89	Tomb Jade
90-94	Water Opal
95-00	Zendalure

Black Opal: A greenish type of opal with black mottling and gold flecks. Usually found in ancient hot springs, the gem is usually tumbled smooth and cut cabochon. The phrase in the North "Black as a black opal" means, effectively, not very black (or evil) at all, and is used to describe good-hearted rogues and similar in-





dividuals who would be embarrassed by praise.

Fire Opal: A brilliant orange-red gem, usually solid or with golden or greenish flecks. Usually found near active hot springs and geyser activity in the Realms. Fire Opals are often enchanted and used in producing a *helm of brilliance*.

Jasml: A durable, very hard gemstone found in the form of small veins or (very rarely) larger seam deposits in the Thunder Peaks and the Spine of the World. It is so hard that it can hold a cutting edge and can even be worked into small nonmetallic weapons. When polished, jasmals catch sunlight or torchlight and, although themselves remaining transparent and colorless, give off haloes of amber light. Jasmals are usually cut cabochon, and thus appear as small, glassy globes of orange light when worn on cloaks or tunics.

Moonbar: Pearly white, opaque gemstone crystals found in desert and tropical areas of the Realms. Moonbars are naturally large and rectangular (with curved corners) and have a smooth, shiny surface, so when found and washed clean, specimens are immediately suitable for use as gems; cutting is only required when fragments are found. The largest known moonbar serves as the lid of an unknown king's casket in a barrow on the Trollmoors, and is almost 7 feet long, but most are approximately a foot long and 4 inches wide.

Opal: An opaque, smooth gemstone, usually pale blue with green and gold mottlings. Related in type to fire and black opals, but is only slightly more common. Opals are used in a number of magical items and spells, including being enchanted and used as a part of the *helm of brilliance*.

Orblen: A rare gemstone unique to the Realms, yielding deep golden gems of large size. The hue of the material has earned it the nickname "honestone," and it is much favored in the North. The largest known honestone in existence, a huge hunk of rock 6 inches in diameter, is in the possession of King Azoun IV of Cormyr.

Orl: A gemstone believed unique to the North, where it is found only in "blue caves" such as those at Whaeloon. Orls are found in the softest rock, as sharp-edged, spindle-shaped, symmetrical crystals of red (sometimes tawny or orange) hue. Red-hued orls are the most valued, and some orl fanciers prefer to wear the unfaceted, natural crystals rather than faceted cuttings.

Ravenar: A glossy, black variety of tourmaline, also called schorl, is highly valued in the North, less so in other lands, where it is rare and carries little value. Ravenar is commonly used for inlay work on daggers, buckles, and the like.

Red Tears: Gems unique to the Realms, where legends say they are the tears of lovers for their men slain in battle, stained red by the spilled blood of the fallen. Red tears are teardrop-shaped, glossy crystals of unusually vivid, fiery orange, cherry red, or blood-crimson hue. Most such gems are found in deep mines or gorges, where old rock has been exposed. They are also called Tempus' weeping.

Sapphire: A brilliant blue transparent corundum mineral. Sapphires vary from a clear, pale blue to a radiant azure. Sapphires are reputed to promote magical abilities, and so are used in production and ornamentation of magical blades.

Shou Lung Amethyst: A corundum mineral closer to rubies and sapphires than the Western amethyst, Shou Lung Amethyst takes its name from its deep purple hue. It is said to come from the uttermost east, the lands of Kara-Tur, where it is used to protect the lives of noblemen.

Shou Lung Topaz: A fiery yellow corundum mineral, again only imported to the western Realms by travelers from Shou Lung and the other mysterious nations of the East.

Tomb Jade: Rare and highly prized in the Realms, this is jade which has been buried for great lengths of time and has turned red or brown. Buried jade can also be turned green if bronze objects are buried near it; jade of such hue is no more valuable than normal jade.

Water Opal: Colorless, clear opal with a play of color. It is rare and valuable in the Realms, where it is used in scrying devices as an ornament. Transparent opals without such a play of color are known as hyalite, and are considered inferior (those variations of this gem which are worth less).

Zendalure: A gemstone presently unknown outside the Realms, where it is found as large (2 to 6 inches in diameter), egg-shaped crystals in solidified lava flows. These mottled blue-white crystals are polished to a glassy finish and most often seen as inlays and tiny cabochons in rings, earrings, and pendants.

Jewels

(base value 5,000 gp)

01-06	Amaratha
07-17	Beljuril
18-25	Black Sapphire
26-36	Diamond
37-47	Emerald
48-58	Jacinth
59-69	King's Tears
70-71	Rogue Stone
72-82	Ruby
83-85	Shou Lung Emerald
85-93	Star Ruby
94-00	Star Sapphire

Amaratha: also known as shieldstone, this is a soft, greenish white or very pale green sparkling gemstone. It is thought to be unique to the Realms, and is found there in the form of small lumps or nodules in deep rock strata. Too soft to wear well in exposed settings (such as in rings, at the top of a staff, or at the peak of an ornamented helm), it serves magnificently as a gem set in large body jewelry or other protected positions. Shieldstone attracts and absorbs electricity in a 10-foot radius, and can be used to protect those who wear it or accompany the wearer. A 1-inch-diameter sphere of shieldstone (the most common variety) will absorb up to 6 points of electrical damage, so that a large number of shieldstones worn as a necklace could absorb a natural or magical *lightning bolt*, electric eel shock, or the like. In absorption, the shieldstone is consumed, vaporizing at the rate of a 1-inch-diameter volume per 6 points of damage absorbed. If an attack exceeds the capacity of a shieldstone or group of shieldstones, all will vaporize and the excess points of damage will be suffered by creatures or objects in the vicinity.

Beljuril: Presently unknown outside the Realms; found there as smooth-surfaced, fist-sized stones, asymmetrical but roughly spherical. Beljurils are durable and very hard; cutting one typically wears out several sets of metal tools, so they are usually worn in pectorals or shoulder-plates which are fashioned with claw settings. Normally a deep, pleasant, seawater green, beljurils periodically blaze with a sparkling, winking, flashing light. This discharge is pleasantly eye-catching in a candlelit great hall or a lantern lit dancing grove, but in a dark chamber or murky night, it is dazzling. At random, beljurils absorb some heat, light,





and vibratory energy from their surroundings (up to 30 feet distant) without negating that energy and periodically—usually about once per hour, but rates vary from stone to stone, regardless of size or age and for no known reason—discharge this stored energy in a “flash.” The discharge is silent and cold; the sparks given off are few and do not carry a strong electrical jolt. Beljurils are sometimes used in experiments by mages, alchemists, and artisans, but have not yet proven useful as a power source. Beljurils are often used for warning lamps or night beacons by the wealthy. Beljurils occur in old rock, usually in blue claystone. No beljurils significantly larger or smaller than fist-sized have yet been found.

Black Sapphire: A rare variety of sapphire. The black sapphire is a deep, rich black with yellow or white highlights. Black sapphires come mostly from the South, in particular the Great Rift, and are much valued by dwarves.

Diamond: A hard, clear gem which can be clear blue-white, rich blue, yellow, or pink. The hardest of the gemstones, and among the most valuable, diamonds are found in scattered locations throughout the northern mountains. Many of these locations are far underground, making them only accessible by dwarves and underground races which trade with the surface world for other goods. Diamonds are occasionally powdered and used in magical writings, and are used in items such as the *helm of brilliance*.

Emerald: A brilliant green beryl, the emerald cleaves along straight box-like lines, and is often displayed with rectangular cutting in the finished gem. Emeralds are often connected with health, and so are used in producing and ornamenting devices which magically aid health.

Jacinth: Also called hyacinth, this fiery orange gem is a relative of the sapphire and other corundrum gems. It is found only in the Realms (in other prime material planes, an inferior type of garnet or essonite takes the name). Jacinths seem to radiate with their own flickering light, which gives them the additional name flamegems. Jacinths are used to produce and ornament devices which protect against fire (such as *rings of fire resistance*).

Kings' Tears: Sometimes called frozen tears or lich weepings, these are known only in the Realms, and are rare there. Clear, teardrop-shaped, smooth-surfaced, and awesomely hard (as yet unbreakable, even by hammer and forge),

these stones are said to be the crystalized tears of long-dead necromancer kings. In each gem can be seen that which the weeping king loved long ago: in some, women; in some, lands now lost and forgotten or greatly changed with time; in some, dreams. The true nature of these stones and the images seen within them is unknown, but sages value these gems above all others.

Rogue Stone: A small, shifting, rainbow colored, iridescent gemstone. The fluid shades of color appear almost liquid under normal sunlight. Rogue stones are extremely rare and are used for the *gem-jump* spell. Any rogue stone found will be a singleton gem among the others; no more than one will ever be found in one place at one time.

Ruby: A clear to deep crimson red corundum stone. The deeper the red the more valuable the stone, so that more valuable variations are easily identified. Rubies are supposed to grant good luck, according to superstitions in the Sea of Fallen Stars. In magical research, rubies are often ground to produce magical dust and inks, and also used as ornaments in items such as *helms of brilliance*.

Shou Lung Emerald: A much harder and more lustrous variation of the western emerald. The Shou Lung emerald is called the bureaucrat's stone in the fabled lands of Kara-Tur. Legend says that there are three of them, but since there are at least a dozen caches of them scattered throughout the west, this statement is discounted as myth. Regardless, the bright green stone is highly valued.

Star Ruby: A variation of the ruby. The star ruby is more translucent, with a white star highlighted at its center. Of every hundred rubies, one is a star.

Star Sapphire: A precious variation of the sapphire. The star sapphire is more translucent, with a white star highlighted in its center. Star sapphires are used in producing and ornamenting devices which offer protection against magic. For every thousand sapphires found, one is a star.

Hardstones

Listed prices are per pound (weight). When determining treasure, the number of these found is actually the number of pounds, not the number of individual stones.

“Hardstone” is a collective term given to natural substances valued for their appearance which are found in large quanti-

01-06	Alabaster (5 sp)
07-12	Archon (2 gp)
13-18	Hornbill Ivory (7 sp)
19-24	Iris Agate (2 gp)
25-30	Ivory (1-5 gp, depending on quality)
31-36	Lumachella (26 sp)
37-42	Luspeel (3 gp)
43-48	Marble (3 gp)
49-54	Meerschbaum (2 gp)
55-60	Pipestone (1 gp)
61-66	Psaedros (6 sp)
67-72	Serpentine Stone (3 gp)
73-78	Soapstone (9 sp)
79	Star Metal (10,000 gp)
80-85	Sulabra (7 sp)
86-91	Tempskya (1 gp)
92-95	Turritella (8 sp)
96-00	Xylopal (22 sp)

ties and lend themselves readily to carving. Such carvings can take the form of screens and panels, furniture inlays, figurines, bowls and trays, bookends, spheres, scarabs, beads, and rings. Artwork can also be carved in gems (intaglios), or the material carved away so that the artwork appears in relief (cameos). Cameos are almost exclusively carved in shells.

In the Realms, many of the cheaper gems found in massive form are cut for stones if of the highest value (most desirable hue and texture, flawless composition), or if not, they are sold by weight for carving. These include jade (jadeite and nephrite), chalcedony, agate, tiger eye, jasper, idocrase, grossular, rhodonite, beryl, tourmaline, rock crystal, rose quartz, and serpentine. Weaker (softer and/or more brittle) materials used for carving include amber, jet, obsidian, moonstone, turquoise, malachite, and opal. (These weaker stones are rarely used unless of low gemstone value.)

Serpentine, for example, ranges from fine faceted gems to the dark green variety used in ornamental screens, furniture inlays, and in such items as the serpentine owl. This variety is usually known as “verde antique” and is also called “serpentine stone,” and so it appears in the Hardstone section of this text.

Alabaster: The finely textured but brittle white form of gypsum (plaster). It has ornamental uses for structure interiors in the Realms.

Archon: The name by which Blue John (fluorspar) is known in the Realms.

Hornbill Ivory: Not ivory at all, but rather material from the beak of the hornbill bird.



Iris Agate: A massive variety of agate much used in temples for effect; its vivid colors can be seen only when light shines through it.

Ivory (or dentine): The substance that provides the teeth of all mammals. Whenever the teeth or tusks are large enough, they can be used for carving—thus, it comes from the tusks of the elephant, the teeth of the hippopotamus, and the tusks of the walrus, narwhal, and boar, and the teeth of the cachalot whale. Tiny quantities of fossil ivory (from prehistoric elephants, mastodons, and sabre-toothed tigers) can also be found here. Ivory also comes from other creatures such as belemnites, mammoths, and umber hulks. Unicorn horns, it should be noted, are not used for ornamental carving, and command prices of thousands of gold pieces from alchemists. The price of ivory depends on its hardness and durability, its hue and any mottling of colors, and the shine or surface it can take. Prices depend on current preferences; what is valued highly in a particular place or time can be extremely cheap elsewhere and elsewhere.

Lumachella: Also known as fire marble, this is a rare, dark brown fossil marble variety containing small, iridescent opal-like snails (lumachella means “little snail”).

Luspeel: Another name for magnetite in the Realms; it is used in temples for its properties—i.e., a kneeling worshipper will find his ferrous metal weapons and accoutrements adhering to the floor with a definite (but not overpowering) pull.

Marble: Also called calcite, it is widely used in the Realms for its beautiful colorations, its ability to take a polish, and its abundance. It is extremely heavy, but is easily quarried in precise dimensions without fracture or wastage.

Meerschbaum: Sometimes known as sepiolite, this is used in the Realms for small carvings and for pipes. White and porous, it is light and can therefore be quarried and transported in large pieces without much equipment.

Pipestone: A soft, easily carved brown to red-hued carving stone. It is also known as catlinite.

Psaedros: Another name for lepidolite. It is a soft pink to mauve mica rock used in low-priced carving. With time, its colors fade.

Serpentine Stone: The name by which verde antique is known in the Realms. The massive variety of serpentine

Soapstone: Too brittle and soft for fine

carving, this is easily worked by unskilled hands and can be quickly brought to a warm, glossy finish.

Star Metal: Another name for meteorite, this stone is rare. Smiths in the Realms have mastered the technique of forging it (adding small amounts of alloys of more common metals) to make weapons of great strength and durability; hence the material’s high price. Tiny pieces are sometimes sliced and polished for inlay work.

Sulabra: The name by which argillite (or haida slate) is more commonly known. It is widely used for inexpensive carvings. It is soft and gray, cleaving easily in planes, and is low-priced due to its hue and softness.

Tempskya: a form of quartz which we refer to as petrified wood; the silicified woods vary widely in hue (black or white through red, yellow, tawny, brown and sometimes pink), and, like the original wood, vary in size from twigs to huge logs. Some are difficult to polish because of differences in hardness across a tempskya surface, and most have fractures and inclusions of clear quartz, opal, or chalcedony. Tempskya of pretty grain and hue is sometimes cut and polished cabochon for personal ornamentation, but usually is cut in flat slabs, polished, and fitted for inlay-work.

Turritella: A type of agate (quartz) consisting of many small, silicified shells. The shells are conical and spiral in appearance, less than an inch long, and the rock is dark brown in color. It is quarried in slabs and used in inlay work or for facings (as a cheap alternative to marble).

Xylopal: The common name for opalized wood or lithoxyle; it is highly prized, and is usually fashioned into bookends, polished for collectors, and so on. In finer qualities it is more often used for table inlays and personal adornment.

Shells (price per specimen)

Shells are valued for their vivid coloration (which often fades in the sunlight). Shells are rarely used as currency, but rare shells are sold for high prices to collectors (for example, the “Purple Star Cowrie”). Such shells are considered gems as far as value, but only to collectors. Bear in mind that price and resale value for rare shells vary wildly.

A few notes on the entries of the table: The price given for conch is paid only for

01-07	Abalone (10 gp red, 25 gp green)
08-14	Black Helmet (45 gp)
15-21	Conch (10 gp)
21-28	Cowrie, Tiger (10 gp)
29-33	Cowrie, Pearl (20 gp)
34-36	Cowrie, Opal (100 gp)
37	Cowrie, Purple Star (4,000 gp)
38-44	Flame Helmet (50 gp)
45-51	Horned Helmet (50 gp)
52-58	Mother of Pearl (5 sp for 1 lb.)
59-65	Nacre (1 gp for 1 lb.)
66-72	Nautilus (5 gp)
73-79	Red Helmet (20 gp)
80-85	Sardonyx Helmet (40 gp)
86-90	Shambos (1-5 gp per shell plate)
91-94	Trochus (4 gp)
95-98	Turbo (2 gp)
99-00	Unio (1 gp)

large, unblemished specimens useable in cameo work; cowrie prices vary according to color, pattern, and rarity, from 10 gp for pale “tiger” black and white specimens to 4,000 gp for “purple star” specimens; and the various helmet shell species are prized for cameo work.

A special note concerning trochus (“great top shell”) and turbo (“green snail”) shells: The prices quoted in the table are for giant specimens, and turbo fetches such a price only when it has been polished to a pearly sheen. Smaller shells of both species are sold for as little as 5 cp per pound, and are cut and polished to be sold as mother-of-pearl (the ordinary pearly material used for inlay work, buttons, etc.) or, if of “fire luster,” are sold as nacre for similar uses.

Shambos is the name given to tortoise shell. This is a misnomer; the plates of shell are not from a tortoise at all, but from a sea turtle found in tropical waters. A single, undamaged carapace will yield 37 separate plates if properly handled. Thirteen of these plates are valued in gem work, and are known as “blades.” The 24 remaining edge-plates are of little value and are usually damaged from activity during the turtle’s life. The plates are separated from the turtle’s skeleton by heat, but the fire must be tended with skill, or excessive heat will darken the color of the shell, ruining it for ornamental use.

Unio shells are simply unusually large fresh-water pearl mussels, drag-netted from rivers for buttons and similar uses. Gambling tokens in the Realms are often fashioned of such material.



Art Objects

The standard tables for objects of art is provided on page 134 of the *Dungeon Master's Guide*. The following table provides more detail for individual items, and can be used as an optional table to the DMG version.

This table is not recommended for large hoards and great numbers of art objects, but will add a level of detail to small finds and perhaps provide useful and unique items for the characters. When an item is removed, scratch its number from the list. Then either replace that item with one of your own (or with one of similar value) or go to the next number in the list if the number is rolled again.

Percentile Roll Item and Value

01: A *belt buckle* with flaming sword device, of silver, lightly tarnished. (1 gp value).

02: A *scroll tube*, carved in ivory with gold-plated metal end caps (3 gp value).

03: A *single boot heel*, silver-plated, with embossed ornamental scrollwork design. The heel is worn and battered (1 gp value).

04: A *large bowl* in good condition, made of chased and pierced gold, worked in the design of leaping dragons fighting spear-armed warriors (30 gp value).

05: A *single bracer* made of electrum and worked in mock scales with four circular bosses about it, the center of each boss being a claw holding a small (20-gp value) bloodstone (150 gp value total).

06: A *golden comb*, its handle carved into a dragon's head with a 1,000-gp value ruby set as an eye (1,100 gp value total).

07: A *gold tooth*, "rough filling" fashion (2 gp value).

08: A *coffer*, 6 feet high x 1 foot wide x 2 feet long, with gold hinges and catch, made of carved ivory worked into a beveled top, with a gigantic battle scene covering sides and top. All figures have been individually cut and exquisitely detailed (75 gp value).

09: A *6-sided die*, 1-inch cube of beaten gold stamped with holes for the pips (10 gp value).

10: A *fingerpick* for yartings and other stringed instruments. The pick is an oval made of polished abalone shell, affixed to a moon-and-stars design crownpiece (2 gp value).

11: A *pipe-style whistle* of fluted design with a ring at top for chain or cord, made of reddish gold (3 gp value).

12: A *ring of pierced Waterdhavian coins* (brass ring with 26 sp) (27 sp value).

13: A *eyepatch*, sans chain or thong ties. The eyepatch is a rhomboid of beaten gold set with a mock eye of a sapphire (1,000-gp value). The sapphire is in turn surrounded by two crescents of polished moonstone (value 75 gp each). The eyepatch is pierced in all four corners for ties (1,500 gp value total).

14: A *death mask* of a noble, bearded male visage, made of beaten gold (44 gp value).

15: 1-8 *silver bars* (each a flat rectangle, 2 inches thick x 2 inches wide x 10 inches long, untarnished), stamped with the symbol of Gond (25 gp value each).

16: A *dagger* with a gilded hilt, the hilt inset with a *gem of seeing* (DMG, p. 170). The dagger will sell for 250 gp if the seller is unaware of the magic. Otherwise treat as a magical item (what the market will bear).

17: A *electrum belt buckle* with a crescent moon insignia (4 gp value).

18: A *scroll tube* made of carved ebony with silver-plated end caps. Each cap is inset with a large (1,000-gp value) faceted half-emerald (2,300 gp value total).

19: A *gold-plated corkscrew* with a 50-gp value bloodstone set into each tip of the handle (125 gp value total).

20: A *silver cloak pin*, fashioned in the shape of a griffon's head (side view, facing right) with a 1,000-gp value ruby as the eye (1,100 gp value total).

21: A *cork bottle stopper*, fastened by an ornate wire twisting to a large, brilliantine-faceted topaz (900 gp value).

22: A *pendant* consisting of a fire opal (1,400-gp value) with a gilded, fine twist-link neck chain (1,500 gp value for opal and chain).

23: A *monocle* made from a polished glass lens in a gold frame, with hooked and pierced side-handle, but without ribbon or cord (30 gp value).

24: A *set of thieves' picks* and tools, including universal lock-picks, prybar, waxed cord with two hooks and six thin steel spikes, whipsaw, cutters, two small black velvet bags, black leather gloves and mask, iron grapnel with 2-foot shank and end-ring (30 gp value).

25: A *quill pen case* made of gold, held shut by a clasp. Carved into the case is a scene of a scribe writing in a tome, sitting on a stool amid stacks of parchment. The symbol of Deneir is engraved on the opposite side (6 gp value).

26: A *gold earring* with a spring clamp

and chain holding a large, polished, irregular piece of clear sapphire (5,000-gp value). This earring is magical and detects the alignment of any living creature it is touched to. It shows the alignment by changing color: LE = black, CE = red, NE = orange, N = brown, CN = gold, LN = steel gray, NG = green, CG = blue, LG = white. (This is a magical device, but if sold without checking for magic will bring 5,000 gp).

27: A *chain*, 6 feet long, made of ornamental, gold-plated, triple-interlaced links which are both heavy and strong (80 gp value).

28: A *rotting leather-and-silk chate-laine* with gold-plated scissors (3 gp value), gold-plated thimble (1 gp), 6 silver-plated keys (2 sp each), and brass key ring and leather thongs (6 gp total value).

29: A *jewel coffer* of chased silver, depicting wooded scenes with birds in branches on back and sides. The top of the coffer is graced by an engraving of a maiden combing her hair while looking into a pool at her reflection (15 gp).

30: A *electrum medallion* inlaid with copper, in the design of a phoenix rising from flames. The medallion is spherical, 4 inches in diameter (4 gp value).

31: A *fire-blackened oak staff* shod with meteoric steel (25 gp value) at its base. The head of the staff is carved in the shape of a fanged serpent with two 500-gp value rubies as eyes (1,025 gp value for entire staff).

32: A *bracelet* made of 46 tiny (70-gp value) white pearls strung together on gilded wire, fastened with a barbed hook and loop (3,220 gp value total).

33: A *ornamental skullcap* of beaten gold, cut in the shape of floral vines meeting, curling away and meeting again (66 gp value).

34: A *cup* of the thinnest beaten gold set with a lip-ring of 12 tiny (500 gp value) emeralds, chased and embossed in rings of abstract pattern (interlocked rings, vertical and horizontal bars interwoven with them) (6,250 gp total).

35: A *statuette* in solid gold of a flowing-haired maiden riding a rearing unicorn (90 gp).

36: A *clapper bell* made of carved, polished rose crystal (bell, 900 gp value; clapper, 160 gp value; set intact, 1,200 gp value). The bell and clapper are joined by fine gold wire.

37: A *heavy candelabra* (10 lbs.) made of solid silver, now black and tarnished,



with four stepped branches beaten into the appearance of curling stems. Open silver flowers are set to hold candles (5 gp value).

38: *Bangles* (2-20 4-inch-diameter gold hoops with rounded edges) suitable to be worn on the wrists and biceps (5 gp value each).

39: *A golden ball*, dimpled from use but still brightly polished. The ball is a 3-inch-diameter sphere of solid gold (100 gp value).

40: *A statuette* of carved ivory, of an armored warrior leaning on a great broadsword (40 gp value).

41: *A garter* consisting of nine gold coins linked with gold wire, from which hangs an electrum mesh fringe extending down in six triangles. Each triangle ends in a claw-held, smoothly polished jacinth (5,000-gp value each). The whole garter is backed with a (rotting) black leather band (30,000 gp value total).

42: *A salt cellar* made of ornately carved gold with a cork stopper in the bottom. The cellar is shaped like a slumbering gold dragon curled around a pile of gold (60 gp value).

43: *A sword-hilt* made of intricately carved gold with an enamelled painting of a hawk in flight in the center of the grip. The sword's pommel is fashioned into a hawk's head. The hilt is ornamental in nature, for it is too soft (solid gold, not plating on a stronger metal) for battle use (30 gp value).

44: *A flagon* carved of clear rock crystal, polished glass-smooth. It is a tulip-shaped vessel with heavy, bulbous base, and is safe to drink from. The flagon holds 1 pint (120 gp value).

45: *A 12-inch beer stein*, made of pewter set into a gold-plated iron frame with gold handle and pierced gold decorative side panels depicting huntsmen in the chase, winding horns, and with their dogs harrying a stag. The stein is safe to drink from and holds 2 quarts. It weighs 13 lbs. (85 gp value).

46: *A book* with steel-edged, beaten gold covers, embossed and painted in fine, intricate repeating pattern borders, having as a central scene a warrior with a longsword battling a dragon, which he is grasping by the throat. The book, written in Thorass, is a Roll of Heroes; a list of now-forgotten names, their birth and death dates, titles and ranks, and their deeds (worth 300 gp for materials alone, a sage will pay 900 gp).

47: *A gorget*, crescent-shaped and sans

strap. The neck-piece is made of steel plated with mirror-smooth silver, lightly tarnished, and bears a fine linecut design of a star (3 gp).

48: *A set of hairpins*, gilded and with bloodstones (each worth 50 gp) as heads. There are 2-8 of these here (51 gp each).

49: *A drinking jack* of polished black-and-white horn with silver cap and base (25 gp value).

50: *A ring of 12 keys* (to chests, doors, etc.). The ring is gold-plated, and there are three gold-plated keys (each worth 3 gp), six tarnished, ornate silver-plated keys (each worth 1 gp), and three electrum-plated keys (each worth 2 gp). The ring separately is worth 6 gp (27 gp value total).

51: *A golden flute*, of delicate workmanship and mirror-smooth finish (200 gp value).

52: *A golden urn*, chased and cut with relief designs of flowers, painted with scarlet blossoms. The urn is in excellent condition, 6 feet tall, and designed to hold a single flower stem (e.g. a rose). It weighs 10 lbs. (25 gp value total).

53: *A 5-inch-diameter sphere* of solid gold cut with a relief design of four sylphs amid clouds, holding up a mirror (a polished area on the sphere). The eyes of the sylphs are tiny cabochon-cut rubies (1,100-gp value each) (The entire piece is worth 8,680 gp total).

54: *A crown* of yellow gold with six slim spires, with a large (90-gp value) zircon set at the base of five of the spires, and a gigantic (2 inches high, 1,000-gp value) amethyst set at the base of the tallest (front) spire (1,700 gp value total).

55: *A half-mask* of black velvet backed by leather, its lower edge trimmed with tiny teardrop citrines. There are 16 small (50 gp value) citrines and six 6 slightly larger (70 gp value) gems (1,200 gp value total).

56: *An anklet* made of 12 tiny plates of gold linked with gilded wire and fastened by a hook and eye. From each wire loop save the fastening depends a wire-mounted gem, 11 in all, as follows: 4 white pearls (each 100-gp value); 6 violet garnets (each 500-gp value); 1 deep blue spinel (of 500-gp value) (for a total value 3,950 gp).

57: *A gaming piece* in the shape of a halfling, carved of ivory with two amber beads (value 20 gp each) as eyes/adornment (50 gp).

58: *A ring* of carved and beaten gold in curlicue designs, showing a mock beast

claw holding a large spherical aquamarine (of 1,000-gp value) (value 1,025 gp total).

59: *A gaudy, ornamental fishhook* made of beaten gold and studded with gems, 6 inches in overall length. Nonreligious in nature, it is used by a secret society of anglers. The gems as follows: 6 moonstones (each 50-gp value); 8 amethysts (each of 100-gp value); 2 red garnets (each of 100-gp value); 2 pink pearls (each of 300-gp value); 2 green tourmalines (each of 100-gp value); 6 tiger eyes (each of 10-gp value) (2,500 gp value total).

60: *A door handle* of steel plated with gold, fashioned into the form of a curling snake (12 gp value).

61: *A bodkin* made of tempered steel with a wire twist (and threading loop) mounting holding a tiny, crown-faceted carnelian (of 25-gp total value).

62: *A glove* for the right hand of a large human with embroidery along the back. The stitchery is a curling tendril design utilizing beads and a few gemstones as flower buds, as follows: 8 white pearls (each of 100 gp value); 1 peridot (of 500 gp value); 9 rock crystal "tears" (teardrop-cut, glassy polished, each worth 60 gp); 1 opal (1,000 gp value). The glove is made of leather and in good condition (2,850 gp total).

63: *A copper chamber pot*, chased and embossed in relief design of rampant, stylized dragon, with two gems (1,000-gp emeralds) as eyes (2,010 gp value total).

64: *Cloth-of-gold vestments*, man-sized with a loose cape and ankle-length undertunic, bell sleeves, and intricate embroidery, marked by symbols of Waukeen. The vestments are somewhat frayed and age-stained (150 gp value).

65: *A ring* of ornately and skillfully worked electrum, set with two obsidian chips (each of 5 gp value) forming the eyes of a laughing imp (15 gp value).

66: *A false hand*, solid and unjointed, made of silver, with crescents of ivory as nails (3 ivory nails are of 1 gp value, 1 of 2 gp value, and 1 of 10 sp value) (30 gp value).

67: *A herbal pouch* with a faint, musty, unidentifiable odor. The pouch is made of shabby leather with an ivory toggle catch, and large (200-gp value) amethyst ornament surrounded by rings of beading. The beading is now worn and missing in spots, and only the amethyst has any value.

68: *A peg-leg* made of gilded wood and set with three large, cut ovals of amber (200 gp value for each oval).



69: 1-6 silver arrowheads (5 sp each).

70: A large, ornamental bodice pin (4-inch-diameter sphere) of polished brass worked into the shape of a sleeping unicorn. A chalcedony is inset (70 gp value) to depict its horn (market value 75 gp).

71: A wall hanging 20 feet high x 15 feet wide worked in dyed wool. The tapestry consists of coarse threads on a background of scraped and sewn-together animal hides. The hanging is mildewed, moth-eaten, dirty and water-stained, but still impressive: a gold-colored entwining-snakes border encloses a scene of a crowned, bearded, noble king spearing a boar from horseback, surrounded by his courtiers. Nine black doves fly in a circle in the sky overhead, and from the boar's mouth are falling sparkling gems. The origin and meaning(s) of the work are unknown (20 gp value on the open market, worth 700 gp to a sage).

72: A shield of beaten gold bolted to wooden underlay, finely worked and enamelled in a scene of an armored warrior riding rampant on horseback, brandishing a curved blade, while enemies flee toward the bottom of the shield. Many castles and maidens are depicted within the border surrounding this scene, presumably possessions won by the warrior. This shield is undamaged and obviously not for battle use (it is both too heavy and too fragile). It is magnificent in appearance and quite large (4 feet tall). Its origin, and the identity of the warrior depicted, are now lost (500 gp value).

73: Three identical throwing knives, silver-plated (on a steel base) and finely balanced, with plates of polished sardonyx (each plate worth 150 gp) set on both sides of the tang to form a grip. Of magnificent appearance, but also practical weapons rather than merely ornamental



The personal heraldic device of The High Imperceptor of Bane

tal (320 gp value each).

74: A beast goad (ankus) consisting of a gold-plated iron rod hooked at the end. The other end is capped with a large (6 inch) square-faceted ruby (9,300 gp value).

75: A mirror made of reflective, polished electrum, set in a silver frame. The back panel of the mirror is chased in a design of a smiling, elfin female face. The mirror is designed without a handle (40 gp value).

76: A tray made from a giant scallop shell, gilded and affixed to a golden mock claw base in which are set four nails of black obsidian. The obsidian nails are worth 10 gp each, with an 80 gp total value for the tray.

77: Perfume in a cut crystal bottle 6 inches tall, with a 2-inch-long stopper. The bottle flares from the base to a wide facet along the side, and from there tapers to a thin neck. The contents are an unknown, musky, but pleasant perfume (liquid scent, green and viscous). The bottle is sealed with wax (12 gp value).

78: A harp with ivory-inlaid bridge and inset with two zircons (each worth 50 gp) as the eyes of a carved head at the peak of the instrument. The harp has 40 strings, intact and playable, with a beautiful sound. The name "Aurelin" is carved in Common down the spine of the instrument. The harp is constructed of wood of an unknown type, and is nonmagical (500 gp on the open market, or up to 6,000 gp to a bard).

79: A 2-foot rod of bronze inlaid with silver circles and 16 violet garnets (worth 500 gp each), topped with a huge, deep blue spinel (worth 900 gp). The other end of the sceptre is a gold knob (8120 gp value total).

80: A slim band of steel plated with electrum, and set with 2 cabochon-cut star sapphires (worth 1,000 gp ea), 2 cabochon-cut opals (worth 1,000 gp ea), and a huge, central black opal (worth 2,000 gp) (6,020 gp value total).

81: A gold ewer. The flare-mouthed pitcher has 2 handles, one to a side, and its outside is worked in an abstract, horizontal-curved design (45 gp value).

82: A platter of chased and pierced gold. The platter is delicate and easily damaged, but in good condition. It is a large oval, 2' long x 1' wide at widest point (300 gp value).

83: A crown made of a thick, soft band of beaten gold, set with 4 large (2' diameter, half-relief cabochon-cut) aquama-

rines (each gem is worth 800 gp. The entire crown is worth 3,500 gp).

84: A tapestry of wool and animal hair with a few strands of spun gold. It is large (6 feet wide x 12 feet long) and depicts three maidens in skirts standing in a moonlit garden beneath seven stars. The origin and meaning of the scene is now forgotten, and the tapestry is in mediocre condition (400 gp value, 800 gp to a sage).

85: A single bracelet made of heavy gold and set with six blue-white diamonds (5,000 gp value each), the bracelet's edges cut in curlicues (30,100 gp value total).

86: 1-4 tiles of baked and glazed clay, painted with scenes of swimming fish. White pearls (100 gp value) are inset as eyes (one fish per tile).

87: A human-sized chain mail shirt made of a shining, meteoric metal, triple-linked and oiled, and in top condition. The shirt is nonmagical, but provides AC 3 to the wearer (400 gp value).

88: Plate barding for a horse, with rump skirt plates, chased in floral design. The barding is ancient and constructed of fine blue steel, better made than that available from any present-day human smith (700 gp value).

89: A sarcophagus/casket of bronze sheathed with electrum, worked in an effigy-shape of sleeping form. The face of the effigy is fashioned of gold inlay. Its eye sockets once held gems, but these are missing. The casket contains human bones, but no treasure (900 gp total).

90: A thin, gilded wooden stick, straight and smoothly cylindrical, capped with a gold open-petaled flower at one end and a crescent moon of gold at the other. This wand is nonmagical (18 gp value).

91: A ring of red gold, beaten into a long knuckle-coil to resemble a miniature snake coiling about the wearer's finger. Two tiny rubies (each 90 gp value) are set into its head as eyes (190 gp value).

92: A long sword of steel plated with silver. Simple cross-hilted blade with a cabochon-cut piece of jet (500 gp value) set into the center of the tang where the quillons meet it. The long sword is nonmagical (530 gp value total).

93: A toy warrior made of bronze with a wire sword (broken off and missing). The eyes of the warrior are tiny, faceted turquoises (5 gp value each). The shield of the warrior has a silver inlay. Very finely worked, with detailed features and armor (20 gp value total).

94: A gold chain necklace attached by



Treasure

gold wire to six plates of electrum, shaped in matching pairs to cover the upper chest/collarbone area of a man-sized humanoid. Each pectoral plate is set with a large, faceted sapphire (1,600-gp value each, all perfectly matched in size and cut), and from these plates depend four pyramid-cut matched chrysoprase stones (emerald green, worth 80 gp each). The pectoral would only provide AC 6 protection, and seems to be ornamental in nature (10,000 gp value total).

95: A brass mug, cut and chased in a broad ring of crashing waves, the engravings picked out in red enamel. The mug was intended to be purely ornamental; if wine is drunk from this, the alcohol will

react with the finish to produce a dangerous poison (ingested type H). The handle of the mug has light-green jade inlays, carved in the shape of a djinn (400 gp value).

96: 1-8 rolled bales of silk bound with leather thongs and canvas outer wraps. The outer layers of silk are rotten and black, the inner areas still good. Colored with faint pastel shades, the usable area of each bale is approximately 4 feet x 21 feet long (2 gp value each).

97: A sickle consisting of a silver-plated steel blade and a gold-plated handle. The handle is worked into the configuration of a many-leaved branch (25 gp value).

98: A mantle with black silk lining,

black velvet outer face, and adorned with beaded stars and geometric shapes. Moonstones are set into the center of each star: 36 moonstones worth 50 gp each. The mantle was created for a tall human and needs a pin to be worn correctly (1,800 gp value total).

99: A bundle of silver wolf furs. These are cleaned and cured pelts, sewn together into wide-sleeved, open-fronted overcloaks for winter and northern wear (1-10 furs worth 50 gp each).

00: A miscellaneous magical item of the DM's choice, either from the *Dungeon Master's Guide* or some other source.





Table 84: TREASURE TYPES

LAIR TREASURES								
Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Other Coinage	Gems	Art Objects	Magical Item
A	1,000-3,000 25%	200-2,000 30%	1,000-6,000 40%	300-1,800 35%	100-600 30%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	200-2,000 25%	100-1,000 25%	100-400 20%	1-8 30%	1-4 20%	Armor Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	— —	100-600 10%	100-400 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-3,000 50%	100-600 15%	100-300 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-4,000 25%	300-1,800 25%	100-600 20%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	— —	3,000-18,000 10%	1,000-6,000 40%	1,000-4,000 15%	100-600 15%	2-20 20%	1-8 10%	Any 5 except weapons 30%
G	— —	— —	2,000-20,000 50%	1,000-10,000 50%	— —	3-18 30%	1-6 25%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 40%	2,000-20,000 55%	1,000-8,000 40%	1,000-4,000 25%	3-30 50%	2-20 50%	Any 6 15%
I	— —	— —	— —	100-600 30%	100-600 25%	2-12 55%	2-8 50%	Any 1 15%

INDIVIDUAL AND SMALL LAIR TREASURES

J	3-24	—	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—	—
L	—	—	—	2-12	—	—	—	—
M	—	—	2-8	—	—	—	—	—
N	—	—	—	1-6	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—	—
P	—	10-60	—	1-20	2-12	—	—	—
Q	—	—	—	—	—	1-4	—	—
R	—	—	2-20	10-60	2-20	2-8	1-3	—
S	—	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	—	2-16	1-6	Any 1
V	—	—	—	—	—	90%	80%	70%
W	—	—	5-30	1-8	—	2-16	1-8	Any 2
X	—	—	—	—	—	60%	50%	60%
Y	—	—	200-1,200	—	—	—	—	Any 2 potions
Z	100-300	100-400	100-600	100-400	100-300	1-6	2-12	Any 3
						55%	50%	50%

* DM's choice

To use Table 84, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals

or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

All Schools

Cantrip (1st)

Abjuration (AB)

Alarm (1st) *Ev*
 Protection From Evil (1st)
 Protection From Cantrips (2nd)
 Dispel Magic (3rd)
 Dispel Silence (3rd) *AL*
 Hold Vapor (3rd)
 Non-Detection (3rd)
 Proof from Teleportation (3rd)
 Protection From Evil, 10' radius (3rd)
 Protection from Normal Missiles (3rd)
 Ward Against Undead (3rd)
 Fire Trap (4th) *EV*
 Ilyykur's Mantle (4th)
 Minor Globe of Invulnerability (4th)
 Remove Curse (4th)
 Avoidance (5th) *AL*
 Dismissal (5th)
 Ironguard (5th) *AL*
 Anti-Magic Shell (6th)
 Globe of Invulnerability (6th)
 Repulsion (6th)
 Turnshadow (6th)
 Banishment (7th)
 Khelben's Warding Whip (7th)
 Sequester (7th) *IL*
 Spell Turning (7th)
 Spelltrap (7th) *AL*
 Mind Blank (8th)
 Serten's Spell Immunity (8th)
 Spell Engine (8th) *AL*
 Elminster's Effulgent Eputation (9th)
 Imprisonment (9th)
 Prismatic Sphere (9th) *CS*
 Spell Invulnerability (9th)

Alteration (AL)

Affect Normal Fires (1st)
 Burning Hands (1st)
 Catapult (1st)
 Color Spray (1st)
 Comprehend Languages (1st)
 Corpseflight (1st) *N*
 Dancing-Lights (1st)
 Enlarge (1st)
 Erase (1st)
 Feather Fall (1st)
 Gaze Reflection (1st)
 Hold Portal (1st)
 Jump (1st)
 Light (1st)
 Mending (1st)
 Message (1st)
 Shocking Grasp (1st)
 Spider Climb (1st)
 Wizard Mark (1st)
 Alter Self (2nd)
 Bladethirst (2nd)
 Cloak from Undead (2nd)
 Continual Light (2nd)
 Darkness, 15' radius (2nd)
 Deep pockets (2nd)
 Fog Cloud (2nd)
 Fool's Gold (2nd) *IL*
 Ghost Pipes (2nd)
 Irritation (2nd)
 Knock (2nd)
 Levitate (2nd)
 Magic Mouth (2nd)
 Pyrotechnics (2nd)
 Rope Trick (2nd)
 Shatter (2nd)
 Strength (2nd)
 Whispering Wind (2nd) *IL*
 Wizard Lock (2nd)
 Vocalize (2nd)

Blacklight (3rd)
 Blink (3rd)
 Delude (3rd)
 Dispel Silence (3rd) *AL*
 Explosive Runes (3rd)
 Fly (3rd)
 Gust of Wind (3rd)
 Haste (3rd)
 Icelance (3rd)
 Infravision (3rd)
 Item (3rd)
 Leomund's Tiny Hut (3rd)
 Melf's Minute Meteors (3rd) *EV*
 Nchaser's Glowing Globe (3rd)
 Secret Page (3rd)
 Slow (3rd)
 Tongues (3rd)
 Water Breathing (3rd)
 Wind Wall (3rd)
 Wraithform (3rd) *IL*
 Dimension Door (4th)
 Extension I (4th)
 Fire Gate (4th)
 Fire Shield (4th) I EV*
 Leomund's Secure Shelter (4th) *EN*
 Missile Mastery (4th)
 Massmorph (4th)
 Otiluke's Resilient Sphere (4th) *EV*
 Phase Trap (4th)
 Plant Growth (4th)
 Polymorph Other (4th)
 Polymorph Self (4th)
 Rainbow Pattern (4th) *IL*
 Rary's Mnemonic Enhancer (4th)
 Solid Fog (4th)
 Stoneskin (4th)
 Vacancy (4th) *IL*
 Wizard Eye (4th)
 Airy Water (5th)
 Animal Growth (5th)
 Avoidance (5th) *AB*
 Bowgentle's Fleeting Journey (5th)
 Distance Distortion (5th) *CS*
 Extension II (5th)
 Fabricate (5th) *EN*
 Ironguard (5th) *AB*
 Leomund's Secret Chest (5th)
 Passwall (5th)
 Secure (5th)
 Shroud of Flame (5th)
 Stone Shape (5th)
 Telekinesis (5th)
 Teleport (5th)
 Transmute Rock to Mud (5th)
 Control Weather (6th)
 Death Fog (6th) *EV*
 Disintegrate (6th)
 Extension III (6th)
 Glasse (6th)
 Guards and Wards (6th) *EV,EN*
 Lower Water (6th)
 Mirage Arcana (6th) *IL*
 Mordenkainen's Lucubration (6th)
 Move Earth (6th)
 Otiluke's Freezing Sphere (6th) *EV*
 Part Water (6th)
 Power Word: Silence (6th)
 Project Image (6th) *IL*
 Reconstruction (6th)
 Stone to Flesh (6th)
 Teleport Dead (6th) *N*
 Tenser's Transformation (6th) *EV*
 Transmute Water to Dust (6th)
 Duo-Dimension (7th)
 Gemjump (7th)
 Mordenkainen's Magnificent Mansion (7th) *CS*
 Phase Door (7th)
 Reverse Gravity (7th)
 Ruby Ray of Reversal (7th)
 Spelltrap (7th) *AB*
 Statue (7th)

Teleport Without Error (7th)
 The Simbul's Synostodweomer (7th) *N*
 Vanish (7th)
 Gateway (8th)
 Glassteel (8th)
 Incendiary Cloud (8th) *EV*
 Otiluke's Telekinetic Sphere (8th) *EV*
 Permanency (8th)
 Polymorph Any Object (8th)
 Sink (8th) *EN*
 Spell Engine (8th) *AB*
 Crystalbrittle (9th)
 Mordenkainen's Disjunction (9th) *EN*
 Shape Change (9th)
 Succor (9th) *EN*
 Temporal Stasis (9th)
 Time Stop (9th)
 Spellstrike (9th)
 Worldwalk (9th)

Conjuration/Summoning (CS)

Armor (1st)
 Find Familiar (1st)
 Grease (1st)
 Mount (1st)
 Unseen Servant (1st)
 Glitterdust (2nd)
 Melf's Acid Arrow (2nd)
 Quimby's Enchanting Gourmet (2nd)
 Summon Swarm (2nd)
 Flame Arrow (3rd)
 Ghost Armor (3rd)
 Monster Summoning I (3rd)
 Phantom Steed (3rd) *IL*
 Sepia Snake Sigil (3rd)
 Caligarde's Claw (3rd)
 Evard's Black Tentacles (4th)
 Monster Summoning II (4th)
 Conjure Elemental (5th)
 Leomund's Secret Chest (5th) *AL*
 Monster Summoning III (5th)
 Mordenkainen's Faithful Hound (5th)
 Summon Shadow (5th) *N*
 Conjure Animals (6th)
 Ensnarement (6th)
 Invisible Stalker (6th)
 Monster Summoning IV (6th)
 Drawniji's Instant Summons (7th)
 Limited Wish (7th) *EV*
 Monster Summoning V (7th) *AL*
 Mordenkainen's Magnificent Mansion (7th)
 Power Word, Stun (7th)
 Prismatic Spray (7th)
 Maze (8th)
 Monster Summoning VI (8th)
 Power Word, Blind (8th)
 Prismatic Wall (8th)
 Symbol (8th)
 Trap the Soul (8th)
 Gate (9th)
 Monster Summoning VII (9th)
 Power Word, Kill (9th)
 Prismatic Sphere (9th) *AB*
 Wish (9th)

Enchantment/Charm (EN)

Charm Person (1st)
 Friends (1st)
 Hypnotism (1st)
 Scatterspray (1st)
 Sleep (1st)
 Taunt (1st)
 Bind (2nd)
 Deep pockets (2nd) *AL*
 Forget (2nd)
 Ray of Enfeeblement (2nd)
 Scare (2nd)
 Tasha's Uncontrollable Hideous Laughter (2nd)
 Dire Charm (3rd)
 Hold Person (3rd)



Suggestion (3rd)
 Waves of Weariness (3rd)
 Charm Monster (4th)
 Confusion (4th)
 Emotion (4th)
 Enchanted Weapon (4th)
 Fire Charm (4th)
 Fumble (4th)
 Leomund's Secure Shelter (4th) *AL*
 Magic Mirror (4th) *D*
 Chaos (5th)
 Domination (5th)
 Fabricate (5th) *AL*
 Feeblemind (5th)
 Hold Monster (5th)
 Leomund's Lamentable Belorbment (5th) *EV*
 Enchant an Item (6th) *IN*
 Evebite (6th) *IL*
 Geas (6th)
 Guards and Wards (6th) *AL, EV*
 Mass Suggestion (6th)
 Charm Plants (7th)
 Shadow Walk (7th) *IL*
 Antipathy/Sympathy (8th)
 Binding (8th) *EV*
 Demand (8th) *EV*
 Mass Charm (8th)
 Otto's Irresistible Dance (8th)
 Sink (8th) *AL*
 Dismind (9th)
 Mordenkainen's Disjunction (9th) *AL*
 Succor (9th) *AL*
 Virus Charm (9th)

Divination, Lesser (D)

Detect Magic (1st)
 Detect Undead (1st) *N*
 Identify (1st)
 Know School (1st)
 Read Magic (1st)
 Detect Evil (2nd)
 Detect Invisibility (2nd)
 ESP (2nd)
 Know Alignment (2nd)
 Locate Objects (2nd)
 Clairaudience (3rd)
 Clairvoyance (3rd)

Divination, Greater (D)

Detect Scrying (4th)
 Magic Mirror (4th) *EN*
 Contact Other Plane (5th)
 False Vision (5th)
 Legend Lore (6th)
 True Seeing (6th)
 Vision (7th)
 Screen (8th) *IL*
 Foresight (9th)

Illusion/Phantasm (IL)

Audible Glamer (1st)
 Change Self (1st)
 Nystul's Magic Aura (1st)
 Phantasmal Force (1st)
 Spook (1st)
 Ventriloquism (1st)
 Blindness (2nd)
 Blur (2nd)
 Deafness (2nd)
 Fool's Gold (2nd) *AL*
 Hypnotic Pattern (2nd)
 Improved Phantasmal Force (2nd)
 Invisibility (2nd)
 Leomund's Trap (2nd)
 Mirror Image (2nd)
 Misdirection (2nd)
 Whispering Wind (2nd) *AL*
 Illusionary Script (3rd)
 Invisibility, 10 radius (3rd)
 Laeral's Dancing Dweomer (3rd)

Nightscar (3rd)
 Phantom Steed (3rd) *CS*
 Spectral Force (3rd)
 Wraithform (3rd) *AL*
 Encrypt (4th)
 Fear (4th)
 Hallucinatory Terrain (4th)
 Illusionary Wall (4th)
 Improved Invisibility (4th)
 Minor Creation (4th)
 Phantasmal Killer (4th)
 Plague (4th)
 Rainbow Pattern (4th) *AL*
 Shadow Monsters (4th)
 Vacancy (4th) *AL*
 Advanced Illusion (5th)
 Demi-Shadow Monsters (5th)
 Disguise Undead (5th) *N*
 Dream (5th) *IN*
 Major Creation (5th)
 Seeming (5th)
 Shadow Door (5th)
 Shadow Magic (5th)
 Demi-Shadow Magic (6th)
 Eyebite (6th) *EN*
 Mirage Arcana (6th) *AL*
 Mislead (6th)
 Permanent Illusion (6th)
 Programmed Illusion (6th)
 Project Image (6th) *AL*
 Shades (6th)
 Veil (6th)
 Mass Invisibility (7th)
 Sequester (7th) *AB*
 Shadow Walk (7th) *EN*
 Simulacrum (7th)
 Screen (8th) 1 D*
 Weird (9th)

Invocation/Evocation (IN)

Alarm (1st) *AB*
 Cantrip (1st)
 Magic Missile (1st)
 Shield (1st)
 Snilloc's Snowball (1st)
 Tenser's Floating Disc (1st)
 Wall of Fog (1st)
 Agannazar's Scorching (2nd)
 Decastave (2nd)
 Flaming Sphere (2nd)
 Flying Fist (2nd)
 Snilloc's Snowball Swarm (2nd)
 Stinking Cloud (2nd)
 Web (2nd)
 Fireball (3rd)
 Lightning Bolt (3rd)
 Melf's Minute Meteors (3rd) *AL*
 Dig (4th)
 Fire Shield (4th) *AL*
 Fire Trap (4th) *AB*
 Ice Storm (4th)
 Otiluke's Resilient Sphere (4th) *AL*
 Shout (4th)
 Spectral Wings (4th)
 Thunderlance (4th)
 Wall of Fire (4th)
 Wall of Ice (4th)
 Wall of Sand (4th)
 Watchware (4th)
 Bigby's Interposing Hand (5th)
 Cloudkill (5th)
 Cone of Cold (5th)
 Dream (5th) *IL*
 Leomund's Lamentable Belorbment (5th) *EN*
 Presper's Moonbow (5th)
 Sending (5th)
 Snilloc's Major Missile (5th)
 Wall of Force (5th)
 Wall of Iron (5th)
 Wall of Stone (5th)

Bigby's Forceful Hand (6th)
 Blade of Doom
 Chain Lightning (6th)
 Contingency (6th)
 Death Fog (6th) *AL*
 Enchant an Item (6th) *EN*
 Guards and Wards (6th) *EN, AL*
 Otiluke's Freezing Sphere (6th) *AL*
 Tenser's Transformation (6th) *AL*
 Bigby's Grasping Hand (7th)
 Delayed Blast Fireball (7th)
 Forcecage (7th)
 Limited Wish (7th) *CS*
 Mordenkainen's Sword (7th)
 Spectral Guard (7th)
 Bigby's Clenched Fist (8th)
 Binding (8th) *EN*
 Demand (8th) *EN*
 Great Shout (8th)
 Incendiary Cloud (8th) *AL*
 Otiluke's Telekinetic Sphere (8th) *AL*
 Sunburst (8th)
 Astral Spell (9th)
 Bigby's Crushing Hand (9th)
 Elminster's Evasion (9th)
 Energy Drain (9th) *N*
 Meteor Swarm (9th)

Necromancy (N)

Chill Touch (1st)
 Corpseflight (1st) *AL*
 Detect Undead (1st) *D*
 Cloak Undead (2nd)
 Spectral Hand (2nd)
 Undead Mount (2nd)
 Feign Death (3rd)
 Hold Undead (3rd)
 Mummy Touch (3rd)
 Paralyze (3rd)
 Revenance (3rd)
 Skull Watch (3rd)
 Vampiric Touch (3rd)
 Belryn's Burning Blood (4th)
 Contagion (4th)
 Elevation (4th)
 Spendelard's Chaser (4th)
 Animate Dead (5th)
 Disguise Undead (5th) *IL*
 Improved Skull Watch (5th)
 Magic Jar (5th)
 Nulathoe's Ninemen (5th)
 Summon Shadow (5th) *C*
 Death Spell (6th)
 Grimwald's Greymantle (6th)
 Imbue Undead with Spell Ability (6th)
 Lich Touch (6th)
 Reincarnation (6th)
 Teleport Dead (6th) *AL*
 Control Undead (7th)
 Finger of Death (7th)
 The Simbul's Synostodeomer (7th) *AL*
 Clone (8th)
 Death Link (8th)
 Energy Drain (9th) *EV*
 Undead Mastery (9th)



Ambraddon of Iriaeobor



Appendix 3: Wizard Spells by Level

(Reversed spells are in parentheses.)

1st Level

Affect Normal Fires
Alarm
Armor
Audible Glamer
Burning Hands
Cantrip
Catapult
Change Self
Charm Person
Chill Touch
Color Spray
Comprehend Languages
(Confuse Languages)
Corpselight
Dancing Lights
Detect Magic
Detect Undead
Enlarge
(Reduce)
Erase
Feather Fall
Find Familiar
Friends
Gaze Reflection
Grease
Hold Portal
Hypnotism
Identify
Jump
Know School
Light
Magic Missile
Mending
Message
Mount
Nystul's Magic Aura
Phantasmal Force
Protection from Evil
(Protection from Good)
Read Magic
Scatterspray
Shield
Shocking Grasp
Sleep
Snilloc's Snowball
Spider Climb
Spook
Taunt
Tenser's Floating Disc
Unseen Servant
Ventriloquism
Wall of Fog
Wizard Mark

2nd Level

Agannazar's Scorchers
Alter Self
Bind
Bladethirst
Blindness
Blur
Cloak From Undead
Cloak Undead
Continual Light
Darkness, 15' radius
Deafness
Decastave
Deeppockets
Detect Evil

(Detect Good)
Detect Invisibility
ESP
Flaming Sphere
Flying Fist
Fog Cloud
Fool's Gold
Forget
Ghost Pipes
Glitterdust
Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Irritation
Knock
(Lock)
Know Alignment
(Undetectable Alignment)
Leomund's Trap
Levitate
Locate Object
(Obscure Object)
Magic Mouth
Melf's Acid Arrow
Mirror Image
Misdirection
Protection From Cantrips
Pyrotechnics
Quimby's Enchanting Gourmet
Ray of Enfeeblement
Rope trick
Scare
Shatter
Snilloc's Snowball Swarm
Spectral Hand
Stinking Cloud
Strength
Summon Swarm
Tasha's Uncontrollable Hideous Laughter
Undead Mount
Vocalize
Web
Whispering Wind
Wizard Lock

3rd Level

Blacklight
Blink
Clairaudience
Clairvoyance
Delude
Dire Charm
Dispel Magic
Dispel Silence
Explosive Runes
Feign Death
Fireball
Flame Arrow
Fly
Ghost Armor
Gust of Wind
Haste
Hold Person
Hold Undead
Hold Vapor
Iceland
Illusionary Script
Infravision
Invisibility, 10' radius
Item
Leomund's Tiny Hut
Lightning Bolt

Melf's Minute Meteors
Monster Summoning I
Mummy Touch
Nchaser's Glowing Globe
Nightscar
Non-Detection
Paralyze
Phantom Steed
Proof from Teleportation
Protection from Evil, 10' Radius
(Protection from Good, 10' radius)
Protection from Normal Missiles
Revenance
Secret Page
Sepia Snake Sigil
Skull Watch
Slow
Spectral Force
Suggestion
Tongues
(Tangle tongue)
Vampiric Touch
Ward Against Undead
Water Breathing
(Air Breathing)
Waves of Weariness
Wind Wall
Wraithform

4th Level Spells

Belytn's Burning Blood
Caligarde's Claw
Charm Monster
Confusion
Contagion
Detect Scrying
Dig
Dimension Door
Emotion
Enchanted Weapon
Encrypt
Enervation
Evard's Black Tentacles
Extension I
Fear
Fire Charm
Fire Gate
Fire Shield
Fire Trap
Fumble
Hallucinatory Terrain
Ice Storm
Illusionary Wall
Improved Invisibility
Ilykur's Mantle
Leomund's Secure Shelter
Magic Mirror
Massmorph
Minor Creation
Minor Globe of Invulnerability
Missile Mastery
Monster Summoning II
Otiluke's Resilient Sphere
Phantasmal Killer
Phase Trap
Plague
Plant Growth
Polymorph
Polymorph Other
Rainbow Pattern
Rary's Mnemonic Enhancer
Remove Curse



(Bestow Curse)
 Shadow Monsters
 Shout
 Solid Fog
 Spectral Wings
 Spindelard's Chaser
 Stoneskin
 Thunderlance
 Vacancy
 Wall of Fire
 Wall of Ice
 Wall of Sand
 Watchware
 Wizard Eye

5th Level Spells

Advanced Illusion
 Airy Water
 Animal Growth
 (Shrink Animal)
 Animate Dead
 Avoidance
 (Attraction)
 Bigby's Interposing Hand
 Bowgentle's Fleeting Journey
 Chaos
 Cloudkill
 Cone of Cold
 Conjure Elemental
 Contact Other Plane
 Demi-Shadow Monsters
 Disguise Undead
 Dismissal
 Distance Distortion
 Domination
 Dream
 (Nightmare)
 Extension II
 Fabricate
 False Vision
 Feeblemind
 Hold Monster
 Improved Skull Watch
 Ironguard
 Leomund's Lamentable Belaborment
 Leomund's Secret Chest
 Magic Jar
 Major Creation
 Monster Summoning III
 Mordenkainen's Faithful Hound
 Nulathoe's Ninemen
 Passwall
 Plesper's Moonbow
 Secure
 Seeming
 Sending
 Shadow Door
 Shadow Magic
 Shroud of Flame
 Snilloe's Major Missile
 Stone Shape
 Summon Shadow
 Telekinesis
 Teleport
 Transmute Rock to Mud
 (Transmute Mud to Rock)
 Wall of Force
 Wall of Iron
 Wall of Stone

6th Level

Anti-Magic Shell

Bigby's Forceful Hand
 Blade of Doom
 Chain Lightning
 Conjure Animals
 Contingency
 Control Weather
 Death Fog
 Death Spell
 Demi-Shadow Magic
 Disintegrate
 Enchant an Item
 Ensnarement
 Extension III
 Eyebite
 Geas
 Glassee
 Globe of Invulnerability
 Grimwald's Greymantle
 Guards and Wards
 Imbue Undead with Spell Ability
 Invisible Stalker
 Legend Lore
 Lich Touch
 Lower Water
 (Raise Water)
 Mass Suggestion
 Mirage Arcana
 Mislead
 Monster Summoning IV
 Mordenkainen's Lucubration
 Move Earth
 Otiluke's Freezing Sphere
 Part Water
 Permanent Illusion
 Power Word: Silence
 Programmed Illusion
 Project Image
 Reconstruction
 Reincarnation
 Repulsion
 Shades
 Stone to Flesh
 (Flesh to Stone)
 Teleport Dead
 Tenser's Transformation
 Transmute Water to Dust
 (Transmute Dust to Water)
 True Seeing
 Turnshadow
 Veil

7th Level Spells

Banishment
 Bigby's Grasping Hand
 Charm Plants
 Control Undead
 Delayed Blast Fireball
 Drawmij's Instant Summons
 Duo-Dimension
 Finger of Death
 Forcecage
 Gemjump
 Khelben's Warding Whip
 Limited Wish
 Mass Invisibility
 Monster Summoning V
 Mordenkainen's Magnificent Mansion
 Mordenkainen's Sword
 Phase Door
 Power Word, Stun
 Prismatic Spray
 Reverse Gravity

Ruby Ray of Reversal
 Sequester
 Shadow Walk
 Simulacrum
 Spectral Guard
 Spelltrap
 Spell Turning
 Statue
 Teleport Without Error
 The Simbul's Synostodweomer
 Vanish
 Vision

8th Level

Antipathy/Sympathy
 Bigby's Clenched Fist
 Binding
 Clone
 Deathlink
 Demand
 Gateway
 Glasteel
 Great Shout
 Incendiary Cloud
 Mass Charm
 Maze
 Mind Blank
 Monster Summoning VI
 Otiluke's Telekinetic Sphere
 Otto's Irresistable Dance
 Permanency
 Polymorph Any Object
 Power Word, Blind
 Prismatic Wall
 Screen
 Sertan's Spell Immunity
 Sink
 Spell Engine
 Sunburst
 Symbol
 Trap the Soul

9th Level

Astral Spell
 Bigby's Crushing Hand
 Crystalbrittle
 Dismind
 Elminster's Effulgent Eputation
 Elminster's Evasion
 Energy Drain
 Foresight
 Gate
 Imprisonment
 (Freedom)
 Meteor Swarm
 Monster Summoning VII
 Mordenkainen's Disjunction
 Power Word, Kill
 Prismatic Sphere
 Shape Change
 Spellstrike
 Spell Invulnerability
 Succor
 (Reverse Succor)
 Temporal Stasis
 (Temporal Reinstatement)
 Time Stop
 Undead Mastery
 Virus Charm
 Weird
 Wish
 Worldwalk



Appendix 4: Random Spell Lists

The following tables list all wizard spells, broken down by frequency: common, uncommon, and rare. When randomly filling a particular scroll or spellcaster's spell list, determine the spell's level, then use the Frequency Table, then the appropriate subtable.

Common spells are those found most often in everyday adventuring: the standard collection of useful offensive and protective magics. Uncommon spells are more suited to specialized circumstances or in nonhostile situations. Rare spells are those which have not come into full and common usage because of their novelty, and include a

great number of "personalized" spells (those still named after the specific wizards who researched them). There could be additional categories of Very Rare or Unique spells (those newly created or found only in one ancient textbook), but these should be placed by the DM as specific treasures.

RANDOM SPELL FREQUENCY TABLE	
01-75	Common
76-90	Uncommon
91-00	Rare

1st Level Spells

Common

- 1 Affect Normal Fires
- 2 Burning Hands
- 3 Change Self
- 4 Charm Person
- 5 Detect Magic
- 6Enlarge
- 7 Reduce (Enlarge)
- 8 Feather Fall
- 9 Friends
- 10 Hold Portal
- 11 Light
- 12 Magic Missile
- 13 Phantasmal Force
- 14 Protection from Evil
- 15 Protection from Good (Protection from Evil)
- 16 Read Magic
- 17 Shield
- 18 Shocking Grasp
- 19 Sleep
- 20 Wall of Fog

Uncommon

- 1 Alarm
- 2 Armor
- 3 Cantrip
- 4 Catapult
- 5 Color Spray
- 6 Comprehend Languages
- 7 Confuse Languages (Comprehend Languages)
- 8 Dancing Lights
- 9 Detect Undead
- 10 Erase
- 11 Gaze Reflection
- 12 Grease
- 13 Hypnotism
- 14 Identify
- 15 Jump
- 16 Mending
- 17 Scatterspray
- 18 Spider Climb
- 19 Taunt
- 20 Unseen Servant

Rare

- 1 Audible Glamer
- 2 Chill Touch
- 3 Corpselight
- 4 Find Familiar
- 5 Know School
- 6 Message
- 7 Mount
- 8 Nystul's Magic Aura
- 9 Snilloc's Snowball
- 10 Spook
- 11 Tenser's Floating Disk
- 12 Ventriloquism
- 13 Wizard Mark
- 14-20 Roll again, or DM's choice.

2nd Level Spells

Common

- 1 Continual Light
- 2 Darkness, 15' radius
- 3 Detect Evil
- 4 Detect Good (Detect Evil)
- 5 Detect Invisibility
- 6 Flaming Sphere
- 7 Improved Phantasmal Force
- 8 Invisibility
- 9 Knock
- 10 Lock (Knock)
- 11 Know Alignment
- 12 Levitate
- 13 Locate Object
- 14 Mirror Image
- 15 Pyrotechnics
- 16 Scare
- 17 Stinking Cloud
- 18 Strength
- 19 Web
- 20 Wizard Lock

Uncommon

- 1 Alter Self
- 2 Bind
- 3 Blindness
- 4 Blur
- 5 Deafness
- 6 ESP
- 7 Flying Fist
- 8 Fog Cloud
- 9 Forget
- 10 Hypnotic Pattern
- 11 Irritation
- 12 Undetectable Alignment (Detect Alignment)
- 13 Obscure Object (Locate Object)
- 14 Magic Mouth
- 15 Misdirection
- 16 Ray of Enfeeblement
- 17 Rope Trick
- 18 Shatter
- 19 Summon Swarm
- 20 Vocalize

Rare

- 1 Agannazar's Scorchers
- 2 Bladethirst
- 3 Cloak from Undead
- 4 Cloak Undead
- 5 Decastave
- 6 Deeppockets
- 7 Fool's Gold
- 8 Ghost Pipes
- 9 Glitterdust
- 10 Leomund's Trap
- 11 Melf's Acid Arrow
- 12 Protection from Cantrips
- 13 Quimby's Enchanting Gourmet
- 14 Snilloc's Snowball Swarm
- 15 Spectral Hand
- 16 Tasha's Uncontrollable Hideous Laughter
- 17 Undead Mount
- 18 Whispering Wind
- 19-20 Roll again or DM's Choice

3rd Level Spells

Common

- 1 Blink
- 2 Dispel Magic
- 3 Dispel Silence
- 4 Explosive Runes
- 5 Fireball
- 6 Fly
- 7 Haste
- 8 Hold Person
- 9 Infravision
- 10 Invisibility, 10' radius
- 11 Lightning Bolt
- 12 Paralyze
- 13 Protection from Evil, 10' radius
- 14 Protection from Good, 10' radius (Protection/Evil)
- 15 Protection from Normal Missiles
- 16 Slow
- 17 Spectral Force
- 18 Suggestion
- 19 Tongues
- 20 Waterbreathing

Uncommon

- 1 Clairaudience
- 2 Clairvoyance
- 3 Delude
- 4 Flame Arrow
- 5 Ghost Armor
- 6 Gust of Wind
- 7 Icelance
- 8 Item
- 9 Monster Summoning I
- 10 Mummy Touch
- 11 Non-Detection
- 12 Phantom Steed
- 13 Sepia Snake Sigil
- 14 Skull Watch
- 15 Tangle Tongue (Tongues)
- 16 Ward Against Undead
- 17 Waves of Weariness
- 18 Airbreathing (Waterbreathing)
- 19 Wind Wall
- 20 Wraithform

Rare

- 1 Blacklight
- 2 Dire Charm
- 3 Feign Death
- 4 Hold Undead
- 5 Hold Vapor
- 6 Illusionary Script
- 7 Leomund's Tiny Hut
- 8 Melf's Minute Meteors
- 9 Nchaser's Glowing Globe
- 10 Nightscar
- 11 Proof From Teleportation
- 12 Revenance
- 13 Secret Page
- 14 Vampiric Touch
- 15-20 Roll Again, or DM's choice.

4th level Spells

Common

- 1 Charm Monster
- 2 Confusion
- 3 Dimension Door
- 4 Enchanted Weapon
- 5 Fear
- 6 Fire Shield
- 7 Fumble
- 8 Ice Storm
- 9 Improved Invisibility
- 10 Magic Mirror
- 11 Minor Creation
- 12 Minor Globe of Invulnerability
- 13 Polymorph Other
- 14 Polymorph Self
- 15 Remove Curse
- 16 Shout
- 17 Stoneskin
- 18 Wall of Fire
- 19 Wall of Ice
- 20 Wizard Eye

Uncommon

- 1 Contagion
- 2 Dig
- 3 Emotion
- 4 Enervation
- 5 Extension I
- 6 Fire Charm
- 7 Fire Trap
- 8 Illusionary Wall
- 9 Massmorph
- 10 Missile Mastery
- 11 Monster Summoning II
- 12 Plague
- 13 Rainbow Pattern
- 14 Bestow Curse (Remove Curse)
- 15 Shadow Monsters
- 16 Solid Fog
- 17 Spectral Wings
- 18 Thunderlance
- 19 Vacancy
- 20 Wall of Sand

Rare

- 1 Belytn's Burning Blood
- 2 Caligarde's Claw
- 3 Detect Scrying
- 4 Encrypt
- 5 Evard's Black Tentacles
- 6 Fire Gate
- 7 Hallucinatory Terrain
- 8 Ilyykur's Mantle
- 9 Leomund's Secure Shelter
- 10 Otiluke's Resilient Sphere
- 11 Phantasmal Killer
- 12 Phase Trap
- 13 Plant Growth
- 14 Rary's Mnemonic Enhancer
- 15 Spendelard's Chaser
- 16 Watchware
- 17-20 Roll Again or DM's Choice



5th Level Spells

Common

- 1 Animate Dead
- 2 Cloudkill
- 3 Cone of Cold
- 4 Conjure Elemental
- 5 Contact Other Plane
- 6 Domination
- 7 Fabricate
- 8 Feeblemind
- 9 Hold Monster
- 10 Major Creation
- 11 Passwall
- 12 Sending
- 13 Stone Shape
- 14 Telekinesis
- 15 Teleport
- 16 Transmute Rock to Mud
- 17 Transmute Mud to Rock (Transmute Rock to Mud)
- 18 Wall of Force
- 19 Wall of Iron
- 20 Wall of Stone

Uncommon

- 1 Advanced Illusion
- 2 Airy Water
- 3 Animal Growth
- 4 Avoidance
- 5 Attraction (Avoidance)
- 6 Chaos
- 7 Demi-Shadow Monsters
- 8 Disguise Undead
- 9 Dream
- 10 Nightmare (Dream)
- 11 Extension II
- 12 False Vision
- 13 Improved Skull Watch
- 14 Ironguard
- 15 Magic Jar
- 16 Monster Summoning III
- 17 Secure
- 18 Seeming
- 19 Shadow Door
- 20 Shadow Magic

Rare

- 1 Shrink Animal (Animal Growth)
- 2 Bigby's Interposing Hand
- 3 Bowgentle's Fleeting Journey
- 4 Dismissal
- 5 Distance Distortion
- 6 Leomund's Lamentable Belaborment
- 7 Leomund's Secret Chest
- 8 Mordenkainen's Faithful Hound
- 9 Nulathoe's Ninemen
- 10 Presper's Moonbow
- 11 Shroud of Flame
- 12 Snilloc's Major Missile
- 13 Summon Shadow
- 14-20 Roll Again or DM's Choice

6th Level Spells

Common

- 1 Anti-Magic Shell
- 2 Conjure Animals
- 3 Control Weather
- 4 Death Spell
- 5 Disintegrate
- 6 Geas
- 7 Globe of Invulnerability
- 8 Guards and Wards
- 9 Invisible Stalker
- 10 Legend Lore
- 11 Mass Suggestion
- 12 Mislead
- 13 Part Water
- 14 Project Image
- 15 Reconstruction
- 16 Reincarnation
- 17 Repulsion
- 18 Stone to Flesh
- 19 Flesh to Stone
- 20 True Seeing

Uncommon

- 1 Blade of Doom
- 2 Chain Lightning
- 3 Contingency
- 4 Death Fog
- 5 Demi-Shadow Magic
- 6 Extension III
- 7 Eyebite
- 8 Glassee
- 9 Lich Touch
- 10 Lower Water
- 11 Raise Water (Lower Water)
- 12 Mirage Arcana
- 13 Monster Summoning IV
- 14 Move Earth
- 15 Power Word: Silence
- 16 Programmed Illusion
- 17 Shades
- 18 Transmute Water to Dust
- 19 Transmute Dust to Water (Transmute Water to Dust)
- 20 Veil

Rare

- 1 Bigby's Forceful Hand
- 2 Enchant an Item
- 3 Ensnarement
- 4 Grimwald's Greymantle
- 5 Imbue Undead with Spell Ability
- 6 Mordenkainen's Lucubration
- 7 Otiluke's Freezing Sphere
- 8 Permanent Illusion
- 9 Teleport Dead
- 10 Tenser's Transformation
- 11 Turnshadow
- 12 Roll again or DM's Choice

7th Level Spells

Common

- 1 Control Undead
- 2 Delayed Blast Fireball
- 3 Finger of Death
- 4 Forcecage
- 5 Mass Invisibility
- 6 Phase Door
- 7 Power Word, Stun
- 8 Prismatic Spray
- 9 Spell Turning
- 10 Teleport Without Error

Uncommon

- 1 Banishment
- 2 Charm Plants
- 3 Gemjump
- 4 Monster Summoning V
- 5 Reverse Gravity
- 6 Sequester
- 7 Shadow Walk
- 8 Spectral Guard
- 9 Spelltrap
- 10 Statue
- 11 Vanish
- 12 Vision

Rare

- 1 Bigby's Grasping Hand
- 2 Drawmij's Instant Summons
- 3 Duo-Dimension
- 4 Khelben's Warding Whip
- 5 Limited Wish
- 6 Mordenkainen's Magnificent Mansion
- 7 Mordenkainen's Sword
- 8 Ruby Ray of Reversal
- 9 Simulacrum
- 10 The Simbul's Synostodweomer

8th Level Spells

Common

- 1 Antipathy-Sympathy
- 2 Gateway
- 3 Glassteel
- 4 Incendiary Cloud
- 5 Mass Charm
- 6 Mind Blank
- 7 Polymorph Any Object
- 8 Power Word, Blind
- 9 Prismatic Wall
- 10 Symbol

Uncommon

- 1 Binding
- 2 Clone
- 3 Deathlink
- 4 Demand
- 5 Great Shout
- 6 Maze
- 7 Monster Summoning VI
- 8 Screen
- 9 Sink
- 10 Sunburst

Rare

- 1 Bigby's Clenched Fist
- 2 Otiluke's Telekinetic Sphere
- 3 Otto's Irresistible Dance
- 4 Permanency
- 5 Sertan's Spell Immunity
- 6 Spell Engine
- 7 Trap the Soul
- 8 Roll again or DM's Choice

9th Level Spells

Common

- 1 Astral Spell
- 2 Energy Drain
- 3 Gate
- 4 Imprisonment
- 5 Meteor Swarm
- 6 Power Word, Kill
- 7 Prismatic Sphere
- 8 Shape Change
- 9 Succor
- 10 Time Stop

Uncommon

- 1 Crystalbrittle
- 2 Dismind
- 3 Foresight
- 5 Freedom (Imprisonment)
- 6 Monster Summoning VII
- 7 Reversed Succor
- 8 Temporal Stasis
- 9 Undead Mastery
- 10 Worldwalk

Rare

- 1 Bigby's Crushing Hand
- 2 Elminster's Effulgent Eputation
- 3 Elminster's Evasion
- 4 Mordenkainen's Disjunction
- 5 Spellstrike
- 6 Spell Invulnerability
- 7 Temporal Reinstatement (Temporal Stasis)
- 8 Virus Charm
- 9 Weird
- 10 Wish

All FORGOTTEN REALMS™ products published by TSR Inc. up to the time of this printing (March 1990) are listed below.

Boxed Sets

FORGOTTEN REALMS Campaign Set; Ed Greenwood and Jeff Grubb; 2 96-page books, 4 full-color maps, plastic measuring overlay; 1987. This is the original item that introduced the Forgotten Realms as an AD&D® product.

FORGOTTEN REALMS City System; Jeff Grubb and Ed Greenwood; 32-page book, 12(!) full-color maps (a roc's-eye view of the city of Waterdeep, a 3-D plan of Castle Waterdeep, and 10 adjoining maps showing all of the city of Waterdeep at the scale of 1 inch = 100 feet (1:1200)); 1988.

Adventures and Accessories

FR1, Waterdeep and the North; Ed Greenwood; 64-page book, full-color map, cover with gatefold; 1987. This product covers the political structure, NPCs, and everyday life in Waterdeep.

FR2, Moonshae; Doug Niles; 64-page book, full-color map; 1987. This product gives complete background on the geography and climate of the Moonshaes, the Folk and their deities, and the political and social structure of the islands.

FR3, Empires of the Sands; 64-page book, 2 full-color maps; Scott Haring; 1988. The empires of the sands are the southern lands of Amn, Tethyr, and Calimshan. Amn is a nation of wily traders and merchants; Tethyr is not properly a nation at all, but a region of chaos and anarchy with no central ruler; and Calimshan is a land of barren deserts, nomad tribes, and fantastic magic.

FR4, The Magister; Ed Greenwood and Steve Perrin; 64-page book; 1988. *The Magister* is an encyclopedia of magical books, magical items, and magic spells unique to the Forgotten Realms.

FR5, The Savage Frontier; Paul Jacquays; 64-page book, 2 full-color maps, cover with gatefold; 1988. The savage frontier is the wild, frigid land bordered by Waterdeep in the south, the Trackless Sea in the west, the great Anauroch Desert in the east, and the mountain range known as the Spine of the World in the north. It is a dangerous, violent area filled with marauding humanoids, ruined outposts, and more adventuring opportunities than a mortal can count.

FR6, Dreams of the Red Wizards; Steve Perrin; 64-page book, full-color map; 1988. The Red Wizards of Thay are powerful, mysterious, and extremely dangerous. Their land along the eastern shore of the Sea of Fallen Stars is one of slavery, tyranny, and forbidden magics.

FR7, Hall of Heroes; Anthology; 128-page book; 1989. This book compiles statistics and role-playing information on the most important and powerful NPCs of the Forgotten Realms, along with the most notable adventuring companies.

FR8, Cities of Mystery; Dennis Kauth and Jean Rabe; 32-page book, 4 full-color city layout maps, and 33 full-color, cardboard fold-up buildings in 25 mm scale; 1989. This unique accessory allows players to create 3-D cities quickly and easily during the course of the game. The information book describes how to create an interesting, exciting city as a setting for adventure.

FR9, The Bloodstone Lands; R. A. Salvatore; 64-page book, full-color map; 1989. The lands of Vaasa and Damara, wedged between the Great Glacier and the Moonsea, have been the scene of countless battles and petty wars; ripe pickings for a band of bold adventurers.

FRE1, Shadowdale; Ed Greenwood; 48-page book, full-color map, cover with gatefold; 1989. The gods walk Faerun! The events of the Godswar in the neighborhood of Shadowdale, Elminster's home, are detailed in this adventure.

FRE2, Tantras; Ed Greenwood; 48-page book, full-color map, cover with gatefold; 1989. The gods of strife and death have allied and established themselves at Zhentil Keep as the Godswar continues.

FRE3, Waterdeep; Ed Greenwood; 48-page book, full-color map, cover with gatefold; 1989. Evil and good race across Faerun toward Waterdeep, where the final key to returning the gods to glory can be found. The Godswar concludes in this exciting adventure.

REF5, Lords of Darkness; Anthology; 96 pages; 1988. *Lords of Darkness* is a collection of short adventures set across the Forgotten Realms, all involving the undead. They can be played individually or linked together in a campaign.

FRC1, Ruins of Adventure; Breault, Cook, Ward, and Winter; 96 pages; 1988. Humanity has returned to reclaim the ruined city of Phlan, along the north shore of the Moonsea, from the monsters who overran it decades ago. This adventure is based on the popular computer game, *Pool of Radiance*, published by SSI.

FRC2, Curse of the Azure Bonds; Jeff Grubb and George MacDonald; 96 pages; 1989. This mysterious adventure is based on the novel, *Azure Bonds*, and features the same characters, the human woman Alias and her saurial partner, Dragonbait.

H1, Bloodstone Pass; Douglas Niles and Michael Dobson; 32-page scenario book, 24-page roster book, 104 die-cut counters, 12 sheets of cardboard fold-up buildings and characters; 1985. *Bloodstone Pass* details the situation in the village of Bloodstone, which is being assailed by evil humanoids. The adventure is a combination of role-playing and miniatures campaigning.

H2, The Mines of Bloodstone; Michael Dobson and Douglas Niles; 48 pages, cover with gatefold; 1986. This adventure continues the story from H1, as the characters pursue the remnants of the defeated humanoid army to their underground lair.

H3, The Bloodstone Wars; Dobson, Niles, and Greenwood; 32-page book, full-color map, cover with gatefold; 1987. The heroes of Bloodstone Pass find themselves in possession of the entire Barony, just in time to oppose the forces of evil sweeping across it.

H4, The Throne of Bloodstone; Douglas Niles and Michael Dobson; 96-page book, full-color map; 1988. To finally end the war, the heroes must confront its ultimate evil—Orcus, prince of demons—and defeat him on his own ground. This is an adventure for extremely high-level characters.

Board Games

The Great Khan Game; Tom Wham; 32-page book, full-color map, 120 die-cut playing pieces, 162 playing cards; 1989. This is a whimsical

board/card game of conquest and intrigue set in the Whamite Isles, several tiny specks of land in the Sea of Fallen Stars. Players try to direct the fortunes of nations to amass the most power before the Historian draws events to a close.

Oriental Adventures

Kara-Tur, the Eastern Realms; Batista, Christian, Nephew, Swan, and Pondsmyth; 2 96-page books, 4 full-color maps, 2 plastic measuring overlays; 1988. These two volumes detail the oriental realm of Kara-Tur, an exotic land of samurai, martial artists, and warrior monks.

OA1, Swords of the Daimyo; David Cook; 2 32-page books, full-color map, cover with gatefold; 1986. This accessory outlines the island of Kozakura, with extensive detail on the province of Miyama.

OA2, Night of the Seven Swords; Pickens, Cook, Johnson, Swan, Carmien, and Ritchie; 48 pages, cover with gatefold; 1986. Four linked adventures set in Maeshi province draw the characters into a web of intrigue and violence.

OA3, Ochimo, the Spirit Warrior; Jeff Grubb; 48 pages, cover with gatefold; 1987. Spirits haunt the ruins of an ancient island temple, threatening to drive the islanders to ruin.

OA4, Blood of the Yakuza; David Cook; 48-page book, full-color map, cover with gatefold; 1987. This supplement provides a detailed campaign background on the port city of Nakamaru—its factions, clans, secret societies, and leading characters.

OA5, Mad Monkey vs. the Dragon Claw; Jeff Grubb; 64 pages; 1988. An evil cult of martial artists is destroying temples throughout T'u Lung. Only Mad Monkey has their secret.

OA6, Ronin Challenge; Rick Swan and Curtis Smith; 64-page book, full-color map; 1990. A group of samurai venture into the mountains of the jungle lands in pursuit of an army, but instead find something no one expected.

OA7, Test of the Samurai; Rick Swan; 96-page book, full-color map, cover with gatefold; 1989. *Test of the Samurai* carries adventurers to the southern tip of Wa in search of the reason behind a series of mysterious events. Could the Celestial Bureaucracy itself be involved?

Novels

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The Icewind Dale Trilogy; *The Crystal Shard*, *Streams of Silver*, *The Halfling's Gem*; R. A. Salvatore. A dark elf, a barbarian, and a dwarf team up to combat the force of evil.

The Avatar Trilogy; *Shadowdale*, *Tantras*, *Waterdeep*; Richard Awlinton. The gods walk Faerun!

Finder's Stone Trilogy; *Azure Bonds*, *Wyvern's Spur*, and an unnamed conclusion; Kate Novak and Jeff Grubb. The warrior-woman Alias seeks the reason for the swirling tattoos on her arms, and perhaps the secret of her existence.

Spellfire; Ed Greenwood. An undead dragon threatens the realms, and only the mysterious spellfire can stop it.

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