

# The Moonrise Mythal

*Of all the feats of great magic, none are more fabulous in the eyes of the modern Realms than the great living webworks of magic known as mythals. Nearly everyone knows of storied Myth Drannor, and a few know of the other great cities and sites wrapped in the mighty magics of the past. Still, few beyond Mystra's Chosen, a few erudite Faerûnian sages, and the secluded elven High Magi know anything of these elder magics. Among them, less than two dozen now walk the Realms with full knowledge of how to erect a mythal, and that only by Mystra's, Azuth's, and Corellon's graces and leave.*

– Elminster, Sage of Shadowdale

While very few are aware of it, Semberholme, like other ancient elven lands, is protected by a webwork of magical energy that envelops the region. Most call these strange and wonderful living webs of magic mythals. In all the Realms only a handful are known, and these are generally regarded with a mixture of awe and fear. To elves, mythals are considered precious in the extreme, the greatest and most beautiful of achievements, and the height of magic. Cities blessed by the presence of a mythal have come to be the focus of legend. Semberholme's mythal, unlike those warding other ancient elven realms, has always been a secret, unknown even to many of those who it shielded and discussed openly by none.

## The Moonrise Mythal Of Semberholme

Raised in the early years of the Weeping War, Semberholme's mythal, known by those of the land as the "Moonrise Mythal," was raised to protect region should the enemies of Myth Drannor follow refugees of the City of Song to their haven. Amidst the assembled wisdom of the most ancient elves, they gathered the magical might of the time to create the one of the greatest warding magics ever.

There, surrounding the ancient Tree of Knowledge, the assembly looked on as The Masked Mage (performing an *U'Aestar'Kess* ritual) stepped into the colossal tree, merging with it. Unlike any other mythal created before or since, the Moonrise Mythal would have not one grand caster but two: The Masked Mage and The Tree Of Knowledge. Further, never before had elves from all of the sub-races come together in a High Magic ritual – never before had their differences seemed so slight and their common bonds so clear. As one by one the casters of the Mythal became telepathically linked, Szordrin guided them in their task. Because of his great fatigue and the concentration needed to be the center of such a great ritual, The Masked Mage's mind, heart and soul were laid bare before the casters of the Moonrise Mythal. The newly unified elves learned ancient secrets and wisdom they had never before imagined, and discovered the truth of stories most had long believed mere legend.

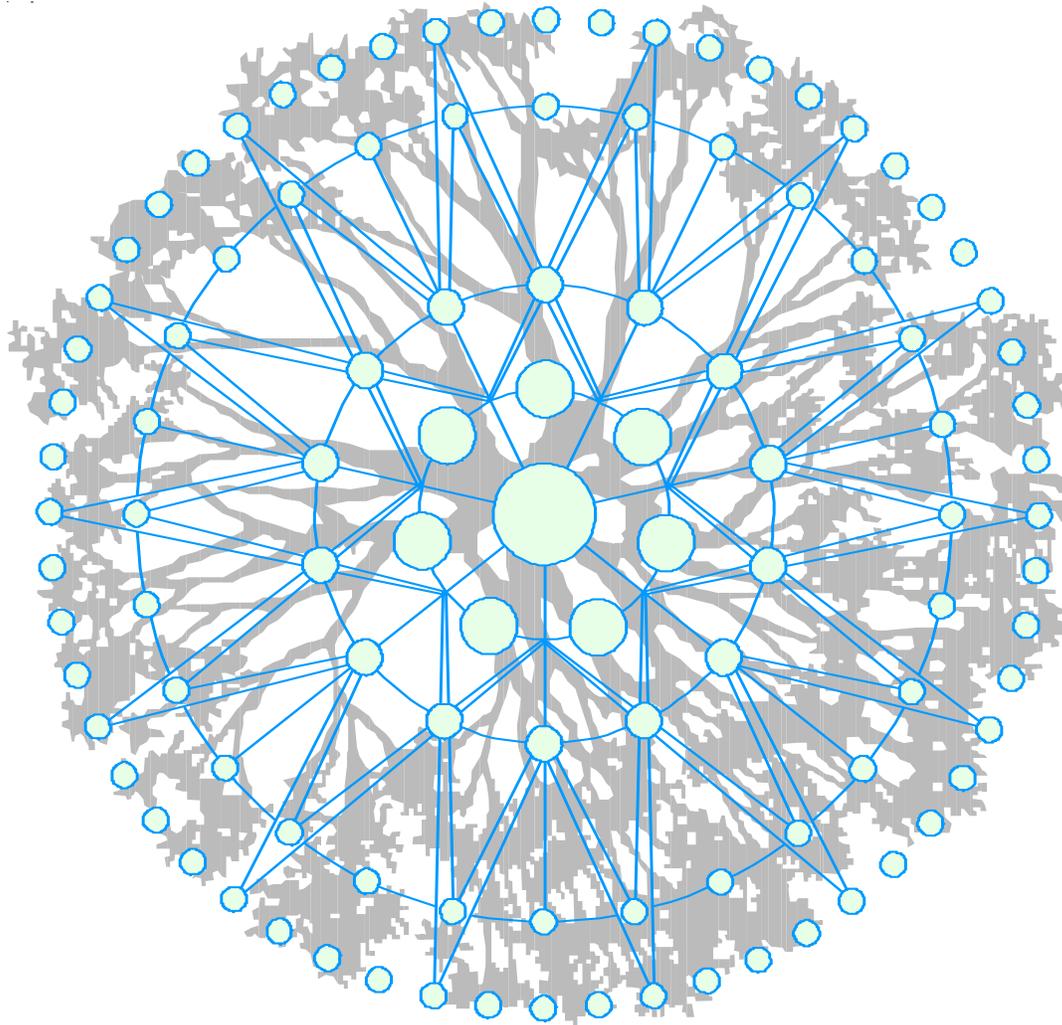
**Origins and Creators:** Late in 712 DR, after the Battle of Silversgate and the loss of one of Myth Drannor's chief egress points, the elders of Cormanthor realized that their enemy would never be content allow Myth Drannor's refugees to simply escape. As such, the need to bolster the defenses of Semberholme, their primary refuge, became urgent and paramount. The call went out to the surviving (and successive) heads of all the families of the Cormanthor and all mages of power and influence, and came they all did (whether by design, desire, or magical summoning and compulsion) to the Tree Of Knowledge. In all, more than 100 personages gathered together. Szordrin determined each person's status within the casting by mentally granting them knowledge of their part of the spell. They willingly cast their segments of the unique high magic ritual, which was highly influenced by the research of Mythanthor and the wizardly *create mythal* spell, and all were soon engulfed in the ritual that brought Semberholme's mythal to life.

As noted before, the central casters were The Masked Mage and The Tree Of Knowledge. As the grand casters they formed the foundations of the mythal, wove together the work of the others, and put the first major and minor powers of the mythal in place.



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Szodrin personally selected the primary casters from among the Selu'taar of Cormanthor (to control the mythal's power with their greater knowledge of magic and to share among them the cost of its creation). Telepathically, he arranged them all as shown below.



The mythal's major casters were seven in number; by design all three surviving secondary casters of Myth Drannor's mythal and the last two Grand Mages of Cormanthyr were among them (including the Srinshree, who had not been seen for over a century). At his request, they were to replicate and refine the powers they contributed to Mythanthor's mythal so Semberholme's mythal would be its' echo. The seventh major caster was Moonrise, a wyrm who had lived amongst the Ar'Selu'Taar of Myth Drannor for centuries, and for whom the mythal takes its moniker. The major casters, who each contributed one major and one minor power to the mythal were:

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|---|--|
| ❖ Vesperr Ulondarr, High Advisor of Semberholme's Council of Trees  | LG moon ef bladesinger F20 / W20; High Mage      |
| ❖ Entrydal Fflannidan, High Mage of Semberholme                     | NG moon em W23; High Mage                        |
| ❖ Lady Oluevaera Estelda, "The Srinshree," Grand Mage of Cormanthyr | LG gold ef W30; High Mage                        |
| ❖ Lady Ahrendaaria Echorn   | LG gold ef W22; High Mage                        |
| ❖ High Court Mage Earynspieir Ongluth                               | CG gold em W26; High Mage                        |
| ❖ Ualair the Silent, Grand Mage of Cormanthyr                       | LG gold em W29; High Mage                        |
| ❖ Muhnrisanti, "Moonrise"   | NG male great wyrm moonstone dragon; Dragon Mage |

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Surrounding them was another circle of fourteen spellcasters, the mythal's secondary casters. Twelve of these were Selu'taar; the others were chosen for their continued responsibility for Semberholme's magical defense: Daratrine Xantrani, as commander of the Moonshadows' (Semberholme's sworn defenders); and Josidiah Starym, as Cormanthyr's Spell Major. It should also be noted that among them were representatives of all ten major Faerûnian elven subraces, making Semberholme's mythal the only mythal in history that is a combined work of all Tel'Quessir. Those within the second ring, who established the remaining minor powers were:

- ❖ Court Mage Symrustar Auglamyr, Chosen of Mystra CG gold ef W24, P8 of Mystra; High Mage
- ❖ The "High Lady of Art" Spell Major Alea Dahast LN gold ef W29; High Mage
- ❖ High Court Mage Irhaal Argentaamn LG moon ef W23; High Mage
- ❖ High Court Mage Khyssoun Ammath CN moon em W24; High Mage
- ❖ Morthil, former Grand Mage Of Yuireshanyaar NG star em W32; High Mage
- ❖ Miirphys Irithyl, Fourth Coronal Of Cormanthyr LG gold baelnorn P26 (Sehanine) / W22; High Mage
- ❖ Dasyra Moonglamaer LG green ef bladesinger F20 / W20; High Mage
- ❖ Acalia The White CG lythari ef P20 (Selûne) / W20; High Mage
- ❖ Telaeon Nightwind NG avariel em P22 (Aerdrie Faenya) / W20; High Mage
- ❖ Iliryztara Veladorn, Chosen Of Eilistraee LG drow ef P22 (Eilistraee) / W20; High Mage
- ❖ Aljayera N rockseer em W21; High Mage
- ❖ Jholar Merynth, Grand Savant of the Jhimari Order LN sea em Du-J(P)27; High Mage
- ❖ Daratrine Xantrani CG wood ef F15 / W15
- ❖ Spell Major Josidiah Starym LG gold em bladesinger F15 / W15

Surrounding these were the Moonrise Mythal's supporting casters, including four additional Selu'taar, a pair of ancient baelnorn as well as Clan Matriarchs, Patriarchs, Elders, and Archmagi. The first circle of twenty-eight, the most prominent among these were:

- ❖ Rathiaian Hawksong LN moon ef W21; High Mage
- ❖ Glynnii Llundlar LG gold ef W24; High Mage
- ❖ Myrddin Ni'Tessine LG gold em W24; High Mage
- ❖ Uschymna Durothil LG moon ef W22; High Mage
- ❖ Braerindra Calauth LN moon ef baelnorn W21
- ❖ Lady Synnorha Durothil LG gold ef baelnorn W20
- ❖ High Court Mage Leilatha Aunglor NG moon ef W24
- ❖ High Court Mage Shyael Ildacer NG moon ef W22
- ❖ Naeryndam Alastrarra LG gold em W29
- ❖ Spell-Captain Ecaeris Aunglor NG moon ef W22
- ❖ Puorlaas Ammath LN moon ef W22
- ❖ Kuornos "The Starseer" Durothil LN gold em W21
- ❖ Urmicca Iliathor LG moon ef W19
- ❖ Maaleshiira Maerdrym CN moon ef W19
- ❖ Pyrder Miritar LG gold em W20
- ❖ Raibyr Moonglamaer CG moon em W19
- ❖ Gylledha Neindre NG gold ef W22
- ❖ Eyrynnvh Nimesin LN gold em W23
- ❖ Nuala Oakstaff N green em W17
- ❖ Csharynn Omberdawn LG moon elf W21
- ❖ Edyrm Ongluth N moon em W24
- ❖ Court Mage Nelaeryn Orbryn LG gold em W16
- ❖ Ysmyrl'da Starym CG moon elf W19
- ❖ Naeryndam Alastrarra LG gold em W29
- ❖ Puorlaas Ammath LN moon ef W22
- ❖ Rhys Ni'Tessine LG gold em W20
- ❖ Shalantha Omberdawn LG moon elf W19
- ❖ Talanashta Haevault LG gold ef W21 (Dijakkar)

Finally, the outermost ring of supporters consisted of a further fifty-six elves, including the remaining Archmages of most major clans of the region and a large number of priests and priestesses of the Seldarine.

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## Semberholme's Mythal: Its Powers and Properties

The mighty mythal that overlies Semberholme has many properties crucial to elven survival in the area, and provide much insight into how the region has come to be what it is. The exact boundaries of the Moonrise Mythal are not known, and vary somewhat, but the area is roughly elliptical. It enshrouds most of the forest west of the River Verire (now known as the River Ashaba) extending as far north as Ferrengrove and as far south as Velethuil (now known as Bristar). This includes the area south of Lake Sember but north of the Glaemril and yields to the foothills of the Thunder Peaks and Sessren Glade in the west. It extends about 1500' up into the air, and the same distance down into the earth (and subterranean open spaces, such as caverns, passages, and dungeon cells) below.

Below are the arrayed powers of the Moonrise Mythal. Many powers deter the use of various effects either inside the mythal or as a means of entry; the deterrents operate as stated below, though powers granted by the mythal are exempt deterrents, and also function as described. High Magic operates normally within the mythal (in fact, the existence of the mythal makes Semberholme a place of power and negates any High Magic backlashes in rituals performed within its envelope.) Mythal-granted powers provide magic under strict controls and prevent the abuse of certain similar magics. The dual grand powers of the mythal are as follows:

**The Forbidding:** The first grand power of Semberholme's Moonrise Mythal, created by the ancient Arakhor called The Tree Of Knowledge by the elves, is known as the Forbidding. First and foremost, the Forbidding acts as an impenetrable barrier separating Semberholme from any and all contact from the following Outer Planes: Pandemonium, the Gray Waste, Gehenna, Carceri (Tarterus), Baator (the Nine Hells), Acheron, and the Abyss. This barrier prevents any planar travel between or summoning to or from any of these Planes and Semberholme. Likewise inter-planar divination or communication is rendered impossible.

Similarly, the Forbidding prevents all spells of planar travel or Conjunction / Summoning that would normally reach any of the Inner Planes. Elemental, Para-elemental, and Quasi-elemental magic that creates a connection to the Inner Plane is impossible, though elemental spells which draw on the elements of the Prime Material are entirely unaffected. No such barrier exists between Semberholme and the Positive or Negative Material Planes. This barrier is powerful enough to affect divine entities as well, and priests or clerics of deities on these Planes find that they do not receive spells while within Semberholme's Mythal. This last aspect of the Forbidding is anything but predictable; as such, deities that either travel to other Planes not blocked by, or with an avatar on the Prime Material Plane are able to grant spells to worshippers within Semberholme normally.

The Forbidding also prevents the entrance of certain races into Semberholme. This affects full-blooded demons, devils and fiends (this includes all known baatezu, gehreleth, hags, slaadi, tanar'ri & yugoloths), as well as acherai, bebilith, bodaks, eyewings, fetch, hellcats, hell hounds, hordlings, imps, maelephants, quasits, shadow fiends, retrievers, vaporighu, vargouille, xag-ya/xeg-yi, and xill. It also affects creatures tied to the Demiplane of Shadow such as shades, shadows, shadow dragons and malaugrym. Finally, plane-touched natives of the prime material whose blood is tainted by any of these races – including daemonfey (the magic attacking the fiendish part of their natures despite their elf blood) – are affected. Such creatures cannot enter the mythal from above, below, or at ground level. The Moonrise Mythal acts as an effective magical barrier as solid as a mountain of stone against their entry; should any manage to enter Semberholme by other, unknown means (such as via the Astral Plane or Ethereal Plane), an intruder of any of the above races suffers an automatic 3d8 hit points of damage as the mythal crackles around it, and is *energy drained* permanently of 2 Hit Dice. The mythal absorbs this energy to empower a random *plane shift* of each such intruder to one of the Upper Planes. This only deters the physical passage of these creatures into the Mythal; their powers (breath weapons, certain psionics, etc.) can still influence the world within the mythal unless countered by other defensive powers.

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**The Mists Of Semberholme:** When creating the Moonrise Mythal, Szordrin's primary goal, and thus the object of the Mythal's other grand power, was to protect the elves of Lake Sember, and Semberholme beyond its shores. As a result, the Moonrise Mythal spans a far wider range than any other known mythal, stretching variably throughout the region known as Semberholme. The hard won lessons of the Weeping War taught him that subtle, indirect defenses were preferable. Thus he incorporated a complex and powerful variant of the *N'Maernthor* ("Hidden Homeland") high magic ritual to cloak Semberholme in mystery and protect it from outside intrusions and unwanted visitors. While less a physical barrier than a mental one, the *N'Maernthor* magics convince those affected that the route to any specific location within Semberholme is actually another path that leads away from or around the protected lands. The effect is a mixture of Illusion / Phantasm and Enchantment / Charm magic. Even if persons or structures of the realm are within sight of a stranger (anyone not already attuned to the mythal or escorted by such a person), these barriers divert most intruders. Saving throws against the effects are checked with a -10 penalty for N'Tel'Quess and a -6 for elves and ignore magic resistance.

He also understood that Semberholme's greatest strength lay in its people's ability to disappear into their forest, to confuse their pursuers, and to avoid their enemies. As such, while shaping the Moonrise Mythal, he altered the area's mists and gave them powerful properties. (These near-continual mists occur naturally when wind cooled by the Thunder Peaks reacts with the warmer water of Lake Sember. Except during gales, it is rare to see the lake without mist clinging to its shores.) While these mists are certainly prevalent throughout much of the region, they do not by any means fill the entirety of the Moonrise Mythal. Neither are they constrained by its boundaries, making it possible for beings to be affected by these mythal effects outside of the actual mythal. (Elminster has reported that such drifting "Mythal Mists," as he calls them, have been encountered as far away as Shadowdale and Scardale). The mists also flow beneath the waves of Lake Sember, as a strange, murky eddies of *airy water*.

Sight and all known magical and psionic means of scrying won't work through the mist's boundaries. A being in the mist can see through the mist to a distance of about 3 feet in darkness, and 20 feet when light is present. One cannot see out of the mist to either the area it excludes or the area it encloses though, even if one is only inches away from its edge. The mists of Semberholme can be seen over freely by anyone tall enough or stationed high enough to be able to do so. When visibility is reduced by darkness, intruders who don't use lamps, markers, or other means of proceeding in a straight path will move in a random direction each round of movement in which they fail a secret Intelligence check. It is possible to wander lost in the mist for quite some time without ever realizing one is not maintaining a straight path.

Infused with magic, the mists became able to sense and respond to living creatures, moving to physically intercept and enshroud them, and to infiltrate their minds. Elves and half-elves within the mists can feel the magic and the awareness of the mists, but to all other minds, the mists implant powerful "don't go here" *suggestions* of menace and revulsion. They cull fears from minds and use them to spin vivid, frightening images back into them. Interlopers subjected to these images are frightened, disgusted, and subconsciously urged to flee in order to escape. In rare cases (about 1 in every fifty beings affected by the mists' enchantments are also inflicted by a *mindspin* effect, identical to the spell in every way). These effects are strong enough to cause most humans to flee blindly through the woods. Many are blinded or killed after blundering into sharp branches, over steep slopes, or into the claws and jaws of forest predators. Over time, enough beings have encountered the mists to earn them the name "the Nightmare Mists." Even in those who resist these powerful *suggestions* the mists evoke in wakeful beings a vague but ever-present feeling of melancholy, desolation, and loneliness, plus fleeting frightening visions. Those who are asleep experience full-fledged nightmares.

In the minds of certain races, the mists also cause actual pain (referred to poetically as "mindfire" by some elves), strongly discouraging their entrance into the fair realm. Races known to be effected by the mists in this way are aboleths, bugbears, bullywugs,

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derro, feyrs, gibbering mothers, gibberlings, gith (githyanki and githzerai), gnolls, goblins, grimlocks, numerous giant and giant-kin races (athach, Cyclopes and cyclops-kin, ettins, fire giants, formorian giants, frost giant, hill giants, spriggan and verbeeg), harpys, hobgoblins, illithids, ixitxachitl, koalinth, kobolds, kuo-toa, merrow, neogi, orcs, phaerimm, rakasha, several reptilian races (banelar nagas, dark naga, laertis, ophidians, spirit nagas, tren, troglodytes and yuan-ti), sahaugin, scrag, scro, multiple shapeshifting species (baldadar, doppelgangers, mimics, mujina and randara), skulks, and trolls. Should any encounter the mists of the Moonrise Mythal, they must make two saving throws vs. spell (with the penalties mentioned above). Failure of the first saving throw causes the offending creature suffer 3d4 hit points of damage as the mythal crackles around it; failure of the second indicates that the Moonrise Mythal randomly teleports the intruder 5d100 miles from Semberholme. Failure of either saving throw also results in the alteration of the creature's memory of the past twenty-four hours. All such memories involving travel to Semberholme (or Cormanthyr) in general are completely erased. Other memories, such as encounters or conversations, become clouded and obscure, impossible to recall.

For other races, specifically the many deadly puddings, ooze, slimes & jellies which are sacred to Ghaunadar (including ghaunadans), contact with the mists of Semberholme is deadly. Such creatures dissolve within the mists, automatically taking 2d10 points of damage per round.

Szordrin's primary goal behind this major power was the defense of Semberholme from enemies of the elven people. His unique insights into the elven peoples convinced him that there exists no greater enemy of the elven people, than an elf with evil in his heart or who has chosen to betray his brethren. For this reason, elves too are enveloped by the mists, and are subjected to great magical scrutiny. Much like more commonly known blade-rite rituals, they are subjected to tests of ambition (mentally determining the elf's aims for the future), memory (the elf's past actions), and heart (the elf's character and wisdom). These tests occur within the mind of the tested elf. They judge an elf's intentions, previous actions, and alignment. Any elf of evil alignment is found wanting, as are any who have in their past committed great crimes against another elf (murder, rape, kidnapping, etc.), or who are intent upon doing so in the future. Elves who are found morally wanting by these tests (are overly greedy, but not necessarily malicious) merely see mist illusions designed to curtail these traits. Those found guilty of past misdeeds or future aims against the Tel'Quessir are subjected to a unique form of *N'Quor'Khaor* ("The Banishing, Binding Outside Of The People's Lands") magic. Such an elf is cast out of Semberholme (*teleported*, as above), and magically bound from entering the mythal ever again. Particularly heinous offenders may even find themselves plane shifted into the border mists of the Demiplane of Dread.

In addition, the mythal has the power to link certain types of creature (primarily animated or undead) to the mists to serve as guardian monsters. In stories of the Dalesmen, these guardians are often referred as "spirits of the mist," these guardians include baelnorn, crawling claws, crimson death mist, crystalmist, dread, dweomerborn, helmed horrors, magic golems, misi, mist golems, mist horrors, scarlet dancer mist, shee, spectral minions, spectral wizards, vampiric mist, watchghosts, witchlin, and wizshades. When an intruder has been in the mist for a set time, some guardian monsters are teleported to within 20 feet of the intruder. Once bound to the mists, guardian monsters do not age or eat, and are magically healed of 1 point of damage per turn. They become inactive 2d4 rounds after an intruder is slain or leaves the mythal. A destroyed guardian is forever gone; it can't be resurrected. At any given time, 4d12 guardian monsters wander in the mists, but remain linked to the mists and can be *teleported* about by the mythal.

Animated constructs and undead cannot enter the Moonrise Mythal without the possibility of falling under the control the mists and becoming a guardian creature. All such creatures must save vs. spell or be thus bound, with a base penalty of -10. For each Hit Dice above 5, this is reduced by 1, to a minimum penalty of -2. Once this saving throw has been made, a creature is forever immune and can enter and leave without further incident. This, however, does not make them above the notice of the mythal's guardians.



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**MAJOR MYTHAL POWERS:** Like the grand power, major powers also are permanent and constant effects within the mythal's area of effect. Most major powers permeate the mythal as amplifiers or prohibitors of effects, but their primary purpose is defense of the area. These are not controlled by anyone, but (with hidden safeguards implanted during the mythal's creation) can be bypassed from within the mythal, temporarily canceling a major defense.

**Code of Secrecy:** Despite being located in the forests at the heart of Cormanthyr and the Dales, the mythal of Semberholme remains to this day the least known mythal in all the Realms. While folk from Cormyr, the Dales and the Heartlands beyond whisper in fireside tales that the mists of Semberholme are magical, not even the most erudite sage would guess that a mythal protects the region. The reason for this is the first Major power of the Moonrise Mythal.

Every being that passes within the bounds of the mythal is bound by a permanent *geas* that prevents them from revealing anything they learn about Semberholme or its mythal. This *geas* prevents affected individuals from any communication whatsoever about the forbidden topic. All communication concerning the secrets of Semberholme is blocked: speech, writing, hand signals, symbology, and so on. An attempt to violate this prohibition communicates a completely unrelated matter: the menu at lunch, an opinion of the mayor's recent speech, and so on, as the DM decides. Any such attempt to relay information about Semberholme or the mythal results in a permanent 1 point loss from a randomly determined ability score.

This *geas* can only be dispelled by the application of a properly worded *wish* spell. A *limited wish* will negate the effect for one round per level of the caster. Other spells, such as *remove curse*, *dispel magic* or even *Mordenkainen's disjunction*, do not have any effect upon it. Of course, wishes used to counter this *geas* must properly describe the *geas*' effect, and therefore must be cast by one who is intimately familiar with it. In other words, the only people who can cast a wish to counter the effects are those who have first hand knowledge of Semberholme's mythal, and therefore have experience with its' *geas* themselves

The central and major mythal casters are not affected by this *geas*, and therefore are the only ones who can teach others about the mythal and its powers.

**Consciousness:** Of all the beautiful elven tunes that earned Myth Drannor the nickname 'City of Song,' perhaps the most famous is "*The Wurm Of Moonlight And Dreams*," a simple lullaby that has been sung by generations of elves to their children that tells the sad story of a young elf and his friendship with a magical dragon.

When Cormanthyr's elders and masters of Art were called together, they gathered beneath the branches of the Tree of Learning. The last four to arrive simply appeared at the group's heart, materializing there amidst a thousand tiny motes of light. Two of the three were immediately recognized, The Masked Mage and the Srinshree at his side. The third, Coronal Miirphys Irithyl, watchnorn of the Crescent Court, was recognized by only the oldest there. With them was a fourth figure, an elf girl-child even slighter than the Srinshree with her identity obscured by the shadows of her deep cowl. As Szordrin began the ritual, the mythal was born and everyone was linked together by arcane fire, her true form – that of a huge dragon was revealed.

While the other major casters focused on the creation of mythal powers, Muhnrisanti's (or "Moonrise") watched and waited for the mythal to take form. As the web of magic stretched out over Semberholme, the arcane fire around her began to consume her. As the other casters looked on, Muhnrisanti merged with the newly born mythal, and became one with it. The Moonrise Mythal is exceptional for many reasons, but none more wondrous than Muhnrisanti's sacrifice and the truth that has remained secret from all not present to witness it: her sentience survives within the mythal, protecting it from abuse and guiding those who call it home.

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## Muhnrisanti, "Moonrise," The Mythal Dragon

CLIMATE / TERRAIN:	Semberholme
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Godlike (22)
TREASURE:	Incidental
ALIGNMENT:	Neutral Good
NO. APPEARING:	1
ARMOR CLASS:	-5 (-20)
MOVEMENT:	9, fly 30 (C), Jp 3 (Infinite)
HIT DICE:	18 (154 hit points)
THACO:	1
NO. OF ATTACKS:	4 + special (1)
DAMAGE / ATTACK:	3d4 / 3d4 / 5d6 / 3d8
SPECIAL ATTACKS:	Special
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	90%
SIZE:	G (165' long with 80' tail)
MORALE:	20 (Fearless)
XP VALUE:	38,000



In her former life, Muhnrisanti was an ancient moonstone dragon, the largest and most elusive type of neutral dragon. As the Mythal Dragon, she typically has no physical form and is composed entirely of magical energy; in fact Muhnrisanti is no longer a true dragon but the physical embodiment of the mythal of Semberholme. Under Selûne's rays she can manifest a partially corporeal form.

When assuming form, she resembles a dragon-shaped burst of pale silver energy and mist with a hint of blue and glowing, multicolored crystalline eyes. Like most moonstone dragons, Moonrise rarely appears outside the faerie realms or the dreams of Semberholme's elves. Muhnrisanti speaks the language of moonstone dragons and elves, as well as that of sylvan faeries: sprites, pixies, faeries, and so on. In dreams she can communicate with any sentient being, telepathically speaking the dreamer's language.

**Combat:** While insubstantial (parenthetical statistics represent abilities in this form), she moves swiftly as pure energy traveling to any point instantaneously, where she may always strike first in combat. In this form she has one mode of attack: a blast of energy which deals 6d10 points of damage and forces a save vs. death magic (those who fail explode into millions of particles of energy).

If ever forced into to fight in her draconic form, in addition to being able to call on any and all of the powers of the mythal at will, Muhnrisanti uses traditional draconic attacks; her claws inflict 3d4 points of damage, her teeth inflict 5d6 points, and her tail deals 3d8 points. Undead and creatures of Negative Energy suffer triple damage from these attacks.

Further, Moonrise casts both magic-user and clerical spells as she did in life without restriction. She uses Enchantment / Charm and Illusion spells, Alteration spells of dim light and shadow, and spells of dreaming. Each day she can choose from the following magic-user spells (4 / 4 / 3 / 3 / 3 / 2 / 1): 1<sup>st</sup> – detect phase, dreampeak (Detho's delirium), moonglow, sleep; 2<sup>nd</sup> – dancing shadows, enter dream, warp sense, waves of weariness; 3<sup>rd</sup> – healing dream, Nchaser's glowing globe, slumber; 4<sup>th</sup> – conjure dream object, true dream, true nightmare; 5<sup>th</sup> – conjure nightmare, dream, dreamglobe; 6<sup>th</sup> – alter dream, demishadow magic; 7<sup>th</sup> – mindspin.

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## Muhnrisanti, "Moonrise," The Mythal Dragon

She also had access to priest spell spheres All, Healing, Necromancy (good only) and Divination. A typical daily assortment of spells would be (4 / 4 / 3 / 3 / 2 / 2 / 1): 1<sup>st</sup> – *bless, cure light wounds, empathy, portent*; 2<sup>nd</sup> – *aid, augury, restore strength, speak with animals*; 3<sup>rd</sup> – *detect illusion, detect spirits, remove paralysis*; 4<sup>th</sup> – *divination, neutralize poison, suspend animation*; 5<sup>th</sup> – *commune, raise dead*; 6<sup>th</sup> – *heal, seek*; 7<sup>th</sup> – *breath of life or resurrection*.

**Breath Weapon / Special Abilities:** Muhnrisanti can breathe a *billow of light motes*, in a cloud 30 feet long, 30 feet wide, and 20 feet tall. All magical spell and potion effects in the cloud cease, save those required for the life of creatures in the area (e.g., under water, a *water breathing* spell affecting air-breathers is not ended). Those who fail to save vs. breath weapon *sleep* for 2d4 turns, even if normally immune to sleep. On waking, affected creatures have only fleeting memories of the dragon.

Muhnrisanti can also breathe a stream of pure energy 45 feet long and 10 feet wide; this breath weapon acts as a *resurrection, heal, and restoration* spell on good-aligned creatures and destroys undead or negative energy beings of fewer than 10 HD. Those with more than 10 HD must save vs. death magic (with a -2 penalty) to survive, but will still suffer 8d8 points of damage.

Instead of a fear aura, the mythal dragon projects *awe* (save vs. spell at a +4 bonus). An affected creature stands quietly, taking no action until she has departed, and has no clear memory of the encounter. Moonrise can also become ethereal at will. Her attacks inflict normal damage on any creature, in or out of phase, overcoming any immunities to damage of less than artifact-level power.

Muhnrisanti can choose to fuse her essence to the corporeal form of any good-aligned character. Filled thus with his power, the hero transforms into a great wurm moonstone dragon for up to one hour for every level of the hero. Such heroes gain all the special abilities of her physical form, retain their personalities, need not make a System Shock roll, and are free to move beyond the bounds of the mythal if they so desire.

Like all moonstone dragons, Muhnrisanti remains especially vulnerable to elemental attacks (air, earth, fire and water), having a -1 penalty to saving throws, and taking an additional 1 point per die of damage from these attacks. Bright light is painful to her – bright daylight inflicts 1d6 points of damage per round; intense flashes inflict 2d6 points of damage per spell level (a *sunburst* effect from a *wand of illumination* cause 6d6 points of damage).

In all forms, she regenerates 1d4 points of damage per turn, but regains light based damage at the rate of 1 hit point per day. If reduced to 0 hit points by any means, Moonlight vanishes in a shower of moonbeams which fade into the mythal; she cannot take and deliberate actions again until fully restored.

**Habitat / Society:** Moonrise rarely materializes, preferring the pulsing depths of her mythal. When she does take form, it is usually to join the fey folk of the forest in their revelry or to guide a lost elf or elven child home.

Despite her isolation, Muhnrisanti watches over Semberholme. Many within the realm's forests have encountered her in their dreams. Apparently, she can enter a dreamscape at will. There she speaks the dreamer's language, and may offer guidance or advice on matters, concerning faeries, shadow, lunar matters, healing, and the like.

She is 100% likely to respond to any summons within the Moonrise Mythal, though very few know she exists at all.

**Ecology:** As a creature composed of pure magical energy, Muhnrisanti does not require physical sustenance, enjoys basking in moonbeams and sipping faerie nectar. Far and away her favorite snacks are a drink of moonfire and the pure magical waters of a pool of radiance. She is not carnivorous, nor does she often kill. Among elven legends of Muhnrisanti are her tears are drops of mithral.



# The Moonrise Mythal

**Defense Of The Elven People:** Szordrin's intention for Semberholme's mythal was to protect all elves and their way of life. To that end he entrusted Ualair the Silent, Grand Mage of Cormanthyr, to empower the mythal with this major power, based upon the primary power of Mythanthar's wizardly mantle, expanding upon it where he could.

First, Tel'Quessir (elves) gain increases in strength and vitality while within the mythal. Any elves entering the mythal gain 1 point each of Strength (or 20% if over 18) and Constitution; aquatic elves in particular gain 2 points of Strength (or 40% if over 18) and 1 of Constitution, and these bonuses allow elves to exceed their normal racial limits. Half-elves only gain 1 point of Strength under the influence of the mythal. These abilities do still max out at 19 and do not linger outside the mythal.

The mythal also allows any elf to take magical *sanctuary*. Any opponent attempting to strike or otherwise directly attack the protected elf must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by the effect. If the saving throw is failed, the opponent loses track of and totally ignores the warded elf for the duration. Note that this does not prevent the operation of area attacks (*fireball*, *ice storm*, and so on). While protected in this way the subject cannot take direct offensive action without breaking the effect, but can use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to *bless*, perform an *augury*, *chant*, cast a *light* in the area (not on the opponent), and so on.

Finally, it places an invisible overmantle upon every elf within the mythal, regardless of additional protections or magical deterrents. These mantles do not interfere with other magical protections or fields; unlike the usual clashing of magics when two mantles come into contact, this non-intrusive magical defense always takes precedence over other magical protections; only if its defenses are breached or bypassed are an elf's other defenses brought to bear against an attack. The overmantles provide a number of other powers to all elves within Semberholme, as follows:

- ❖ **Brachiation:** The overmantle grants all elves the ability to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6, or 9 – the heavier the forest, the greater the movement rate. Elves are also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if an ape.
- ❖ **Eagle Eyes:** The overmantle improves vision by 100 times greater than normal. The elf can see at 2,000 feet what he could normally see at 20 feet. Also, tiny seams and minute marks can be seen and secret compartments and hidden joints can be noted.
- ❖ **Flight:** Speed 15, Maneuverability Class C (additional flight-related magics such as the fly spell operate at normal speed +6 or one higher maneuverability class).
- ❖ **Free Action:** The overmantle enables the creature touched to move and attack normally, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of *paralysis* and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.
- ❖ **Leaping:** The overmantle allows elves to make great leaps of up to 30 feet forward, 10 feet backward (with an arc of about 2 feet for every 10 feet traveled), and vertical springs of 15 feet. If circumstances permit the use of such movement in combat, the elf can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger – there is a base 20% chance that the elf will stumble and be stunned on the following round, minus 3% for each point of Dexterity above 12 (i.e. 17% at Dexterity 13, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity).

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- ❖ *Negative Plane Protection:* The overmantle protects against *energy drain* spells and similar undead powers. Undead existing partially on the Negative Material Plane (such as shadows, wights; wraiths, spectres, and vampires) inflict physical damage normally, but if the protected elf successfully saves vs. death magic, no drain of Strength or level results. Instead, the energies cancel with a flash of brilliant light and a thunderclap; an attacking undead creature suffers 2d6 points of damage. Attackers using spells or magic to drain energy are not so harmed. The spell also provides protection from *enervation* and similar spells that reduce the elf's level or Strength by means of a Negative Energy Plane connection.
- ❖ *Poison Immunity:* The overmantle protects elves from all known venoms and poisons (whether contact, injected, or gaseous).
- ❖ *Protection From Evil:* All attacks made by evil (or evilly enchanted) creatures against the elf suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made with +2 bonuses. Any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the elf is blocked. Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast. Bodily contact by creatures of an extraplanar or conjured nature is prevented. This causes the natural attacks of such creatures to fail and the creatures to recoil. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.
- ❖ *Shield and Protection From Normal Missiles:* The overmantle totally negates *magic missile* attacks. It provides invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, the protection causes a reduction of 1 from each die of damage inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. It also provides the equivalent protection of AC 4 against all other forms of attack. This persists even after the elf leaves the area of the mythal, lasting one hour per day the elf lived under the mythal.
- ❖ *Spell Negation:* The overmantle utterly negates the first spell cast specifically against a target elf (or within 20 feet of the elf, allowing defenses against *fireballs* and the like) each day, regardless of its caster or intent. The mythal instantly absorbs the magic in a flash of purple sparks at the target of the effect. After this defense is used, the overmantle cannot manifest this power for another 24 hours; still, the flash of sparks often serves to warn an elf of an attack and bring other defenses to bear.
- ❖ *Spell Protection:* Any Invocation/Evocation, Alteration, or Necromancy spells cast by a N'Tel'Quess caster (including half-elves) against an elf are reduced to their minimum effect or damage, though range and other factors are unaffected. In addition, the overmantle grants a +1 bonus to the elves' saving throws against such spells; this saving throw bonus lingers on an elf outside the mythal's area for one hour per day lived under the mythal (as described for the shield, above).
- ❖ *Warmth:* The overmantle provides elves with body heat while flying, under water, or even in conditions of extreme cold where they have no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.
- ❖ *Water Breathing:* The aura of the overmantle makes the water within it breathable and keeps the elf dry as if in air whenever completely submerged, but is still water. He or she is able to breathe freely. Alu'Tel'Quessir are affected instead by an *air breathing* effect that enables them to comfortably survive above the waves.

All of these abilities dissipate slowly, as every day under the mythal provides an hour of protection by this overmantle when away from the mythal. While few ever learn the extent of their overmantle's powers, all can easily access its power of flight with a mere thought, and can use it at will while inside the mythal. Most other protections and abilities are only discovered by activating them unintentionally, or by witnessing another use them.

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**Grace Of The Seldarine:** This major mythal power was invested in the Moonrise Mythal by Vesperr Ulondarr, High Advisor of Semberholme's Council of Trees. Designed to make Semberholme a bastion of the Seldarine's power, it is an assortment of minor powers accessible only by the clergy (and in some cases lay worshipers) of the Seldarine. This power causes the casting of wizard spells cast within the Moonrise Mythal by anyone not properly *attuned* to be *slowed*, resulting in a +3 penalty to casting times of wizard spells that normally take one round or less to cast. Item effects based on wizard spells are likewise activated with a +3 penalty. Worshipers of the Seldarine gain a +3 bonus to all saving throws against wizard spells and effects cast by such a magic-user.

- ❖ Priests of the Seldarine or druids within the Moonrise Mythal may cast all spells of the Plant sphere within the mythal (or from within the mythal into the surroundings) for double duration and/or range.
- ❖ Any worshiper of the Seldarine can cause a *faerie fire* radiance to come into being within the mythal, centered around his or her location. One round of concentration is required to create the light, which will last for 1 turn per level of the character. This magic cannot be called up by the same being twice in the same day (or night). The radiance can be bright enough to read by or fainter; once set, its intensity cannot be altered. Clergy of the Seldarine can create a *faerie fire* radiance whose intensity can be controlled from dampened out completely to bright (not blinding), and which can be moved about within the mythal at will. Only the priest can control the *faerie fire*, which will end abruptly if he leaves the mythal or is slain. It will otherwise last for 2 turns per level of the priest or until ended by his will. A priest need not use a spell to call up such a radiance, but cannot end it and call it up again any more than a non-priest can. If a priest uses a *faerie fire* spell within the Moonrise Mythal, its duration is tripled.
- ❖ Priests of the Seldarine may *know alignment* of other creatures within the Moonrise Mythal merely by concentration. They must be able to see the creature continuously and can only discern the alignment of one creature per round. This does not require that a spell be cast and is infallible, penetrating even the strongest concealing magics, but will only work if the target creature remains within the mythal for the entire round. Non-priest worshippers of the Seldarine may also try to use this power of the mythal, but must make two successful Intelligence Checks and concentrate for two rounds. If either fails, no alignment is discerned.
- ❖ Any worshiper of the Seldarine can cause any stones found in Semberholme to speak, as in a *stone tell* spell. No such spell is necessary, but the stones will only answer questions for three rounds. This power can only be used once per day, regardless of how many characters try it. The power will not affect stones carried or flung into the grove during the previous or present day. A priest employing a *stone tell* spell in the usual way within the Moonrise Mythal will find that it lasts for double the usual time.
- ❖ All unprohibited divination magic used by worshippers of, or beings of alignments or causes allied to those of the Seldarine operate at full possible chances of success or duration or efficacy.
- ❖ A *tree* spell cast within the Moonrise Mythal allows the caster to undergo the normal effects or elect to vanish beneath the earth, as an *imprisonment* spell causes victims to vanish. Unlike the wizard spell, the *imprisoned* priest may release him- or herself whenever desired, reappearing wherever the spell was cast. The caster is not in suspended animation while entombed and can rest, pray, and perform other activities not requiring much room. Eating, breathing, and other body functions cease, and there is no time limit on the stay beneath the earth. In addition, the priest can hear sounds on the surface just as though he or she were still standing where the spell was cast. (This leaves the entombed priest vulnerable to some spoken spells.) No creature other than the caster can be *imprisoned* in this fashion by such a spell.
- ❖ A druid or priest of the Seldarine can, by will, *confer spell immunity* upon a single being who within the Over-Mantle. No spell need be cast, and the druid need not have directly experienced the particular spell being guarded against. Protection lasts for 8 hours, but when one being is so protected, no one can call on this power of the mythal again until six hours have passed.

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**High Magic Reinforcement:** Karsus' dalliance with greater magics caused the death of Mysteryl and a temporary, explosive sundering of the Weave. While the Weave was restored, pollution remains within it and it has been weakened. With this disruption, tapping directly into the Weave becomes dangerous. Ergo, every High Magic casting since Karsus' folly has incurred dangerous side effects.

The High Mage of Semberholme, Entrydal Fflannidan, hoped that he could empower the mythal to allow the free casting of high magic without penalty. While he did not entirely accomplish this, he did manage a measure off success. Semberholme's Moonrise Mythal supports Selu'taar during and after the casting of high magic, making it both safer and easier to use. First, the mythal provides strength and rejuvenation to a High Mage, increasing the limit to how much High Magic the mortal form can manipulate in a given period of time. As such, the maximum number of rituals that a High Mage can cast in any given amount of time is tripled. Thus, a High Mage of 1225 years, 23 Intelligence and 22 Wisdom could cast 12 high magic rituals per tenday, including up to 12 rituals of solitude, 12 rituals of compliment, and 3 rituals of myriad (though he is limited to casting 3 rituals of myriad per year).

In addition, the mythal makes using High Magic safer. While the High Magic Consequences table must still be checked each time a High Magic ritual is cast, the mythal provides some bonuses to improve the result based largely on the abilities and experience of the caster in the following ways: for every level above 20<sup>th</sup>, 1 is subtracted from the roll; for every point of Intelligence or Wisdom above 18, subtract 1 from the roll; and for every century the caster has been a High Mage, subtract 1 from the roll. While some side effects are relatively minor, some cause Selu'taar to lose their connection with the Weave, cutting them off forever from High Magic. Selu'taar so afflicted revert to whatever wizard level their mental and physical abilities allow, though they retain the minor benefits of High Magic like the ability to *detect magic* and spell bonuses. Finally, Semberholmes mythal gradually restores any ability scores which are reduced as a High Magic consequence, at the rate of 1 point per year.

## High Magic Consequences Table

### D100 High Magic Consequence

01-25	None
26-50	Caster suffers 1d4 points of damage.
51-60	Caster must successfully save vs. spell or fall unconscious for 1d6 hours.
61-65	Caster immediately loses all spells from memory as if cast; spells must be rememorized for future casting.
66-70	Caster immediately ages 1d10 years.
71-72	Caster immediately ages 2d10 years.
73-74	Caster immediately ages 1d100 years.
75	Caster immediately & permanently loses 1 point of Strength (which regenerates after 1 year in the mythal).
76	Caster immediately & permanently loses 1 point of Dexterity (which regenerates after 1 year in the mythal).
77	Caster immediately & permanently loses 1 point of Charisma (which regenerates after 1 year in the mythal).
78	Caster immediately & permanently loses 1 point of Constitution (which regenerates after 1 year in the mythal).
79	Caster immediately & permanently loses 1 point of Intelligence (which regenerates after 1 year in the mythal).
80	Caster immediately & permanently loses 1 point of Wisdom (which regenerates after 1 year in the mythal).
81-84	Caster immediately & permanently loses 1d4 hit points (which regenerate at the rate of 1 point per year in the mythal).
85-88	Caster immediately & permanently loses 1d8 hit points (which regenerate at the rate of 1 point per year in the mythal).
89-90	Caster suffers 2d8 points of damage & permanently loses 1d8 hit points due to that damage (which regenerate at the rate of 1 point per year in the mythal).
91-92	Caster suffers 2d10 points of damage & permanently loses 1d10 hit points due to that damage (which regenerate at the rate of 1 point per year in the mythal).
93	Caster loses 1 level of experience; if experience falls below minimums, caster loses ability to cast High Magic & must relearn once prerequisites are met.
94	Caster loses 1d4 levels of experience; if experience falls below minimums, caster cannot cast High Magic & must relearn once prerequisites are met.
95	Caster permanently loses 1d4 points from a randomly determined attribute (which regenerate at the rate of 1 point per year in the mythal).
96	Caster permanently loses 1d6 points from a randomly determined attribute score (which regenerate at the rate of 1 point per year in the mythal).
97	Caster's body permanently transformed into a stone statue. This transformation is broken only by High Magic or a <i>wish</i> .
98	Caster stripped of all magical casting abilities, though not knowledge; begins again as a 0-level wizard of -50 XP.
99	Caster dies immediately. If not <i>resurrected</i> within 1d12 days, the caster is reanimated by the mythal as an undead guardian creature (1d6: 1 – baelnorn, 2 – shee, 3 – spectral wizard, 4 – watchghost, 5 – witchlin, 6 – wizshade).
100	Caster dies immediately and explodes in a <i>retributive strike</i> (no chance of survival).

# The Moonrise Mythal

**Planar Magic & Psionic Augmentations:** Based on Coronal Eltargrim's planar augmentations in Myth Drannor's mythal, this grouping of similar minor effects over planar boundaries and power transfers was created by The Srinshree. They allow for more open access between the Semberholme and the outside Realms. Generally speaking, all magic (spells, items, and so on), monster abilities, and psionics that deal with astral or ethereal states and planar connections are augmented by the mythal.

- ❖ *Astral spells* require only 1 turn to cast, and the caster can reach down to the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> levels of the desired outer plane, at will.
- ❖ *Banishment* spells require no material components, though this allows a +2 bonus to the save vs. spell (using the components eliminates this bonus). The caster need not know or utter the name, title, or type of creature to be banished if it is clearly visible. Creatures successfully banished cannot re-enter the Prime Material Plane for 10 years under any circumstances.
- ❖ *Ensnarement* spells always bring the desired creature (no saving throw allowed) instantly to the caster, and the creature is always successfully trapped by the warding circle. Furthermore, ensnared creatures incur a -2 penalty against their Intelligence scores to resisting the summoner's requests. Creatures prohibited from entering Semberholme by *the Forbidding* cannot be so summoned.
- ❖ *Gate* spells do not age the caster, and always reach the exact intended creature. Creatures prohibited from entering Semberholme by *the Forbidding* cannot be so contacted or summoned, nor can a gate be opened into any prohibited Plane.
- ❖ *Plane shift* spells require no material component for casting, and unwilling creatures (who still must be touched to be affected) are allowed no saving throw against the spell. The caster can send two unwilling creatures to another plane (not just one), but both entities are taken to the same destination. The destination is always the precise plane and/or location that the caster intends to reach, never resulting in a wrong or diverted journey. This spell cannot access any prohibited Plane.
- ❖ Initial and maintenance PSP costs for psychoportive psionic powers involving otherplanar contact and summonings are cut in half (fractions round up). However, despite these augmentations, psychoportive psionics involving movement within the Prime Material Plane of Toril (such as *teleport*) are warped by the Moonrise Mythal as previously noted. In no instance can psionics be used to gain access to any Planes restricted by *the Forbidding*, however.

**Scrying Interdicts:** As she did in Myth Drannor, Lady Ahrendaaria empowered the mythal of Semberholme to restrict the use and effectiveness of scrying magic. Within its confines and at its boundaries, the mythal absorbs and negates all scrying, detection, location, divination, and mind-reading or influencing magics from simple *locate object* and *wizard eye* spells to the more powerful *hold monster* and *mass charm* dweomers directed at any location or being within its confines. No such spells can be cast into the mythal across its boundary. Divinations directed at the mythal itself likewise fail. In other words, wizard spells wholly or partly of the Enchantment/Charm (excluding those Enchantment spells which cause a change in the quality of objects, such as bestowing magical properties on ordinary objects) or Greater Divination schools, and no priest spells of the Charm or Divination spheres, or any magical item discharges that emulate such spells, can be cast into Semberholme, from within or without. The mythal also nullifies all psionic powers (clairsentient, et al) that achieve the same effects as the above prohibited spells.

Scrying spells which specifically target a being within the mythal or the Moonrise Mythal itself are subject to magical backlash. The scryer must make a saving throw vs. spell with a -4 penalty. Failure means that the spell, the spell-like ability, or the item used to view the protected target is disrupted. Disrupted spells (such as *clairvoyance* or *clairaudience*) short circuit in the mind of the scryer, causing 6d6 points of damage and ending. A disrupted spell-like ability likewise causes damage and cannot be used for a minimum period of 24 hours. Devices such as a *crystal ball* (and focuses such as mirrors or basins) must make an item saving throw vs. disintegration at +4 or explosively shatter, bombarding any creatures within a 10-foot-radius with shard for 6d6 points of damage.

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**Translocation Interdicts:** When creating the mythal of Myth Drannor, High Court Mage Earynspieir Ongluth restricted the use of translocation magic into and within that city. He chose to improve upon his work when empowering the mythal of Sembholme. No teleportation or similar translocation magics (such as *dimension door*) work properly within Sembholme, or into or out of its confines; the mythal also nullifies all psionic powers (psychoportive, et al.) that achieve the same effects as prohibited spells. A wizard (or any creature using a magical item) trying to teleport into Sembholme uses and exhausts the magic in the usual manner, but the destination is warped by the mythal.

An elf using such magic or psionic to reach Sembholme is intercepted and the impatient wizard or item-user arrives at a random destination somewhere on Faerûn more than 100 miles from Cormanthor, but is otherwise no worse for the wear. The redirected elf always reaches this new destination safely.

The mythal likewise intercepts all non-elven intruders who are employing magic or psionics that allow them to travel astrally, travel ethereally, or translocate (in other words, *teleport*, *dimension door*, and the like) as they enter and returns them to where they began their journey – by a roundabout way. The mythal does not allow any such intruders to see into or release anything into Sembholme before it whisks them away.

Intruders are first transported into an extradimensional space whose darkness is lit only by countless whirling *magic missile* like energy bolts. They fall through this area for one round and must make a save vs. spell four times. For each failure, roll 1d8; the result is how many bolts strike the intruding being. Each bolt bursts on contact, doing 1d4+1 points of damage.

The intruding being then falls out of the void of bolts to a location 70 feet above where its journey first began. (In other words, if they traveled by various means or over several days to reach the area protected by the warm welcome, its magic returns them to the place where they first set out on that journey from, not merely to the beginning of its last stage.) This location may even be on another plane from the protected area. Arrival above the spot where an intruding beings journey began is always safe; it may be shifted up, down, or sideways some distance to avoid arriving in solid objects (such as the roof of a building or the ceiling of a chamber), but its arrival is always into empty air. Unless the intruder can fly or avoid damage by magical means (such as a *feather fall* spell), falling damage (7d6 points worth) then applies.



Regardless of whether the being who attempted to enter the mythal was an elf or not, the area he or she has been sent to is viewed by everyone in the mythal capable of wielding magic – all of whom also receive a general idea of its distance and direction – as the redirected being reaches it. A clear, detailed, but translucent image of the would-be intruder – or rather, the outward form of that being, which may be a disguise – is also displayed to all beings in the mythal as this occurs.

Any attempt to use such magic while within Myth Drannor, even powerful spells or items such as a priest's *word of recall* or *transport via plants*, results in a trip to a random location elsewhere within the mythal. Such trips are not governed by the usual limitations (a *dimension door*, for example, could send its caster on a much longer journey than the spell normally permits), but are never fatal or harmful due to teleportation "errors."

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**Tree Wards:** This assortment of powers created by the Tree of Knowledge provide the trees of Semberholme with a wide variety of magical protections. Some of these powers are continual and protect all trees of the region, while others function only under certain circumstances or for certain types of trees. All trees in Semberholme (as well as treants and other sentient or dangerous trees) share the following, basic protections:

- ❖ **Ease-climb:** Any attempt to climb the trees of Semberholme made by elves and half-elves, as well as rangers and druids of all races, is automatically successful as sure hand- and footholds are created and branches drop within reach.
- ❖ **Firesafe:** The *firesafe* tree ward ensures that the trees of Semberholme remain undamaged after exposure to fire or lightning, including all magical and natural forms of both fire and lightning. What's more, the trees of Semberholme act as lightning rods, absorbing all lightning strikes and shunting them into the earth. This includes magical effect such as a wizard *lightning bolt* or *chain lightning* spells. Such spells arc into the nearest tree after traveling an initial 10 yards; note that creatures in the altered line of travel for the bolt still suffer its effects normally.
- ❖ **Halefruit:** This magic only affects fruit-bearing trees. The dweomer grants fruit grown by trees within Semberholme slight restorative properties. Eating this *halefruit* eases exhaustion, allowing restful sleep. It also heals 1-3 hit points of damage caused by disease and for the next week gives a +1 to any Constitution roll to avoid illness. *Halefruit* must be devoured within an hour of being picked; otherwise, the magic is lost. There are no benefits to eating more than a single *halefruit* within a 24-hour period.
- ❖ **Illguard:** This tree ward prevents disease, mundane or magical, from harming the trees of Semberholme. Any spell that would cause an unnatural deterioration to plant life fails when used against trees within the Moonrise Mythal.
- ❖ **Rustlewatch:** Unique among the tree wards, the *rustlewatch* is a mythal-wide effect which serves as a warning system to elves which are finding shelter beneath, or within the realm's trees. Should any creature larger than tiny (T) size approach within twenty feet of the elf, the branches of the tree suddenly rustle and drop fruit, nuts or snow (depending on the season) upon the elf. Unless in poor health or an enchanted slumber, the elf arises instantly.

In addition to these protections that all trees in Semberholme there are several additional tree wards that affect only specific trees within the mythal. The conditional tree wards of the Moonrise Mythal are as follows:

- ❖ **Saplingsure:** To ensure that young trees grow into adult trees within the mythal, the growth of saplings within Semberholme is magically enhanced. After a year, a sapling will have reached twice the size of a tree outside the mythal's range of influence.
- ❖ **Evergreen:** Travelers through the forests of Semberholme often remark on the variety of trees that still bear foliage in winter. Of course they suspect magic, and the *evergreen* tree ward is the secret. Certain trees resist the natural changes of the season, remaining fresh and verdant all year round. Among those species of trees that never lose their foliage within Semberholme are Blueleaf trees, Duskwood Trees, Hickory Trees, Maple Trees, Oak Trees, Shadowtop Trees, Silverbark Trees, and Weirwoods.
- ❖ **Ironwood:** Others to the region have noted that some of the trees are remarkably difficult to chop or cut down. This is due to the *ironwood* tree ward. This ward protects the elder trees of Semberholme from the threat of axes and saws; they cannot be chopped down by a metal weapon; the bark toughens against blows like the hardest armor. Any tree over 100 years of age within Semberholme is protected by this ward. In addition, Chime Oak trees seem to be protected by the *ironwood* ward. They resemble normal oak trees made of clear glass. Aside from their appearance, chime oaks are similar to other oaks. Unlike normal oaks, chime oaks don't lose their leaves in the fall. Instead, the leaves freeze solid, remaining frozen throughout the autumn and winter until they thaw in the spring. Light breezes cause the frozen leaves to tinkle like wind chimes, producing a soothing, pleasant sound especially attractive to basilisks. These creatures may be found curled up near the trunks, eyes closed, completely relaxed.

# The Moonrise Mythal

**MINOR MYTHAL POWERS:** While major powers are those for defense and welfare, the lesser powers of the mythal were intended to make the lives of inhabitants easier. The minor powers are considered minor only due to their need for activating conditions, ranging from a command word to the presence of particular creatures or objects. They have limited duration, and many are accessible only to those who know their activators. They are often the offensive or sundry powers, some quite powerful, despite their label as “minor.”

**Blueglow Magics:** Before the laying of the mythal elven blueglow moss, a lush moss that glows at night with vivid blue radiance (heavy patches of it generate enough light to read by) was as rare in Semberholme as elsewhere. Thanks to a minor glamour Ahrendaaria Echorn placed within the mythal, blueglow moss flourishes in Semberholme and even grows wild out within the forest.

Under normal circumstances (or if harvested and taken outside of the mythal), blueglow moss is merely an herb useful for safely packing wounds and acting as a minor antidote for low-grade contact poisons. If steeped in hot water for tea, it can fully *neutralize poison* of the ingested variety or those poisons injected by most spiders’ and snakes’ bites.

When powered by the mythal, however, blueglow moss confers many more benefits upon creatures with prolonged exposure to it. For this reason, the bulk of blueglow moss is found in carefully tended beds in arbors and gardens. It is a heinous crime to damage living blueglow. An injured being who sleeps on a bed of blueglow moss heals 1d4 points of damage per uninterrupted hour of exposure. Continued sleep and exposure to blueglow for six hours or more adds the following benefits and effects:

- ❖ The slow process of regeneration of lost limbs, damaged organs and tissues is begun. It starts by banishing disease and parasitic infestations (*cure disease* after 12 hours of exposure). Extended and repeated blueglow moss exposures can result in the complete restoration of an elf or living being to a whole, healthy state. In general, 18 continuous hours of blueglow exposure are needed to *regenerate* a digit (finger, toe); 36 continuous hours will restore organs such as eyes, ears, and other nonvital organs (which are restored by the normal healing process); 120 hours restore whole hands and feet; longer exposure restores whole limbs.
- ❖ The exposed person augments his alertness of his own body. Attacks, diseases, infestations, and poisons are instantly noticed – even attacks normally hidden by anesthetic, such as rot grubs burrowing. Magical attacks that affect the victim’s senses, however, cannot be detected without other magical aid. This awareness lasts for one day (24 hours) per six-hour exposure. The person gains no extra benefits against the dangers, only the ability to detect the problems.
- ❖ An exposed creature gains increased resistance to petrification (+1 bonus to all saving throws) and polymorph (+2 bonus to saving throws) attacks. Once the person leaves the Moonrise Mythal, these benefits are instantly lost.
- ❖ The exposed creature must successfully save vs. spell at a -6 penalty or he will acquire 70-foot-range infravision (10-foot-range per six-hour period of exposure). Creatures possessing natural infravision gain only 10 feet of additional range regardless of the length of exposure. Beyond the stated limits, neither benefit is permanent or cumulative, and vision range cannot be extended any farther by repeated exposure. When the creature leaves the mythal, the power is instantly lost.
- ❖ Blueglow-exposed creatures feel light and nimble, as if their weight is lessened by the moss’ power. After more than six hours, a creature acquires the power to *levitate* if he succeeds a save vs. spell at a -4 penalty. If successful, the person can rise or descend in the air at a rate of 10 feet per round. After the first six-hour exposure, creatures can lift only themselves (naked). They can slow their descent (e.g., when falling) to this rate even when fully encumbered.

An additional 25 pounds of weight can be levitated per six-hour period of exposure, until affected beings can levitate themselves in full plate armor along with a horse, a fallen comrade, and assorted baggage (about 1,000 pounds in all – the maximum weight movable by these magics). Whenever the affected being leaves the mythal, this power is instantly lost.

# The Moonrise Mythal

**Brightsong:** This minor power, created by Josidiah Starym, is unleashed by a sung incantation at night; it creates *free action* in a 20' radius centered on the caster bathed in gleaming moonlight. In this space (which moves with the singer), all creatures can move and attack normally, and the following magical effects are negated or prevented from forming: *web*, *slow*, *entangle*, *forcecage*, *hold*, and all types of *paralysis* and *petrification*. All locks, mechanical and magical, are opened, and all knots are untied.

Beings under any sort of compulsion (such as *charms*, *geas* spells, or psionic influences not created by the mythal) are allowed an immediate saving throw to escape them upon entering the *brightsong's* area of effect. A given *brightsong* effect allows only one such attempt per being, regardless of how many times a being enters and leaves its area of effect. This spell does not work underwater.

**Doomtides:** Using this minor power added to the mythal by High Court Mage Khyssoun Ammath, those who know how can call upon the mists of Semberholme, gathering them into a *doomtide*, filling a maximum area of eight 10-foot by 10-foot cubes. These creeping, concentrated mists form directly in front of the caller, who may choose to make them stationary or direct the mists to move away from him at a rate of 3 yards per round. (Once this choice is made, it cannot be altered.) A *doomtide* is destroyed by *dispel magic* spells, magical *gusts of wind*, and any magic that affects vapors; they are unaffected by natural winds (even if extremely violent).

A *doomtide* has no effect on the caster and (if the caster desires) one other being who touches the caster during spellcasting – all others who enter it see hundreds of long, slender black tentacles coiling and reaching for them. These menaces are illusory, but the mists do have some real effects: All missile and other aimed attacks (including spells) are at -4 on attack rolls due to the visual confusion, all creatures suffer a -4 initiative penalty, and beings of less than 7<sup>th</sup> level or 7 Hit Dice must make a saving throw vs. spell for each round in which they are in contact with a *doomtide* or do nothing for that round (seemingly dazed and unaware of their surroundings). To the caller, the *doomtide* appears as a faint coloration in the air, but it offers no obstacle to vision.

**Echoes Of The Past:** This minor power, created by the mage Morthil, allows those who know the means to use the Moonrise Mythal as a living record of events, past or present. Using a particular command word, anyone can command the mythal to record a visual, aural and olfactory account of events (including infravision, magically enhanced senses, etc.) occurring in the vicinity over the next few moments. No tactile information can be stored by this process. Spans of up to an hour may be recorded in this fashion. Exceeding this time frame wastes the effect as it unravels and is lost amid the memories of the mythal, unable to be recalled.

An alternative command word allows one to impart a memory into the mythal, with the same time and perception constraints as above. These memories can be drawn from the character's mind or from another external source (magical receptacles such as *kiira* or *thought bottles*), or from another individual at hand. Memories can never be taken from an unwilling participant, however, and must be shared freely. It should be noted that memories taken from an unwilling entity via other magics can then be stored in this fashion; this has been done before on more than one occasion.

Elves within the mythal are able to leisurely browse through these "mythal-memories" during reverie, experiencing past events as dreams and visions while they rest. In addition, any being with knowledge of a specific mythal-memory, can, with a third and final word, cause the mythal to project a three-dimensional illusion of the memory.

Using this minor power, the people of Semberholme have a community memory reaching back to the glorious elder days of the elven people, and to the fall of Myth Drannor. The Tree of Knowledge has been known to summon mythal-memories in response questions or in efforts to educate an elf who has lost his way in life. It is not uncommon for elves to evoke mythal-memories of beautiful songs once sung, long ago, or memories of loved ones who have passed beyond.

# The Moonrise Mythal

**Edgelands:** Thanks to a minor power included in the mythal by Szordrin, certain invisible, shape-shifting and slowly drifting areas are randomly generated within the mythal near its borders. These areas are called ‘Edgelands,’ as they only occur near the border of the mythal (both inside and outside Semberholme) and at the borders of two different forests, say, a stretch between the rimwoods and the midwood. Casual inspection of these areas reveals nothing out of the ordinary. The area of an Edgeland can be any size, but it usually encompasses a roughly circular area, no more than 60 miles in diameter. An edgelands may have any or all of the following features:

- ❖ **Magic Dead:** Within some edgelands no magic (including magic-like monster powers and all psionic powers that affect things outside the body of the psionics-using being) works within or through them. The slow, random movement of these areas prevents any accurate mapping of them. Every magic-dead area, from the smallest known (about the size of two normal men standing back-to-back) to the largest (about the size of a small paddock or square till-field) has boundaries, marked by a wild magic zone. In other words, as one enters a magic-dead area, one passes through an amorphous area about six feet thick. To one entering or leaving it, the zone can be detected by a faint shimmering of the air (but this can’t be seen by beings in other locations, even if very near). Magic cast within, into, or through a dead magic zone boundary area is always twisted “wild.”
- ❖ **Magic Strong:** Certain edgelands are “magic-strong,” faintly radiate magic, and may glow with faint sparklings of blue-white light at night, or when a magical item is brought into their confines. These areas move about, change shape, and are otherwise invisible, so no map of them exists. Magic wielded in “magic-strong” areas is always boosted to maximum effects, but may (4 in 6 chance) be accompanied by “wild magic” side effects (determined randomly).
- ❖ **Magic Wild:** Whenever magic or psionics that the mythal does not negate is used within the edgeland, or into or out of its confines, there is a cumulative 10% chance per level that a “wild” effect occurs, rather than the effect desired. (In other words, a 1<sup>st</sup> level spell has only a 10% chance of going wrong, but a 7<sup>th</sup> level spell is 70% likely to go awry.) For what wild effects occur, refer to the Wild Surge Results Table below modifying the roll by +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 the spell is an effect from a magical item, +12 if the spell is an effect from an artifact, +2 if the spell is from the school of Alteration, and -5 if the spell is from the school of Invocation.
- ❖ **Modified Diets For Animals:** The diets of small animals within some edgelands are off-kilter. All non-magical animals in the area with 1 HD or less are affected. Herbivores eat meat, carnivores eat plants, omnivores eat anything other than their normal diet (a piglet, for instance, may eat nothing but ants). An animal must be capable of getting its new food into its mouth and swallowing it; a gopher can’t eat rocks, a butterfly can’t eat an elephant. The magic in the area also affects the animals’ physiology, allowing them to digest their unusual meals. The magic doesn’t affect the animals’ behavior, though starving animals may be willing to attack anything that looks edible; meat-eating sparrows might attack frogs, carnivorous field mice might attack humans.
- ❖ **Modified Weather:** The area experiences unusual weather effects; raindrops feel warm, a breeze abruptly changes direction, a snow flurry blows up on a summer day.

Fortunately, they don’t last. Elminster says that an edgeland appears in the early spring and vanishes when the first autumn frost arrives. It may or may not reappear in the same place the following spring; usually, it doesn’t. He has no idea how many edgelands exist at any given time, but says he’d be surprised if there were more than three or four.

An edgeland arises in early spring and disappears when the first frost occurs in early autumn. In most cases, it will not reoccur in the same area the following year. In any given spring or summer, the elven woods typically has two or three active edgelands.

# The Moonrise Mythal

## Wild Surge Results Table

D100	Result	D100	Result
01	Wall of force appears in front of caster.	51	Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
02	Caster smells like a skunk for spell duration	52	Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
03	Caster shoots forth eight non-poisonous snakes from fingertips; they do not attack.	53	Caster and target exchange voices until a remove curse is cast
04	Caster's clothes itch (+2 to initiative)	54	Gate opens to random outer plane; 50% chance for extra-planar creature to appear.
05	Caster glows as per a light spell	55	Spell functions but shrieks like a shrieker
06	Spell effect has 60' radius centered on caster	56	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50 %
07	Next phrase spoken by caster becomes true, lasting for 1 turn	57	Spell reversed, if reverse is possible
08	Caster's hair grows one foot in length	58	Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (THAC0 equal to caster's).
09	Caster pivots 180 degrees	59	All weapons within 60' of caster glow for 1d4 rounds
10	Caster's face is blackened by small explosion	60	Spell functions; any applicable saving throw is not allowed
11	Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6 turns.	61	Spell appears to fail when cast, but occurs 1-4 rounds later
12	Caster's head enlarges for 1d3 turns	62	All magical items within 60' of caster glow for 2d8 days
13	Caster reduces (reversed enlarge) for 1d3 turns	63	Caster and target switch personalities for 2d10 rounds
14	Caster falls madly in love with target until a remove curse is cast	64	Slow spell centered on target
15	Spell cannot be canceled at will by caster	65	Target deluded
16	Caster polymorphs randomly	66	Lightning bolt shoots toward target
17	Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells with verbal components cannot be cast for 1 turn.	67	Target enlarged
18	Reversed tongues affects all within 60 feet of caster	68	Darkness centered on target
19	Wall of fire encircles caster	69	Plant growth centered on target
20	Caster's feet enlarge, reducing movement to half normal and adding +4 to initiative rolls for 1d3 turns	70	1,000 lbs. of non-living matter within 10' of target vanishes
21	Caster suffers same spell effect as target	71	Fireball centers on target
22	Caster levitates 20' for 1d4 turns	72	Target turns to stone
23	Cause fear with 60' radius centered on caster. All within radius except the caster must make a saving throw.	73	Spell is cast; material components and memory of spell are retained
24	Caster speaks in a squeaky voice for 1d6 days	74	Everyone within 10' of caster receives the benefits of a heal
25	Caster gains X-ray vision for 1d6 rounds	75	Target becomes dizzy (-4 AC and THAC0, cannot cast spells) for 2d4 rounds
26	Caster ages 10 years	76	Wall of fire encircles target
27	Silence, 15' radius centers on caster	77	Target levitates 20' for 1d3 turns
28	10' x 10' pit appears immediately in front of caster, 5' deep per level of the caster	78	Target suffers blindness
29	Reverse gravity beneath caster's feet for 1 round	79	Target is charmed as per charm monster
30	Colored streamers pour from caster's fingertips	80	Target forgets
31	Spell effect rebounds on caster	81	Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1-3 turns
32	Caster becomes invisible	82	Rust monster appears in front of target
33	Color spray from caster's fingertips	83	Target polymorphs randomly
34	Stream of butterflies pours from caster's mouth	84	Target falls madly in love with caster until a dispel magic is cast.
35	Caster leaves monster foot-prints instead of his own until a dispel magic is cast	85	Target changes sex
36	3-30 gems shoot from caster's finger-tips. Each gem is worth 1d6 x 10 gold pieces.	86	Small, black rain-cloud forms over target
37	Music fills the air	87	Stinking cloud centers on target
38	Create food and water	88	Heavy object (anvil, etc.) appears over target and falls for 2d20 points of damage
39	All normal fires within 60' of caster are extinguished	89	Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
40	One magical item within 30' (randomly chosen) is permanently drained	90	Spell effect has 60' radius centered on target (all within radius suffer the effect)
41	One normal item within 30' (randomly chosen) becomes permanently magical	91	Target's clothes itch (+2 to initiative for 1d10 rounds)
42	All magical weapons within 30' of caster are increased by +2 for 1 turn	92	Target's race randomly changes until canceled by dispel magic
43	Smoke trickles from the ears of all creatures within 60' of caster for 1 turn	93	Target turns ethereal for 2d4 rounds
44	Dancing lights	94	Target hastened
45	All creatures within 30' begin to hiccup (+1 to casting times, -1 to THAC0)	95	All cloth on target crumbles to dust
46	All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open	96	Target sprouts leaves (no damage caused, can be pruned without harm)
47	Caster and target exchange places	97	Target sprouts useless appendage (arm, ear, etc.) which remains until dispelled
48	Spell affects random target within 60' of the caster	98	Target changes color (canceled by dispel magic)
49	Spell fails but is not wiped from caster's mind	99	Spell has a minimum duration of 1 turn (i.e., a fireball creates a persistent ball of flame, a lightning bolt bounces and continues, possibly rebounding, etc.)
50	Monster summoning II	100	Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200 %

# The Moonrise Mythal

**Everlights:** Thanks to this minor power created by High Court Mage Irhaal Argentaamn, the mythal extends and augments light magic and the psionic devotion control light, making the cost always 1 PSP/round, and making mistakes impossible. Magics that illuminate but do not cause damage, such as *dancing lights*, *faerie fire*, *light*, and other magical light effects, are increased greatly in duration; when cast, they last until dispelled by *dispel magic* or by the will of the caster. These extensions are not permanent, though; an undisturbed light will continue its effects for as many years as the caster's age.

**Feather Fall:** All creatures, elves and N'Tel'Quess alike, descending faster than one foot per second are subject to a *feather fall* spell unless they are under the influence of an *overmantle* or other flight-related magic which compensates for and controls flying descents. This power, created by the avariel priest Telaar Nightwind is to protect those less than sure-of-foot in the tree and skyways and in the higher tree-domiciles of Semberholme, and flying creatures that lose consciousness.

**Fire Control:** Lady Ahrendaaria Echorn built the ability for those who know how to control flames within their vicinity. When within 20 feet of an open flame, one who knows the secret can manipulate flames by will as if using an *affect normal fires* spell. This enables them to cause nonmagical fires – from as small as a torch or lantern to huge conflagrations – to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. They can alter the intensities of all fires in the area with a single gesture. They can also extinguish all flames in the area (though magical fires get a saving throw against this effect). This mythal power does not affect fire elementals or similar creatures.

**Fire Suppression:** Above and beyond the *firesafe* tree-wards described above, the entirety of Semberholme is protected by a degree of fireproofing embedded into the mythal by High Court Mage Khyssoun Ammath. Combustibles still ignite. However, if open flames exceed certain preset limitations (which allow for torches, forges and metal working, etc.), small cloudbursts (or snowstorms, depending on the season) materialize over the flames to douse them within one round. Without the application of a *weave mythal* spell, no protective magic fields, physical barriers, or other obstacles prevent this fire-suppression magic. The summoned rains and snows are as strong as they need to be to extinguish any persisting fires, magical or otherwise. Bear in mind that these magics cannot override instant and explosive fires, like *fireball* or *burning hands* spells, though extensive effects like *flaming sphere* or *walls of fire* are extinguished. This power does not effect fires which are being controlled through use of the mythal.

**Furious Flight:** This power, created by Ulair the Silent, combines *haste* and *fly* spells. This can be used only by those who know the word of activation and only once per tenday. It is solely for the purpose of quick escapes from hazardous situations, rather than swift travel to one's destination. When activated, he or she gains a -1 initiative bonus and is able to fly at MV 36 (B) for 2d6 hours.

**Gloom:** Created by Irhaal Argentaamn, this power, in diametric opposition to the *everlights* power he created, weakens magical light sources of any kind within the mythal. Magical light equal to daylight in brightness or intensity (including *continual light*) is reduced to a deep twilight gloom. Torches and magical weapons illuminate only a 5-foot radius, and lamps, lanterns, and other magical light sources illuminate only a 10-foot radius. Natural sunlight and moonlight, and light created by other mythal effects are not affected.

Light-based combat penalties are negated within the area of effect, and monsters that cannot abide the touch of daylight (vampires, for instance) are fully capable of acting under the veil of gloom. Light-based spells and combat effects are halved in effect; for example, a *sunburst* from a *wand of illumination* is reduced from 6d6 points of damage to 3d6 points of damage against undead.

## The Moonrise Mythal

**Goodberries:** Foxberries, which grow throughout Cormanthyr and resemble bright yellow grapes, grow on snaky vines, typically near beech trees are magically enhanced by the mythal. Foxberries are greasy to the touch and smell like cooked steak. One of the world's few fruits digestible by carnivores, they make an acceptable meal for wolves and other meat-eaters in times of scarce game. Humans can eat them, too, but they taste like dirt. Thanks to a minor power worked into the mythal by Acalia The White, foxberries within the mythal either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period. This is exactly as if the berries were the subject of a *goodberries* spell.

**Hama-Trees:** This minor power, created by the Tree of Knowledge, allows any elf or a ranger or druid of at least 10<sup>th</sup> level to establish a permanent link with an old oak tree (at least 100 years of age) or shadowtop or weir tree (of at least 500 years of age) of Semberholme, much like the bond between a dryad and her tree. Doing so invests a portion of the being's spirit within the tree and permanently bonds their life forces. This link can be severed only by means of a *limited wish* or *wish*. Once linked, he or she can step through any living tree – no matter how far from Semberholme – and *dimension door* to the linked tree (even into the mythal from outside). In addition, she or he can use *speak with plants* at will to communicate with her tree whenever in physical contact with it.

The caster can choose to transfer any damage she or he suffers to the great tree with which he or she is linked if desired, up to the number of hit points the caster had when casting the spell. However, any fire damage inflicts double the damage to the tree than would have affected the caster. It takes the tree two days to regenerate 1 point of damage, and this process can be hastened only by means of a *plant growth* or *heal* spell, either of which speeds the recovery process up to 1 point of damage per day. Depending upon the age and size of the tree, it may have between 7 and 12 Hit Dice. The great drawback of this power is that any damage inflicted on the tree is suffered equally by the bound being (except for damage transferred to the tree), no matter where she or he may be. Upon the death of either, the linked the being must immediately make a successful system shock roll or die.



**Healing Of Mental & Physical Fatigue & Ailments:** For her own part, Acalia the White designed the mythal to sustain and aid those who live within it (including her entire pack). As a result of this minor power the mythal provides its residents with life-sustaining nourishment even though they might go for days without food or drink. The mythal also refreshes the body and mind, so that those who live under its protection needs to sleep only two hours per day to gain the benefit of eight hours of sleep. One must live within the confines of the mythal for a full week in order for this minor power to function. If one leaves the mythal for more than a day, he or she immediately loses its benefit and must spend another week within its bounds to re-attune to the mythal. Similarly, extended contact with the mythal confers a 20% chance per day of curing any blindness, deafness, diseases, infection, infestation, insanity or feeble-mindedness, poisoning or rot. This 20% chance is not cumulative but is checked at the end of each continuous 24-hour period spent within the mythal. It will not heal wounds or restore hit points lost through any of the above causes

# The Moonrise Mythal

**Hinnie Enhancement:** Spell Major Alea Dahast loved the great hinnie flowers of the forest and worked some slight enhancements upon them into the mythal. Hinnies are look like giant buttercups, 10 feet in diameter, with bright blue petals. Normally, a hinnie's petals are closed, giving it the appearance of a huge ball, and protecting a pool of sweet nectar. Attempts to pry the petals apart, pierce them with a sword, or otherwise gain access to the nectar by force usually causes a hinnie to crumble to dust and its nectar to evaporate. Within the mythal, however, hinnies are rendered *invulnerable*, impervious to such damage.

Normally, the petals of hinnie flowers open by themselves for only one day in the first week of spring. Within Semberholme, however, the hinnies open each month, on the day following the night of the full moon. It's also possible to open the petals by warming them, such as by holding a torch near the petals or building a small fire next to the base. While hinnies are usually at risk of ignition and disintegration when overheated or exposed to direct heat, the magic of the mythal protects hinnies from this as well.

If one manages to open a hinnie, or is fortunate enough to find one open, he may sit in its pool and allow the nectar to be absorbed into his body. The results are usually beneficial, but not always. To be affected by the nectar, a character must sit in the pool for 10 rounds as the nectar is absorbed into his body; there is enough nectar in a hinnie to affect a single character. Elsewhere, it takes about a year for the hinnie to replenish the nectar supply, but within the Moonrise Mythal this too is linked to the lunar cycle. To determine the effects of the nectar, roll 1d10 and consult the following table:

D10 Roll	Effect
1-4	No effect
5-6	Character's can <i>speak with plants</i> (as per the 4 <sup>th</sup> -level priest spell) at will.
7	Can <i>fly</i> , as a <i>potion of flying</i> .
8	Character's skin toughens, giving character AC 2, even without armor.
9	Character's skin turns blue; character suffers -2 penalty to Charisma checks; effect lasts for 1-2 days.
10	All blood evaporates from character's body; character dies unless he successfully saves vs. spell, in which case he retains 1 hit point. Elves automatically make this save.

The duration of all hinnie nectar effects are augmented by the Moonrise Mythal and last until the character spends a week outside the mythal's borders. This is not cumulative; one can leave and re-enter many times without risking the loss of hinne nectar effects.



# The Moonrise Mythal

**Image Projection & Mythal-Melding:** This little-known pair of mythal powers constitutes Symrustar Auglamyr's contribution to Semberholme's mythal. At will, any wizard within the Moonrise Mythal who knows how can merge with the mythal and use its power to project an image of him- or herself.

While absorbed (or melded) into the mythal, a wizard gains a limited form of omniscience, becoming vaguely aware of events throughout Semberholme. He or she knows whether it is night or day, the season, etc. and is alerted to encroachment of unwelcome beings as though he or she was a guardian spirit of the mists. With concentration, such a wizard may focus his attention on a particular locale, and extend his senses into that area in a form of *clairvoyance* and *clairaudience*. Additionally, wizards who have melded with the mythal can cast other divination spells without penalty and with unlimited range within the mythal's boundaries.

By means of this power, the wizard can also choose to create a nonmaterial duplicate of himself, projecting it to anywhere within the bounds of Semberholme. This image performs actions decided by the wizard – walking, speaking, spellcasting – conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement). The image can be dispelled only by means of a successful *dispel magic* spell (cast against 30<sup>th</sup> level magic) or upon command from the spellcaster; attacks pass harmlessly through it. Unlike the wizard spell *project image*, the image need not be within view of the wizard projecting it.

Such mythal-projected images can “drink” magic spells cast at them in this manifestation. Any spell cast directly on the spellcaster is automatically sucked into the *projected image*. This includes spells that never miss (such as *magic missiles*), those requiring the caster's touch, and even area-effect spells (such as *fireball*). The wizard using the power learns instantly the nature of any spells have been absorbed. Spell-like abilities are absorbed by the image, if they are comparable to existing wizard or priest spells. If in doubt, such spells can be absorbed, but count as 9<sup>th</sup>-level spells for purposes of overloading (see below).

The *image* can absorb a number of spell levels equal to twice the caster's experience level. A 17<sup>th</sup>-level wizard can have 34 spell levels absorbed by his mythal *projected image*, with a 1<sup>st</sup> level spell counting as one spell level, a 3<sup>rd</sup> level spell counting as three spell levels, etc. If the *image* is overloaded, it immediately winks out of existence, inflicting 1d4 points of damage upon the wizard and stunning him survivors for two rounds (a saving throw vs. spell negates the damage, but does negate the stun).

Upon absorbing a spell or spell-like effect, the wizard can choose to discharge absorbed spell attacks, releasing them as though cast by the image, or elect to retain the information for future study. Discharges spells take effect as if cast by their original caster, but against the target selected by the image-wizard. The target must be within 10 yards per level of the caster in any event for the trapped spell to fire. Spells that require “touch” to be effective can be fired up to a range of 10 yards per level in this fashion. If the target is beyond the range of the spell, the spell is wasted.

Spells the wizard elects to retain (often times unfamiliar spells) can be either stored within his or her mind, filling open spell-slots or stored permanently within the Moonrise Mythal as mythal-memories. Spells which are stored in the wizard's mind can be cast at will or inscribed in a spellbook as desired. Spells stored as mythal-memories can be studied at will in the future by any with the means. A wizard cannot elect to cast a spell stored as a mythal-memory without first learning and memorizing it.

Finally, a mythal-melded wizard can choose separate from the mythal and become substantial again at will. A wizard can choose to do so by simply appearing anywhere within the mythal (in which case he or she fades into existence in that location over the course of 1 round) or by assuming the form of his or her *projected image* (in which case the substantiation takes only an instant and is not visibly detectable). Of course, once substantial, the wizard is once again subject to physical attacks and damage. A wizard can use these mythal powers as a means of magical travel within the Moonrise Mythal.

# The Moonrise Mythal

**Laughing Water:** Jholar Merynth, Grand Savant of the Jhimari Order of Serôs, created this minor mythal power. Usable only by High Magi and Priests of the Seldarine, this power allows one to transform any stagnant body of water within the mythal that is primarily water (even fouled water) – puddles of dew, to pools and ponds, and even Lake Sember itself – into sparkling, gently glowing “laughing water” that is sweet to the taste and very satisfying. This transformation drains the caller of experience and lasts for 1 hour per level drained. Mythal memories recall a circle of High Magi who sacrificed their lives to this mythal power to permanently enchant the waters of Lake Eredruie. These High Magi live on today as Spirits of the Mist.

Imbibing even a single drop of *laughing water* banishes all weariness for a day, and exhausted creatures become alert and energetic. Swallowing a mouthful heals one of 1d10 hit points of damage and cures insanity, blindness, and disease and instantly destroys monster and animal internal parasites and their eggs from the body of the imbiber. Moreover, the drinker is rendered immune to all of these perils for 24 hours from the moment of swallowing. *Laughing water* can be substituted for holy water in all uses and rituals of the Seldarine and some human faiths.

This water is named for another benefit. If *laughing water* is splashed on any being who is under or about to face *Tasha’s uncontrollable hideous laughter* (2<sup>nd</sup>-level wizard spell), it negates all effects of the spell instantly. A target of such a spell who is carrying or comes into contact with *laughing water* (even just a few drops in a locket vial) before, as, or just after the spell is cast, is immune to the magic (it is consumed rendering this protection).

If hurled in a breakable container, a vial of *laughing water* inflicts 4d6 points of damage on any undead creature it strikes.

**Magic Augmentation:** In addition to supporting the use of high magic, The Srinshree wanted the Moonrise Mythal to enhance the abilities of all spellcasters. The mythal does so in several spectacular ways.

First, while within the mythal, all spellcasters have a 95% chance to learn spell (the percentage probability that a wizard can learn a particular spell), as though they had an Intelligence score of 19. A check is made as the wizard comes across new spells. If the character rolls the listed percentage or less, his character can learn the spell and copy it into his own spellbook. If the wizard fails the roll, he cannot check that spell again until he advances to the next level (provided he still has access to the spell). Further, while within the mythal all spellcasters are not limited by the maximum number of spells they can learn per level, again as if they had 19 Intelligence. Spells learned above their normal maximum are not lost to them upon leaving Semberholme.

Second, spellcasters who reside within the mythal for at least five years can cast twice as many spells per day. For instance, a 16<sup>th</sup> level cleric can cast six 1<sup>st</sup> level spells, five 2<sup>nd</sup> level spells, five 3<sup>rd</sup> level spells, four 4<sup>th</sup> level spells, four 5<sup>th</sup> level spells, and three 6<sup>th</sup> level spells; within the mythal the same cleric can cast twelve 1<sup>st</sup> level spells, ten 2<sup>nd</sup> level spells, ten 3<sup>rd</sup> level spells, eight 4<sup>th</sup> level spells, eight fifth level spells and six 6<sup>th</sup> level spells. He must memorize or meditate for them as usual. But the first time the character begins memorizing or meditating for spells, he will realize that his or her spell capacity has doubled.

Finally this minor mythal power allows a knowledgeable spellcaster, by will alone, to direct the mythal to expand all effects not prohibited or specifically aided by the mythal to their maximum possible duration, damage, number of targets, or effects (automatic hits are scored, if applicable). Magic normally augmented by the mythal causes up to double its normal maximum effects. The caster / magical item wielder (not any items involved) must make a saving throw versus death magic. If it succeeds, the magic has its effects amplified. If the saving throw fails, another roll is made. An even result means that the mythal augments the magic to its full possible duration, damage, number of targets, or effects (automatic hits are scored, if applicable), and an odd result means that the mythal holds the magic to its minimum possible effects, damage, or duration.

# The Moonrise Mythal

**Magical Item Charges:** The mysterious rockseer elf Aljayera, a practiced enchanter of magical items crafted the power for a creature who knows the procedure to use the Moonrise Mythal to recharge magical items. This process cannot be blocked or reversed by anyone, although it can be stopped by slaying or rendering unconscious the being causing it. The item must be one that uses charges and is rechargeable, such as wands, rods, belluth, and staves.

The process requires one round of “startup,” when the user wrestles to channel mythal energies. This round does not benefit the item, but does drain the guiding being. The mythal gives the item (which must be within the mythal and not more than 90 feet from the guiding being) one charge per round thereafter, but at the same time drains two hit points per round from the creature directing it. Hit points lost in this way can be regained by normal rest or by magical healing means (including those of the mythal).

Guiding the mythal requires total concentration; spellcasting, reading, combat, and even standing watch are impossible. If the guide’s concentration is broken by an attack or other means, the process ceases, and at least one round must pass before another “startup” can be attempted. The charge that the item would have gained during the broken round is lost, but charges gained earlier are retained and cannot be removed by *dispel magic* or other known means.

**Mineral Replenishment & Nutrient Rejuvenation:** This power, created by the mysterious rockseer wizard Aljayera, causes the mythal to automatically replenish and rejuvenate any minerals or nutrients extracted from the earth within its boundary. Nutrients within the soil that are absorbed by plant or animal life for energy are magically restored, providing a never ending supply. As a result, annual crop yields are doubled and the forest floor grows thick with grass and small shrubs, unequalled anywhere else in Cormanthyr. Vegetation cannot grow unnaturally from solid stone, but there are sufficient nutrients present for plant life to grow from any soil, no matter how rocky, sandy, or dry. Vegetation nourished in this way is normal in every respect, and has no magical properties. Further minerals excavated from the region, including gemstones and rare metals, regenerate themselves in 2d10 years.

**Moongates:** At the time of the Moorise Mythal’s creation, there existed eight magical *gates* to various locations scattered throughout the forests of the realms. Using powerful *gatewarp* magic, Ilirytara Veladorn redirected these magical portals, and tied their use to the power of the mythal and the magic of moonlight. The resulting magical portals have come to be known as *moongates*. These doors made of moonlight and magic provide a fast, easy and safe means of egress from Semberholme to other sites sacred to the goddesses of the moon (Selune, Sehanine, and Eilistraee).

Each of the eight moongates appears each night for only one hour, each in its turn. The destination of a *moongate* is not fixed. Rather, it varies with the phases of the moon. On any given night, all eight of the *moongates* lead to the same pre-determined location. The destinations one may reach by means of the *moongates* are as follows, arranged by their assigned phase of the moon:

- **New Moon** Stepping through a *moongate* on night of the new moon takes one to the Promenade of the Dark Maiden, in a large ruined city located to the east and north of the lawless, subterranean city of Skullport on the third level of Undermountain deep beneath Waterdeep, the City of Splendors. One arrives facing Eilistraee’s Mound, site of a great statue of the Dark Maiden hewn from a jagged mound of rock.
- **Waxing Crescent** Passing through a *moongate* during this phase of the moon takes one to Myth Lharast in the heart of Amn, one of the legendary cities surrounded by a mythal. Founded as a city of Selûnites ages ago, its mythal too is linked to the moon, and it appears only on certain moonlit nights as a ghostly, floating splendor of walls and towers only to disappear again.

# The Moonrise Mythal

-  **1<sup>st</sup> Quarter** Stepping through a *moongate* during this phase of the moon takes one to the Grove of Meditation, a circle of ancient pine trees sacred to the Lady of Dreams in the valley of Synnoria.
-  **Waxing Gibbous** Passing through a *moongate* during this phase of the moon takes one to the Old Elven Court, specifically a hillock in the center of the city where Sehanine occasionally grants visions to her faithful.
-  **Full Moon** Passing through a *moongate* while the moon is full brings one before the statue of Sehanine – portrayed as a beautiful elven maiden in flowing, diaphanous robes – at her shrine in Corellon’s Grove on Evermeet. Individuals praying here have a 10% chance per hour (cumulative) of falling into a deep sleep and receiving a prophetic dream from Sehanine, in which they receive a truthful answer to one question.
-  **Waning Gibbous** Stepping through a *moongate* during this phase of the moon takes one to fountain in the central square of Selûnarra (Opus in the Loross tongue), which escaped destruction during the fall of Netheril by the grace of the Moonmaiden, who transferred the enclave and its entire population to the Gates of the Moon. Today, Selûnarra continues to float in that plane’s moonlit sky, untouched by the passage of time.
-  **3<sup>rd</sup> Quarter** Passing through a *moongate* brings one to the foot of The Tower Of Dreams in the Vale of Evereska, a slender crystal spire wreathed in mist and clouds overlooking the Shining Falls, a waterfall that plummets down a sheer cliff rising at least 1,400 feet.
-  **Waning Crescent** Stepping through a *moongate* during this phase of the moon brings one to the gates of the Twisted Tower of Ashaba, formerly known as the Tower of the Dark Moon – Eilistraee’s greatest temple in the Realms. One arrives enveloped in a swirl of Eilistraee’s *moonfire*.

There exists a ninth *moongate*, created by Sehanine herself that can be accessed only during times of a Lunar Eclipse. This *moongate* floats about 40 feet above the waves of Lake Sember and is mistaken by most to simply be moonlight reflecting off the mists there. This *moongate* is one of only two means of access to the site most sacred to the Lady of Dreams: the Tears of Aloevan. Stepping through the gate leads one to the Court of Silver Fire, as the mystic temple of Sehanine there is called.

Anyone can pass through a *moongate* should they happen upon one, but doing the *moongates* do not allow entry into the Mythal from their destination. Further, terminus points have been noted and are guarded by those in the area (usually the faithful of the goddesses the sites are sacred to). The *moongates* are considered a last ditch means of escaped by the elves of Semberholme.



# The Moonrise Mythal

**Moonglow:** Miiirphys Irithyl created magical light fields in the mythal among the trees and skyways throughout Semberholme, so subtle they are only visible at night. To humans and creatures without infravision, these fields appear as ghostly mist akin to moonbeams wrapping around skywalks and among the leaves and branches of trees; to elves and those with infravision that “moonglow” becomes a wide array of tiny blue, white, silver, and gold sparkles winking amidst the trees and buildings. The lights are meant for relaxing atmosphere more so than bright illumination, but they do provide collective light equal to moonlight and enough for safe travel at all times. They are easily snuffed by the Moonshadows (in times of trouble and hiding) and are also altered by color for particular holidays and seasons (altering silver and blue lights for copper and red in autumn or many colors during celebrations).

**Moonshadows:** This minor mythal power allows for an alternate, more limited form of magical transport than mythal movement (describe below). Created by Dantrine, this spell allows those who know the proper words of activation the ability to *shadow walk* from within the Moonlight Mythal. This ability can only be used during the cover of night, when the moonlight is casting heavy shadows in the forest. Passing through these *moonshadows*, the invoker and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, one can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, one can use this power to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane, knowing where he or she will come out on the Prime Material Plane.

*Shadow walking* via *moonshadows* can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the user of this power when moving between *moonshadows* also make the transition to the borders of the Demiplane of Shadow. They may opt to follow him, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned). Creatures unwilling to accompany the one attempting to bring them through the *moonshadow* into the Demiplane of Shadow receive a saving throw, negating the effect if successful. Only one who crossed into the Demiplane of Shadow from Semberholme through a *moonshadow* can *shadow walk* into the mythal.

**Murderous Mists:** This power, created by Spell Major Alea Dahast, gathers the mists of Semberholme and magically them. The mists gather around the caller into a billowing cloud of misty vapors that radiates outward from the caster to fill a 20-foot radius spherical area above and below the caller’s ground level, penetrating all obstructions that are not airtight.

At the end of the round of calling, the magic takes effect and the mist changes in hue to green, becoming poisonous. All breathing creatures within the area of effect not possessing a (magical) separate air supply – except the caller (or anyone protected by an overmantle), who are immune to the effects of the murderous mist – must immediately save vs. spell. Those who successfully save are unharmed. Those who do not suffer 2d4 points of damage from the vapor, which is corrosive to flesh but does not affect clothing or items. Creatures that can’t move out of the area of effect within the round take a further 1d4 points of damage on the following round as the vapors begin to combine with the air and disappear. Tiny creatures, such as those making up an insect swarm or *creeping doom* are killed by the mist on contact, though tiny fey seem to be shielded from the effect as well.

The globe of murderous mist is a magically bound, stationary, precise area unaffected by natural or magical winds for one turn. *Dispel magic* or *part water* will cause it to disappear, and various magic or items (such as *rope trick* or a *portable hole*) will protect an individual by providing escape from the mist, but it is otherwise unaffected by natural or magical forces.

## The Moonrise Mythal



**Mythal Ghosts:** As in Myth Drannor, Lady Ahrendaaria Echorn instilled the mythal with the power to create a “mythal ghost” of any creature who dwells within Semberholme’s mythal for more than nine days. This shadowy, tenuous likeness of the creature is released to serve him only when near death (fewer than 10% of hit points remaining) or rendered immobile (tied up, pinned under fallen rubble, or buried). A mythal ghost has the same abilities and statistics as the creature it mirrors and can move and wield items but cannot speak or cast spells. It is not affected by fire, cold, or undead attacks and has hit points equal to its owner’s.

Ghost can fly upwards or downwards 20 feet per round and can walk on air. If struck or borne downward, they are always affected as if by a *feather fall*. If desired, they can move with utter silence. If, and only if, the injured or trapped creature remains motionless, the ghost can be freed. The owner of a mythal ghost feels a floating, moving sensation when these conditions are met.

A mythal ghost can attempt to free its owner from restraints, can fight against foes of its owner, can warn or direct others through silent gestures, can retrieve items its owner cannot reach, can transfer items held by its owner to another, and so on. Mythal ghosts can fight other mythal ghosts. A mythal ghost is affected by magic normally but cannot be contacted or affected psionically. It is destroyed when reduced to 0 hit points or when its owner dies.

A mythal ghost needs no air or sustenance and cannot drown. It can carry food to its owner but cannot eat to nourish its owner. It cannot remain vigilant while its owner sleeps, though an owner slipping into unconsciousness can will her alert self to pass entirely into her ghost. In this case, the owner cannot awaken until the ghost returns to merge with her; normally, an owner can remain alert from both her own body and the ghost at the same time, and can move or speak with her body at will (instantly destroying the ghost).

The ability to generate a mythal ghost lasts for one year for every 24 hours spent in the mythal beyond the nine-day minimum needed to spin a ghost. A visitor who spends 12 days in Semberholme could generate a mythal ghost up to three years later. There are no limitations on the distance between a mythal ghost and its owner (though a ghost cannot pass outside of the Prime Material Plane).

# The Moonrise Mythal

**Mythal Manipulations:** This minor power, created by Entrydal Fflannidan, allows those few who know the process and are taught, or take the time to experiment and learn how, are able to manipulate the raw magical energy of the mythal in specific ways. In effect, this allows anyone within the mythal to learn to create certain magical effects which are empowered by the mythal and their own life force. In order to do so, one must first study the types of manipulations that can be performed. Each must be learned as a separate nonweapon proficiency, requiring one slot for each. These are similar to the various schools that are used by wizards. They are:

- ❖ **Minor Manipulations:** Before one can learn to control the greater manipulations, he or she must first study minor manipulations. For all intents and purposes, minor manipulations are equivalent to cantrips. Minor manipulations enable the user to create minor magical effects with severe limitations. They are unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small, obviously magical materials (materials created are extremely fragile and cannot be used as tools of any sort). Whatever manifestation the minor manipulation takes, it remains in effect only as long as the user concentrates. Examples include tinklings of ethereal music, brightening faded flowers, glowing balls that float over the user's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust away.
- ❖ **Physical Manipulations:** This type of manipulation effects the physical environment. 1<sup>st</sup> – *affect normal fires, color, color spray, dancing lights, enlarge, hold portal, mending, message, metamorphose liquids, moonglow*; 2<sup>nd</sup> – *fog cloud, irritation, knock, preservation, shatter, strength*; 3<sup>rd</sup> – *airbolt, airsphere, gust of wind, haste, Leomund's tiny hut, slow, wind wall*; 4<sup>th</sup> – *cook, gloom, solid fog, stoneskin*; 5<sup>th</sup> – *animal Growth, stone shape, telekinesis, transmute rock to mud*; 6<sup>th</sup> – *disintegrate, evaporate fluid, glasse, move earth, part water, stone to flesh, transmute water to dust*;
- ❖ **Phantasmal Manipulations:** This type of manipulation is effect the mind. 1<sup>st</sup> – *audible glamer, chromatic orb, phantasmal force, ventriloquism*; 2<sup>nd</sup> – *blur, dancing shadows, echoes, fascinate, hypnotic pattern, improved phantasmal force, invisibility, mirror image, whispering wind*; 3<sup>rd</sup> – *improved whispering wind, invisibility 10' radius, paralyzation, phantom wind, spectral force*; 4<sup>th</sup> – *fear, hallucinatory terrain, illusionary wall, improved invisibility, programmed glamer, rainbow pattern, vacancy*; 5<sup>th</sup> – *advanced illusion, seeming*, 6<sup>th</sup> – *blending, mirage arcane, mislead, permanent illusion, programmed illusion, veil*.

Minor manipulations are not difficult to use and can be learned by anyone who dedicates the time to do so. Greater manipulations are more difficult to use and can only be performed by those of adequate intelligence. The minimum Intelligence required to use greater manipulations is 13; an additional point of Intelligence is required for every level above 1<sup>st</sup>. In addition, their use requires the expenditure of life force. This is represented by the temporary loss of one hit point per level of the manipulation being used.

When one prepares to use a manipulation, he must concentrate for a full combat round. After that round, he must state what manipulation type will be used, the level of that manipulation, and the effect desired from the manipulation. The level is best determined by taking a look at the effect that is desired and comparing it to a spell that has a similar effect. If the manipulation is essentially the same as a known spell, then the level of that spell is the level of manipulation that must be used.

Some manipulations will have significantly different effects than spells. Some spells may have a shorter range or last longer. At this point, it is necessary to make a judgment call. In cases where range is concerned, the difference in the range of the manipulation and that of a known spell needs to be at least 50 percent to warrant an increase or decrease in level. That is, if the level of the spell is 6 and it has a range of 100 feet, the manipulation compared to that spell would need to have a range of 50 feet or a 150 feet before a change in level would be warranted. In the first case, the level would be lowered, and the latter the level would be raised. Damage is more strictly governed. Increases in damage should be rated as a number of dice, depending on the spell to which the manipulation is compared. If the spell uses six-sided dice, then it would take an increase or decrease of 1d6 to raise or lower the manipulation's level.

# The Moonrise Mythal

**Mythal Melting:** This minor mythal power, created by Jholar Merynth of Myth Nantar, enables one who knows the proper command word to instantly melt ice, frozen liquids, and other substances that freeze within 10 degrees of water's freezing point (32° Fahrenheit). Such melting does not involve heat, steam, or the consumption of fuel. A *wall of ice*, for instance, could be turned into water that falls to the ground, a frozen lock or sleigh runner could be freed.

Repeated applications of this power can turn solids into liquid form, and 10 applications equal the effects of a *transmute rock to mud* spell. (The details of this use of the power are little known and poorly understood. The DM should sharply limit the combat effectiveness of dissolving solids, although a mage might use the spell repeatedly to make digging a tunnel easier.) Animated or enchanted creatures of stone receive a saving throw vs. spell based on their Hit Dice and a stone golem practically shrugs off the effects. Other objects have a saving throw equal to the saving throw (at the time) of the being who enchanted them. Success negates the spell. Living creatures, even if stony, are unaffected.

**Mythal Movement:** Dasyra Moonglamaer chose to create a method of teleportation which bypasses the translocation interdiction by the mythal. At will, at any time, day or night, any creature who knows the secret can have the mythal *teleport* it and any beings or items it touches (up to 14 times its own body volume – mass is irrelevant) to another specific location within the bounds of Semberholme. No spell is required, and there is no possibility of *teleport* error. This power is rarely used by natives of the region, since the user temporarily loses one hit point, which is absorbed by the mythal during the trip. As a result of this damage, the activator gains a small scar somewhere on his body. This damage can only be repaired through application of a *restoration* spell – the usual healing powers of the mythal do not restore damage suffered in this way.

**Mythalongevity:** Vesperr Ulondarr instilled the mythal with the power to sustain those who live within it. Creatures that dwell within the mythal continuously for more than five years are kept at a constant age (physical appearance and statistics are “frozen” when the five-year minimum is reached). This benefit is cancelled if the creature exits the mythal for too long; if the individual returns, time accumulation starts anew. Once the effect takes hold, an individual does not age; death might come only from violence or an accident rather than natural aging or bodily failure. Thus, even halflings and humans can survive for centuries by living within the mythal!

Most folk see this as a tremendous blessing, especially those shorter-lived races who gain a chance to fulfill all their dreams. However, this power has its drawbacks: As long as folk dwell in this “stasis,” no gains in mental statistics due to age are made, in trade for eliminating physical losses due to the magical maintenance of the body. Elf (and other races') children are all born outside of the mythal's influence, and only after they learn to walk are they brought into the City of Song.

Still, the longevity benefits each child's learning, as they grow for five years and then halt; even the N'Tel'Quess understand that children learn more easily than adults, and thus extend their children's lives in study longer than normal. All students and children of Cormanthyr (if desired) gain their primary educations in Semberholme over a ten-year period. Once beyond primary education and upon entry into the advanced study of a trade or magic, many children leave the mythal for a time, allowing their physical bodies to grow stronger and taller so they might exercise their knowledge and become adults. In addition, mental acuity (and mental statistics) also grow in accordance with the character's physical age (not actual age).

Those who live within the mythal can exit it for short periods of time without disrupting their *mythalongevity*. For every year one has lived within the mythal, they can spend an hour beyond its boundaries without losing their connection to it. Those who have lived within the mythal since Myth Drannor's fall can spend up to a month at a time away from the Moonrise Mythal.

# The Moonrise Mythal

**Respite Of The Cursed:** When Munrisanti took stewardship of the mythal, she did so in hopes that under her care Semberholme would endure as a sanctuary – for of the elves, of course, but also for others in need. To this end she empowered the mythal to provide aid and protection to several groups she had previously found to be in great need of solace. Such beings enjoy the protection of this power of the Moonrise Mythal as long as they stay within its bounds.

- ❖ The first and foremost among these groups was the drow. Moonrise had long been a friend and ally of the priestess of the Dark Maiden living under the branches of Cormanthyr and would often join in on their dances. She knew the hardships they faced by turning away from the cities of their people to seek a life on the surface. Drow living within the mythal do not feel any of the lingering effects of Corellon's Curse – the magic that drove their ancestors below the surface so long ago. Within Semberholme, they are free to live as if the Descent of the Drow never occurred. Further, drow who choose to live within the mythal do not lose their natural, personal magic and their resistance to magic as well. While the presence of any light equal to or greater than normal sunlight typically hampers drow concentration, robbing common and untrained drow of the ability to cast any spells or use any base powers, within the mythal drow can endure bright sources of light without penalty.
- ❖ In her youth Munrisanti had also encountered several individuals who had been infected by lycanthropy. She pitied them for their monthly transformation, drive to kill, and loss of will and sanity. Lycanthropes who enter the Moonrise Mythal revert to their human (or, at least, non-animal) forms. In the case of true lycanthropes, this forced change takes 2 rounds and lasts for 1 turn thereafter. In the case of creatures infected by lycanthropy, the change lasts until they leave the grove. They are not cured (unless other magics are applied to them to bring about a cure), but are prevented from bloodlust and their killing form, regardless of phases of the moon or other influences. Such individuals are usually grateful to anyone who cures them, but if desperate, may prove dangerous opponents if refused food or drink. Most are lonely and clinging only precariously to sanity. They may prove a colorful source of local lore, treasure tales, and gossip (usually quite dated). Lycanthropes who linger within the mythal long enough to acquire a mythal ghost discover that their resistance to the moon's sway lasts as long as their connection to Moonrise and her mythal endures. This does not prevent them from voluntarily shape-shifting, but does quell the compulsion to do so.
- ❖ Though she was never privy to direct knowledge of the Dracorage mythal, Moonrise had experienced and observed the effects of the King-Killer star enough to deduce that its effects were magical in nature. As a result, dragons and dragon-kin within Semberholme are protected from the negative effects of the Dracorage mythal. If they are within the mythal when the King-Killer star first becomes visible they are not subject to its effects. The mythal helps calm the effects of the Dracorage upon dragons that enter the bounds of the mythal after having already succumbed to its effects. It instantaneously restores 5 points of Wisdom damage resulting from the Dracorage (but not other sources) and returns the dragon's negative attitude toward nondragons one step closer in the positive direction (from unfriendly to indifferent, for example). In addition, the mythal also protects the dragon from having to make another save against the Dracorage while within Semberholme.
- ❖ Finally, Munrisanti had long harbored strong feelings when it came to undead creatures. She felt that many of these lost and tormented souls could have done nothing to deserve their fate – eternally kept from the piece that they should have found in the grave. As a result, certain undead, such as apparitions, busegeists, ghosts, haunts, phantoms, poltergeists, revenants are laid to rest when they enter the mythal – their spirits finally allowed to move on. Skeletons, zombies, sons of Kyuss and other unthinking undead are subject to *disintegration* each turn they are within the mythal – most do not last long. Curst, living zombies and vampires are restored to life as they were just before death as if they were the subject of a *gift of life* spell; they are allowed a saving throw vs. death magic, but they can only make such a roll at a level equal to half their Hit Dice.

# The Moonrise Mythal

**Reverie Protection:** While entering into reverie, an elf who knows how to activate this power, created by Daratrine Xantrani, can establish a 10-foot-radius ward that acts as a *wall of force* against contact by N'Tel'Quess. Other activation words (known to even fewer elves, mostly senior archmages) can make this ward effective even against elves. During the single round required to set these wards, individuals can be named in order to allow them to penetrate the field despite its normal protections. The temporary ward collapses one round after the awakening of the casting elf, though any attacks against such wards always shake elves from reverie to allow them to defend themselves.

**Spell Absorption & Reflection:** Muhnrising also worked into the mythal the power for one who knows the secret, by force of will, to direct the mythal to absorb one spell per round targeted within 20 feet of himself. The mythal easily can absorb any wizard spell of up to seventh level and any priest spell of up to fifth level; the spell disappears into the mythal with a twinkling of purple sparks, rejuvenating the mythal. This spell absorption is considered to have a casting time of 2. Using a slightly different method but still manipulating the same power of the mythal, a knowledgeable creature can reflect first- and second level priest spells and first- through fifth-level wizard spells (or identical magical-item effects) back upon their casters. This can affect one spell or item effect per round and the magic must be targeted within 20 feet of the spell-reflecting creature. Reflected magics automatically hit their casters, though they can be negated by the casters' defenses. Spell reflection is treated as a casting time of 3.

**Spellsong:** Ilirytara Veladorn, through the grace of the Dark Maiden, empowered the mythal to manifest specific *spellsong* effects. This power can be called upon by anyone familiar with and able to sing the proper song of supplication, to cause one of several effects. As with the spell, if other signers join the central supplicant, the options for the possible effects this power can produce increase. Invoking this minor mythal power can create one of the following effects:

- ❖ *Spellsong* can cause an effect equivalent to almost any desired priest spell of 4<sup>th</sup> level or less, in effect casting the spell with normal effects, range, duration, saving throws, and so on, but without the usual gestures or (most often) material components. Spells that specify that the material component cannot be eliminated or substituted for cannot be created with *spellsong*.
- ❖ Alternatively, a *spellsong* may be used to recall to memory any one spell of 4<sup>th</sup> level or less cast by the *spellsong* caster earlier in the last 48 hours, not including any spells cast from scrolls.
- ❖ It can also, with different wording, *bestow spell immunity*. If a *spellsong* is called upon by more than one singer, the other singers can join in the song without using a spell themselves. In this case the *spell immunity* is not only applicable for a spell known to the caster by casting or by the experience of having it cast on or against her, but also can be applied from any spell known to others in the choral group by casting or having it cast upon or against one of them.
- ❖ A differently worded *spellsong* can heal 1d4+1 points of damage to the caster or to any creature touched. Each additional singing priest who touches the injured creature while the *spellsong* continues heals 1d4 more points of damage. (This choral addition can be used only for healing points of damage, not in other healing uses of the spell.)
- ❖ If seven or more singers join the chorus, they can work a *cure blindness*, *slow poison*, or *cure disease* instead of curing points of damage if they will it so and sing together.
- ❖ If nine or more singers join together, a *dispel magic*, *remove curse*, or *neutralise poison* can be worked. *Dispel magic* or *remove curse* take effect at the level of the highest choral participant.
- ❖ If 12 or more singers are present, a *regeneration* can be worked instead or an experience level lost within the last day restored.

## The Moonrise Mythal

**Walls Of Will:** Miirphys Irithyl created a minor power which allows those who know the proper command words to call upon the mythal to create an assortment of magical barriers. The simplest and most commonly used such barriers are billowing walls of misty vapors, gathered together from the mists of Semberholme. These *walls of mist* obscure all sight, normal and infravision, beyond 2 feet. The creator may direct the mythal to create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist as long as the creator desires, but dissipate after three or four rounds if the creator leaves the area (moves more than 200 feet from the location of the wall). Their effect can be halved by a moderate wind, and they can be blown away by a strong wind. Such walls can be created as often as one desires and can be infused with other powers of the mists (see above).

Those who know the proper command words can also will the mythal to create shimmering tapestries of swirling, pearl-white force up to 100' wide x 100' tall. These *walls of moonlight* are intangible, need not be anchored to anything, and can readily be passed through. They can be made smaller if surroundings are too cramped or the creator wishes to leave an opening beside them. The false moonlight of the wall is bright enough to read by and to clearly illuminate its surroundings within 20 feet in all directions. Beings employing infravision cannot see clearly through such *walls*, though they may, if the situation allows, be able to shield their eyes and see beyond. One may call upon the mythal to create a *wall of moonlight* up to three times per day.

A *wall of moonlight* has the following effects on creatures and items coming into contact with it or passing through it: undead creatures take 4d12 points of damage. Creatures of evil alignment plus any being who is carrying a holy symbol consecrated to the goddesses Shar or Umberlee suffer 2d10 points of damage. Magical items glow with a sudden red *faerie fire* for 1d4+1 rounds; this cannot be banished before its duration ends, even if the wielder can normally control the radiance of the item. Magical potions must make a successful item saving throw vs. magical fire or explode, inflicting 3d4 points of damage upon beings within 10 feet or 1d4+8 points of damage to any being carrying them if they are carried in a glass, crystal, or ceramic flask. Finally, magical *darkness* of any sort is banished and cannot be evoked or continue to exist within 40 feet of any part of a *wall of moonlight*.

Using another command phrase, one calls upon the mythal to create invisible walls of force, up to 100' wide x 100' tall in the locale desired by the creator, within 100 yards, up to twice per day. These barriers cannot move and are totally unaffected by most spells, including *dispel magic*. However, a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, a *wall of force* is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier.

Alternately, with the proper command words, one can call upon the mythal to create walls which merge the powers of a *wall of force* and a *wall of moonlight* as well. Such walls have solidity of a *wall of force* but also the shimmering, pearl-white appearance of *walls of moonlight*. Any being, weapon, or spell striking a *moonwall* (as these barriers are known) is forced, violently and immediately, back to its source. This includes beings trying to circumvent such a barrier by means of *dimension door* or *teleportation* magics (which are drained and ruined by the *moonwall*.) Weapon attacks directed at or through a *moonwall* rebound for full damage on their wielders. Other effects of contact with a *moonwall* are identical to those of a *wall of moonlight*, as described above. *Moonwalls* repel *globes of invulnerability* and other magical barriers, but any contact between a *moonwall* and an *anti-magic shell* or any *prismatic* magic instantly destroys both effects in a spectacular burst of harmless blue sparks and 1d12 crawling purple lightning bolts. These bolts lash out in all directions as *chain lightning*. One can call upon the mythal to create a *moonwall* only once per day.

If desired, using slightly varied commands, one creating *walls of force* or *moonwalls* wizard can form the walls into a spherical shape with a radius of up to 30 feet or an open hemispherical shape with a radius of 45 feet. Such walls must be continuous and unbroken when formed; if their surface is broken by any object or creature, they fail. The creator can dismiss the walls on command.

# The Moonrise Mythal

**Weather & Nature Mediation:** Due to Dasyra Moonglamaer's contribution to the mythal, extremes of heat and cold are moderated by the mythal – the intense heat of summer and the severe cold of winter blizzards are mitigated. Intense winds are likewise dampened and never exceed 20mph. While this would appear to be a major effect, it is among the lesser powers, as the mythal naturally performs this function to maintain its powers; this ability merely augments that absorption, moderating the extremities of all types of weather and aiding the lush forest growth in Semberholme. Death by exposure is all but impossible for all creatures within the mythal, even in the worst weather. Natural lightning strikes (as opposed to magically caused ones – see below) are also unknown; the mythal absorbs such discharges to power itself. This effect also aids all plant growth within the mythal's confines.

**Wizard Weather:** While all natural storms are controlled and regulated by the mythal, magically created weather conditions are not prevented in any way, though a minor power added to the mythal by Morthil occasionally warps their nature. The forests of Semberholme and the surrounding countryside experience occasional exotic weather patterns that can only be of magical origin. The weather appears suddenly, ends suddenly, and is often destructive and deadly. Recorded types of weather have included red snow that smells of blood, a steaming-hot rain that boiled the flesh of those it fell upon, instant blizzards under a clear sky at midsummer, hail that varied from transparent to multi-colored spheres that exploded on impact, and sleet that coated trees within its area with steel. Occasionally these tempests rain down acid or even fire. Whenever a spellcaster uses his art to create a storm within the bounds of the mythal, there is a 1% chance of the mythal altering it into a storm that is magical in nature.

Normal storms produce heavy rains and wind, slowing all movement by 50%. During electrical storms, there is a 1 in 10 chance of a nearby lightning strike, which panics horses and other animals for 2d10 rounds. There is a 1 in 100 chance, if a nearby lightning strike is rolled, that it hits a random individual. Such strikes should be treated as 6d6 lightning bolts, with a chance to make a save and so take only half damage. One storm in one-hundred created within Semberholme becomes magical in nature. These rare storms (occurring once every three years or so, although there have been occasions when they are more frequent) can be very dangerous to wildlife, plants, and inhabitants, and especially to travelers without shelter. Roll 1d12 for the specific nature of such storms:

- 1 – 4 **Fire Storm:** All within a 1-mile radius take 2d6 points of damage from fire per round if in the open, half to no damage if adequately sheltered. Storm lasts 1-6 rounds. These are accompanied by normal storms 90% of the time, so the chance of a grass fire is very small. If the storm is not accompanied by rains, there is a cumulative 30% chance for a grass/scrub fire to start each round. Such a fire kills all unprotected plant life and drives away monsters and animals.
- 5 – 7 **Ice Storm:** All within a 3-5 mile radius are pelted with huge hailstones, many of which sport icicle-like points. All those exposed take 2d6 points of damage each round. Stone shelters are the safest bet. Only the sturdiest wooden constructions can withstand the storm. Constant battering destroys most structures and anyone inside takes full damage thereafter. Ice Storms last 1-12 rounds, and are always accompanied by thunderstorms.
- 8 – 10 **Acid Rain:** All within a 1-6 mile radius take 1d6 points of damage if exposed. Wooden or stone shelters can provide protection, which is fortunate since these storms last 1-20 rounds. They are always accompanied by thunderstorms.
- 11 **Anti-Magic Storm:** These dreaded storms do no physical damage, but any magic items caught in such a storm must save vs. magical fire or have their powers completely drained.
- 12 **Magic Storm:** The effects of this storm are always different and completely unpredictable. Those caught in the storm can be *teleported*, *altered*, *cursed*, put to *sleep*, or affected by any other spell effect. Such storms have summoned monsters, created magic items (rain-filled pools become potions, sticks become wands, etc.), and alter animals and plants.

# The Moonrise Mythal

Occasionally, lightning bolts within the region solidify and drop like rocks; anyone who touches a fallen bolt risks a fatal shock. Some of the fallen bolts can be handled without fear of injury, and even be thrown like spears. These bolts are known as Kaymendle lightning bolts, named for a spellcaster who managed created the effect. A Kaymendle bolt may be lying on the ground, lodged in a tree, or even floating on the surface of a pond. In most cases, Kaymendle bolts will only be found within 50 miles of the Thunder Peaks. Typical bolts are 5-10 feet long and resemble jagged spears of smoky glass that radiate a soft golden light. Bolts that can be handled (see below) weigh only a few ounces and feel like sticky cotton. These bolts are as flexible as bamboo; if broken, they dissipate in a flash of light. The effects of a given bolt can be determined by a 1d6 roll on the following table. One cannot tell a bolt's effect merely by looking at it, and must discover it by magic (a *true seeing* spell) or by trial and error.

- 1 – 3 If the bolt is touched or otherwise physically disturbed, it vibrates and emits a shower of soft sparks for 2-5 (1d4+1) rounds. The sparks are harmless. At the end of this period, the bolt disappears in a flash of light. If left alone, it vanishes in 1-2 days.
- 4 As above, except at the end of 2-5 rounds the bolt explodes. All characters within 10 feet of the bolt must save vs. spell. Those failing the roll suffer 6d6 points of damage; those succeeding suffer half damage. If left alone, it vanishes in 1-2 days.
- 5 – 6 The bolt may be handled and carried. It may also be thrown like a spear and used as a weapon. The target must be at least 10 feet away; if closer, the hurled bolt does no damage and disappears in a harmless flash of light on impact. A normal attack roll with a -3 penalty must be made to hit. If the bolt hits, the target suffers 6d6 points of damage; half damage if he makes a successful save vs. spell. The bolt may also be thrown against any solid object, such as a stone wall; an object suffers half damage if it successfully saves against electricity (use the Item Saving Throws Table in Chapter 6 of the DM Guide). It can be thrown only once and disappears on contact, regardless of what it hits. A bolt will not ignite combustibles, nor will it reflect from a solid surface (like some versions of the *lightning bolt* spell). If not used as a weapon, it disappears in a flash of light within 1-2 days after its discovery, unless

**Zone Of Sweet Air:** Through use of this minor power, contributed to the mythal by Telaeon Nightwind, anyone who knows the proper command word can surround themselves, or another target being with a 100-foot radius *zone of sweet air*. This area repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud*) or poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). A gentle draft of air moves outward from center of the effect in all directions. Noxious gases already within the area gently drift away from the center of the area of effect at a Movement rate of 5. The force of the breeze is sufficient to cause small flames to waver and dance. It fans flames of larger size, making them hotter (+1 to damage dice, if applicable). It pushes back moving or stagnant clouds of vapor (such as a *cloudkill*, *fog cloud* and *wall of fog*), reducing their duration by half. Fresh air passes into the area normally. If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required. This power also affects the mists of the mythal when they have been empowered by either the *doomtide* or *murderous mists* powers (described above).

**Zone Of Truth:** This power was created by Spell Major Josidiah Starym to prevent the open political backstabbing of Myth Drannor. Upon command, the mythal can prevent all creatures within a 100-foot radius (including those who enter it later) from speaking any deliberate and knowing lie. Such creatures are allowed a saving throw vs. spell at a -6 penalty to avoid the effect; those who fail are affected. Those affected are aware of this enchantment; therefore, they may avoid answering questions to which they might normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. This effect lasts until dismissed.