

The Seven Lost Rings of Mhzentul

The Seven Lost Rings of Mhzentul contain magics of great power. Legends have spoken often of them since the death of their maker, but their locations have rarely been more than a matter of colorful rumor. Mhzentul was a powerful, respected mage who perished at the battle of the River Rising, where he became a pillar of living flame and blazed across the battlefield, destroying many foes. Mhzentul is remembered for his works: the seven *Lost Rings of Mhzentul* and a book, *Mhzentul's Runes*, said to contain the process for making a ring of spell storing, information on the construction of rings that become guardian creatures on command, and much research into fire magic. The Zhentarim mage Whisper is known to have found the book and some of the rings, but when he was slain by Doust Sulwood and his companions (the future Knights of Myth Drannor) in his subterranean home, Whisper's Crypt, north of Eveningstar, only two of the rings were found.

The highest-ranking Zhentarim agent in northern Cormyr at the time, Whisper was cruel and coldly calculating. A man of relatively feeble magic, he possessed a cunning mind and gargantuan ambition. His duties were to arrange the ambush of selected merchants and king's messengers, to watch and listen to Cormyrean trade and troop movements, and to pass what he learned on to Darkhold. Whisper did this quietly and well, but at the same time he hatched plans to become far more than a minor Zhentarim wizard by creating a sinister force loyal only to him. He was establishing strongholds of his brigands in the Stonelands when his attacks on Doust's band provoked them to hunt him down, overcome his guardian enchantments and creatures, and destroy him.

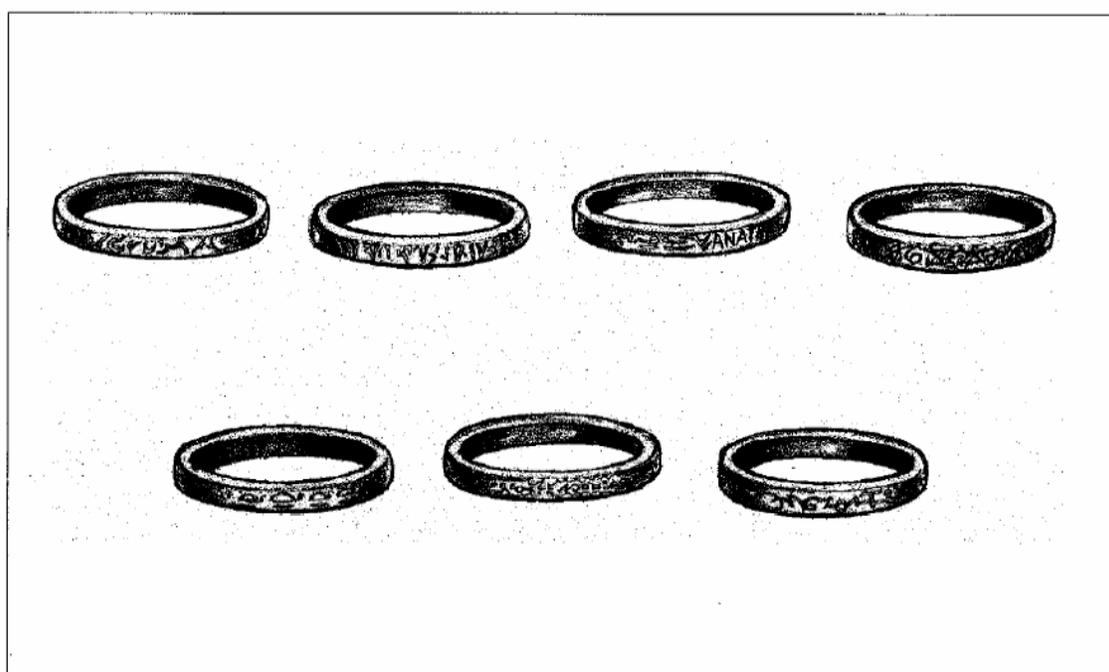
Whisper proved to hold two of the Seven Lost Rings. The Knights gave both of these to the House of the Morning, a temple of Lathander in the village of Eveningstar in Cormyr. They did not find any of the other five rings or *Mhzentul's Runes*.

Four of the Lost Rings and the tome *Mhzentul's Runes* may still lie hidden in Whisper's Crypt in the Stonelands or somewhere in the Haunted Halls north of Eveningstar. The seventh Lost Ring

may still be in the vicinity of Mhzentul's destruction, perhaps purloined by the undead spirit of an enemy commander Mhzentul fought against. The wizard's essence may be trapped in the ring, or may still exist elsewhere — and in either case, may whisper advice to anyone who puts on the ring.

Each of the Seven Lost Rings of Mhzentul is a simple band, forged of mithral, treated with everbright. Each ring is engraved with a complex series of runes believed to be derived from an ancient elven dialect. The original meanings of these runes have been lost to passing time (even to Lore magic).

Each of the Seven Lost Rings of Mhzentul has set powers, suggested by its runes, and the rings share the ability to *heal* a wearer when she or he wills it, becoming dormant for a day as a consequence. This power also purges the wearer of poisons, charms, and unnatural changes in state (invisibility, petrification, shapes not their own brought about through magic, and so on). Unlike normal rings of spell storing, all of the seven rings regenerate their stored spells. All effects are of Caster Level 20th.



The Seven Lost Rings of Mhzentul (left to right): Ring of burning, ring of coldfire, ring of night, ring of scribes (top row); ring of stone, ring of the tshala, and ring of wayfaring (bottom row).

Ring of Burning

The runes on this band suggest Leaping flames, and it always feels pleasantly warm. It is reputed to have all the powers of a ring of spell storing, containing (if legends tell truth) the spells *Agannazar's Scorcher*(DC 18), *Beltyn's Burning Blood*(DC 21), *Fire Stride*, *Flamsterd's Flamestrike*(DC 20), and *Shroud of Flame*(DC 21). This is believed to be one of the rings the Knights gave to the House of the Morning, but I do not know if the temple vaults still hold it.

Strong Evocation. Caster Level : 20th

- *Agannazar's Scorcher* (FRCS p.66)
- *Beltyn's Burning Blood* (Unapproachable East p.48)
- *Fire Stride* (FRCS p.69)
- *Flamsterd's Flamestrike* (detailed below)
- *Shroud of Flame* (detailed below)

Ring of Coldfire

The runes inscribed on this band are suggestive of icicles and frost motes, but little more may be learned from mere visual examination. The ring is reputed to have all the powers of a ring of spell storing, containing cold—related magics that include *Cone of Cold*(DC 21), *Icelance*(DC 19), *Moonbeam*(DC 18), *Snilloc's Snowball Swarm*(DC 18), and *Wall of Ice*(DC 20).

Strong Evocation. Caster Level : 20th

- *Cone of Cold* (PHB)
- *Icelance* (detailed below)
- *Moonbeam* (FRCS p.73)
- *Snilloc's Snowball Swarm* (FRCS p.74)
- *Wall of Ice* (PHB)

Ring of Night

The runes on this band have swash ornamentations resembling feathered wings in flight, and someone has scratched—in common—the word or name “Anathas” on the band, but use of this word seems to have no effect on the ring or its powers. The ring of night is thought to be one of the rings given to the House of the Morning.

The wearer of this ring has 90ft darkvision for as long as the ring is worn. In addition, the ring may change into a Large gargoyle once a week. At the wearer's mental command, the ring of night leaves the wearer's finger and transforms into a gargoyle of maximum might, standing just in front of its summoner (so long as there is empty air to permit it to appear). The creature operates under the telepathic direction of the being who summoned it, responding instantly and with unshakeable loyalty. Upon its destruction, exposure to full sunlight (or equivalent magic), or 24 hours after the ring was transformed, whichever occurs first, the gargoyle reverts to ring form, and the ring reappears on the finger of the being who summoned it. The ring's magic also ends in the same manner if the summoner wills himself or herself to change places with the gargoyle. This power moves the body of the summoner, as with a greater teleport, to the exact space occupied by the body of the gargoyle and places the gargoyle back in ring form on the same finger of the being that it left. This movement occurs despite any magical barriers, magical compulsions, or physical restraints or obstacles on either summoner or gargoyle and does not harm the summoner in any way.

Strong Conjunction. Caster Level : 20th

- Large 7HD Gargoyle w/ maximum hit points

Ring of Scribes

The runes inscribed on this band are characters from various written tongues of Faerûn, overlaid one upon the other. The ring has all the powers of a pair of rings of spell storing, containing two copies each of five commonly known spells that most wizards (foolishly) do not bother to memorize while adventuring: *Comprehend Languages*, *Erase*, *Read Magic*, *Secret Page*, *True Seeing*, and *Arcane Mark*. While this ring is worn, its wearer cannot be harmed by any magical effects caused by the discharge or activation of runes, glyphs, or symbols, or his or her reading of any writings or inscriptions.

Strong Divination. Caster Level : 20th

- Comprehend Languages (PHB)
- Erase (PHB)
- Read Magic (PHB)
- Secret Page (PHB)
- True Seeing (PHB)
- Arcane Mark (PHB)

Ring of Stone

This band is graven with seven repetitions of the same rune, presumably meaning something akin to “earth” or “stone”. Twice per day, the wearer of the ring of stone can call forth a *Stone Shape* spell from the ring. In addition, the ring may also change into a Stone Guardian once a week. Upon the mental command of its wearer, the ring vanishes from the finger it is worn on and reappears in front of the wearer (as close as available open space permits) as a maximum—strength Stone Guardian under the telepathic command of the ring wearer who summoned it. This particular Stone Guardian automatically detects invisibility and reflects back all fire—related magics 100% at their sources. Upon its summoner’s mental command, its destruction, or the passage of 24 hours from the transformation, the guardian reverts to ring form, and the ring reappears on the summoner’s finger.

Strong Transmutation. Caster Level : 20th

- Stone Guardian w/ full hit points (detailed below)

Ring of the Tshala

The runes on this band are surrounded by flowing outlines that suggest leaping flames. The ring wearer can call forth each of the following spells once per day, directing them as if she or he were a 20th level wizard: *Flaming Sphere*(DC 18), *Fireball*(DC 19), *Wall of Fire*, *Delayed Blast Fireball*(DC 23), and *Meteor Swarm*(DC 25).

Every time a meteor swarm is called out of the ring, there is a 20% chance that the wearer is transformed into a greater firetail, known as a Tshala. The transformation lasts for a maximum of 10 rounds and can be reversed at will. However, at the end of each round or whenever the ring wearer wills himself or herself to change back, there is a 10% cumulative chance that the ring wearer is uncontrollably forced back into his or her original form while suffering the effects of a maximized *Shroud of Flame* spell (no save allowed). This fiery effect continues until a successful *Dispel Magic* is cast upon the wearer by another being against a 20th level caster (while the ring wearer is still alive) or the ring wearer is reduced to ashes—whereupon the ring teleports

to a random Location in Faerûn to await rediscovery. Only a wish or miracle spell brings anyone destroyed in this manner back to life.

It is believed that Mhzentul destroyed himself while trying to return from Tshala form while using this ring during the Battle of the River Rising. The ring was not found after the battle, and Mhzentul's corpse was never recovered.

Strong Evocation. Caster Level : 20th

- Tshala (detailed below)
- Flaming Sphere (PHB)
- Fireball (PHB)
- Wall of Fire (PHB)
- Delayed Blast Fireball (PHB)
- Meteor Swarm (PHB)

Ring of Wayfaring

The runes inscribed on this band are joined by a continuous, winding line, and the ring possesses all the powers of a ring of spell storing, containing the spells *Find the Path*, *Jhanifer's Deliquescence* (DC 21), *Quimby's Enchanting Gourmet*, *Spendelarde's Chaser*, *Tulrun's Tracer*, and *Unseen Servant*. These spells can be called upon twice per day each, and operate as if the wearer were a 20th Level caster.

Strong Divination, Alteration, Conjunction and Necromancy. Caster Level : 20th

- Find the Path (PHB)
- Jhanifer's Deliquescence (detailed below)
- Quimby's Enchanting Gourmet (detailed below)
- Spendelarde's Chaser (detailed below)
- Tulrun's Tracer (detailed below)
- Unseen Servant (PHB)

Spell List :

Flamsterd's Flamestrike

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /Level)

Target: One creature or Permanent until Discharged (D)

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

This specialized fire spell can be used both as a direct attack and as a guardian trap. In either case, it affects one creature only, and its flames appear in a roaring spiral around the victim. A Flamsterd's Flamestrike does 2d6 points of damage plus 1 point per caster level (maximum +20). Unlike a fireball, a Flamsterd's Flamestrike does not explode outward to affect all beings in an area.

When used as a trap, a Flamsterd's Flamestrike must be cast on a small piece of metal (typically a copper piece is used) and a series of specific triggering conditions equivalent to those of a magic mouth spell uttered over it. The trap is then set to activate when the conditions are met. The conditions typically involve disturbing the focal item, and the Flamsterd's Flamestrike can wait indefinitely until the conditions are fulfilled. The conditions cannot include anything involving detection of actions at a distance—in other words, casting a specific spell or entering an area—if the coin is not disturbed by doing so. If a dispel magic is cast on the focal object before it is disturbed or other conditions triggering the Flamsterd's Flamestrike are fulfilled, the flamestrike is dispersed without taking effect. There is no time limit between casting and activation if a Flamsterd's Flamestrike is set as a trap. If one or more beings fulfill the conditions of a set Flamsterd's Flamestrike, the first one to do so is affected. If they do so simultaneously, the spell still affects only one being, and its target should be determined randomly.

Note: Magic traps such as *Flamsterd's Flamestrike* are hard to detect and disable. A rogue (only) can use the Search skill to find a *Flamsterd's Flamestrike* and Disable Device to thwart it. The DC in each case is 25 + spell level.

Material Components: A pinch of saltpeter, a pinch of iron filings, a piece of phosphorous, and a pinch of ashes.

Shroud of Flame

Evocation [Fire]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. /2 Levels)

Target: One creature

Duration: 1 round/Level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Also called the "trollkiller" spell, casting this spell causes a single creature to burst into flames. A successful Reflex save negates the spell's effect entirely. If the initial saving throw is missed, however, the target takes 2d6 points of fire damage per round. Each round thereafter the target can make another Reflex save. As soon as one of these saves succeeds, the flames die out, inflicting no damage that round. The shroud of flame shoots off goutts of fire as it burns. All those within 10 feet of the burning target take 1d4 points of fire damage. Flammable objects near the flame will ignite and bum as well.

Material Components: A pinch of saltpeter, a small piece of phosphorus, and a small scrap of lace cloth or spider web.

IceLance

Alteration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. /Level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes

This spell will function only if there is sufficient ice present, usually no less than 10 lbs., though the remnants of an

ice storm spell will suffice. The spell causes the shards of ice to reform into a long, magical lance of ice, which then spirits off in the direction dictated by the caster against a particular target of the caster's choice. The lance strikes with a +4 competence bonus and inflicts 5d6 points of damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. The icelance travels in a straight line. It will crumble to its component shards if it misses its target or if it strikes some other target before hitting the intended one. The spell creates only a single icelance.

Material Components: Various ice of no less than 10lbs.

Jhanifer's Deliquescence

Alteration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: up to one 10-ft.cube /level

Duration: Permanent

Saving Throw: None; see text

Spell Resistance: No

This spell enables a wizard to instantly melt ice, frozen liquids, and other substances that freeze within 10 degrees of water's freezing point (32° F.). 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 spell can turn solids into liquid form, and 10 deliquescence spells equal the effects of a transmute rock to mud spell. (The details of this use of the spell 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 Fortitude Save

and a stone golem practically shrugs off the effects. Success negates the spell. Living creatures, even if stony, are unaffected by Jhanifer's deliquescence.

Material Components: a tiny piece of amber and a piece of ice.

Quimby's Enchanting Gourmet

Conjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour + 10min. /Level (D)

Saving Throw: None

Spell Resistance: No

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

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

The enchanting gourmet can be dispelled by the caster at will. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.)

The enchanting gourmet cannot be used to brew potions and other magical drinks, but has been used to generate simple poisons and in one case to serve as a bartender. The creator of this spell, Quimby of Procampur, was an impatient

cook but a Lover of fine food in quantity. The spell is not one normally studied by adventuring mages but is often used by retired sages and other sedentary types.

Material Components: are a block of wood and some string.

Spendelarde's Chaser

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Permanent or See Text (D)

Saving Throw: None

Spell Resistance: No

This spell was created originally in order to facilitate mental recovery from brewery research expeditions (in other words, as a hangover cure). However, it was discovered to have a beneficial side effect in regard to protection against inhaled, ingested, and contact poisons.

Cast upon an individual, it negates the adverse effect of drugs (including alcohol) on the system, restoring the individual to mental coherence and relieving hangovers or other ill effects. Real damage (to body or to mind) is not healed by this spell—it only aids the body in purging the chemicals within it. The chaser will not affect insanity or magically-induced effects.

If the individual was poisoned, the spell allows a second Fortitude Save vs. the poison. The spell can be cast as a preventive measure, and if so, its protection lasts for 10 min. per Level of the caster. If the individual is poisoned while under the effect of the chaser, the individual is permitted a +4 resistance bonus to the Fortitude Save.

Material components: A drop of holy water.

Tulrun's Tracer

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: Special; See Text

Duration: 4 rounds /level

Saving Throw: None

Spell Resistance: No

When this spell is cast, the a continuous, luminescent pathway comes into being within 10 feet of the caster. It shows the most recent path of any single creature described verbally by the caster. If the creature hasn't been in the initial 10-foot radius within one day per caster level, the spell fails. If two or more identical creatures are indicated, the caster must focus on one path within a round or the tracer will follow all paths, with a proportionate decrease in spell duration.

The tracer shoots a luminous line at a rate of 60 feet per round along the route taken by the creature. Once beyond the initial 10-foot radius, the tracer only shows the path of the creature where the creature remained in physical contact with the ground, or rode a living mount that remained in contact with the ground. Pass without trace and similar spells of 4th level or less do not confuse the tracer, and it will follow the creature's route through physical barriers and across gaps of up to 15 feet. It will not otherwise show aerial travel, but it will trace into and under water.

The tracer is intangible—it can be passed through or traveled within without harm. It does not activate magic upon contact nor does it distort magical or physical phenomena passing through it.

The tracer path ends when the target creature is reached, the spell duration expires, or at any place from which the target

creature teleported, left the plane of the caster, or embarked upon a conveyance such as a cart, ship, or carpet of flying. In the case of teleportation or plane shifting, the caster, upon reaching the path's end, receives a clear mental picture of the creature's destination. If the creature took a conveyance, the mental picture is only of that act and not of the eventual destination. When the spell expires, the path slowly fades into nothingness; if it has not reached the target creature, there is no mental picture of the target's destination. Portions of the revealed path can be destroyed or concealed by dispel magic, deeper darkness, and the like, but the pathway cannot be physically disturbed (a gust of wind would not shift it).

Material components: A pinch of phosphorus or a glowing life form such as a fungus or glowworm, over which the caster verbally describes the creature to be traced.

Creatures :



Firetail, Tshalala

Medium Elemental [Fire, Extraplanar]

Hit Dice: 9d8+18 (58 hp)

Initiative: +9

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 18 (+5 Dex, +3 natural), touch 13, flat-footed 15

Base Attack/Grapple: +6/+7

Attack: Slam +11 melee (1d6+1 plus 1d6 fire)

Attack: 4 Slams +11 melee (1d6+1 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burn, spell-like abilities

Special Qualities: DR 5/magic, Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold, spell resistance 29

Saves: Fort +5, Ref +11, Will +5

Abilities: Str 12, Dex 20, Con 14, Int 18, Wis 14, Cha 18

Skills: Concentration +14, Intimidate +16, Listen +14, Move Silently +17,

Sense Motive +14, Spot +14

Feats: Dodge, Improved Initiative, Hover, Mobility, Spring Attack, Weapon Finesse

Environment: Elemental Plane of Fire

Organization: Solitary,

Challenge Rating: 9

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 10-17 HD (Medium); 18-27 HD (Large)

Level Adjustment: -

The nature of this creature has made it a being of awe and legend in the Realms. The Firetail appears as a frolicsome fey creature of living flame, that loops and darts dazzlingly in the air, bewitching those who gaze upon it.

Usually solitary, they prefer the company of their own kind to that of other creatures. Occasionally they may take a companion, which may be almost any sort of creature. Firetails have accompanied others of their own kind, pegasi, sylphs, elves, and even humans. Although they never forget friends, firetails may suddenly ignore a familiar being, depart for a time, and return without good reason. They never allow a friend to be harmed if

they are present. Likewise, they never forget an enemy, and if they encounter one, do all in their power to ensure that their rival goes down in flames. Because of their independence and flighty nature, most other creatures cannot depend on a firetail in times of need.

Combat

Firetails tend to take sides in conflicts, and may wreak havoc or do much good. They hate salamanders and attack them on sight. Firetails and fire elementals tend to ignore each other, for neither race has done anything to deserve the enmity of the other.

Burn (Ex): A firetail's slam attack deals bludgeoning damage plus fire damage from the firetail's flaming body. Those hit by a firetail's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC varies with the firetail's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the firetail's attack, and also catch on fire unless they succeed on a Reflex save.

Size	Height	Weight	Burn Save DC
Medium	6ft	2 lb.	14
Large	12ft	4 lb.	17

Spell-Like Abilities: 1/minute—*fireball* (DC 17); 1/day—*planeshift* (DC 21), *remove curse* (DC 18), *Heal* (DC 20), *feebmind* (DC 19), *maze* (DC 22), *fire trap* (DC 18). Caster Level 14th. The save DCs are Charisma-based.



Stone Guardian

Medium Construct

Hit Dice: 4d10+20 (42 or 60hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 19 (-1 Dex, +10 natural) touch 9, flat-footed 20

Base Attack/Grapple: +7/+7

Attack: Slam +7 melee (1d6+4)

Full Attack: 2 Slams +7 meLee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Construct traits, DR 5/bludgeoning, darkvision 60 ft., immunity to magic, Low-Light vision, resistance to cold 20, fire 20, and electricity 20

Saves: Fort +1, Ref +0, Will +1

Abilities: Str 18, Dex 9, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Medium); 9-12 HD (Large)

The Stone Guardian has a humanoid body made from stone. A stone golem is 6 feet tall and weighs around 600 pounds. Its body is

frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Combat

In combat, a guardian slams opponents with its massive arms. In addition to the standard construct traits the Stone Guardian has damage reduction 5/bludgeoning and resistance of 20 to cold, fire and electricity. A Stone Guardian can be instantly destroyed by a *stone to flesh*, *transmute rock to mud*, *stone shape* or *move earth* spell; it is not entitled to a Save.

Construction

A Stone Guardian's body is chiseled from a single block of hard stone, such as granite, weighing at least 800 pounds. The stone must be of exceptional quality, and costs 1,000 gp. Assembling the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (stonemasonry) check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *resist energy*, caster must be at least 14th level; Price and Cost : im not certain how this is exactly worked out, so consider all this construction part as half assed finished.