



Welcome to my Tower wayward traveller

I Levinor the Undying, Hero of the plains, slayer of the purple dragon, member of the harpers and mage of the twilight hall, am master of this tower and your host for as long as you visit here.



What makes an adventurer? Well if you would like to know my history before my adventuring career started [here](#) it is. After I started adventuring I participated in a few heroic [adventures](#). I also created a couple [magical spells](#) that have helped in my journey's around Fearun.

Now that you know a little about me here is my only constant adventuring companion [Thirim](#) Priest of Moradin, Master of Opening doors and Wielder of the sacred frying pan.

Before you leave would you like to visit our [hall](#) of heroic deeds? Where you too can place your mark on the wall of honor

Here is the [back room](#), where we appease the evil god [TSR](#)

When you leave please shut the door on the way out and thank you for visiting my tower. Come back soon as we are always adding new sections to the tower

Levinor's story

I was born to a half-elven mother and a human father. The father was a noble of a family that lived in the city of Eversult. I was originally a warrior training for an honorable career as a captain of the city guard. That is until I met a mage who recognized my ability to combine the best of the warrior and wizard. This mage's name was Alarium the Magnificent, once you got past the ego he was a great teacher and friend. After my 10 year apprenticeship I returned home to find that both my mother and father were slain while I was away and the rest of the family would not even choose to see me. I vowed to one day return and cast them out into the streets like they cast me into them.

I then travelled around the world in order to gain experience in the ways of life and Toril. Looking for some excitement I teamed up with a group who were travelling to the other side of the world, but that is a story best told at another time.

After this successful venture I went and joined the Harpers as they were looking for someone to infiltrate the organized crime guilds of Eversult. I figured that now is the perfect time to return to the city of my birth and see the humiliation of my old family.

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The Adventures of Levinor the Undying

Travelling to the Hordelands before it was known as the Hrdelands with a group of like minded individuals we encountered an army of horsemen which tried to run us down. Unlike most adventuring companies we ran away.

After running and evading for many days we encountered a chasm with a rainbow bridge across it. As we were crossing the bridge the army of horsemen finally came over the horizon.

Running across the rest of the bridge we started to destroy the bridge. It escapes me at the moment how we did it but it was done and we thought that we were safe from the horsemen. A taller man dismounted off his horse and came to the edge of the chasm. As he started waving his arms, we as the good little adventuring group shot arrows at him. As they fell short we saw the beginnings of a rainbow starting to form on his side of the chasm.

So we ran away again with all due speed. It seemed that running was all our little band was going to do until we found a pass through the mountains. It was in these mountains that one of my companions jumped off a four hundred foot cliff twice before he finally died. (we did not push him, the second time)

After burying our companion we continued on our way through the mountains and out the other side. It was there that "The Purple Dragon" was waiting for us. Although it was not an easy opponent it made one fatal error that many dragons make, it entered into melee with a group of adventurerers. After dispatching the beast we stealthily entered the camp of the horseman army and sued for peace with the leader while he was undefended.

Leaving the hordelands behind, we went our separate ways. Many of my companions disappeared into obscurity or into mysterious vortexes. I am the only one left alive of that band. After the Hordelands I travelled to Eversult under the direction of the harpers and helped to bring organized crime to it's knees and succeeded in gaining my rightful title.

I then moved into the Twilight Hall in the city of Berdusk to settle into a life of teaching and experimenting. Which is where my life is currently at.

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Levinor's spell Library

These are the spells that I have created. The first is my version of the fireball but the second has many uses and possibilities

Levinor's fiery area

Level: 3
Range: 10 yds+10 yds/level
Components: V,S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 40 ft radius, 10 ft high
Saving throw: 1/2

This spell is mostly used in a dungeon where the backlash of a fireball would affect the caster and the party members. The spell performs exactly like a fireball except the blast is completely contained in the area of effect. The spell does not penetrate through barriers of any type. Damage is 1D6 per level of the caster maximum 15D6.

Levinor's Exploding Stomach Marble

Level: 4
Range: 0
Components: V,M
Duration: Special
Casting Time: 1 round
Area of Effect: 1 gem
Saving Throw: Special

This spell turns a small gem of 10 gp value into a small pill sized marble that when put in contact with strong acids it explodes. If it is swallowed it causes instant death by blowing up the subjects midsection (no save). If it is caused to explode in other circumstances it causes 1D10 hp damage for every 3 levels of the wizard who cast the spell within a 5 ft radius area of effect, save for half damage. The explosion will cause combustable liquids and gases to explode but will not ignite anything not highly combustable.

Shadow Knight

Submitted by: ["Barry Brookins"](#)

Level: 2
Range :0

Components: V,S,M

Duration: 1 round per caster level

Casting time: 2

Area of Effect: Special

Saving Throw: N/A

This spell creates a spectral guardian in the form of a shadowy knight to aide the caster. The spell can only be cast in combat and duration automatically ends when combat is over or one round per caster level, (whichever comes first). The knight attacks as a level 3 fighter, with 20 hit points, AC 5, with 1 attack per round dmg 1-8, and can be hit by normal weapons (see additional information).

As the mage progresses in level, the knight gains the following benefits (the benefits are cumulative):

Level: 5 Knight gains +1 to attack and damage rolls

Level: 7 Knight's AC increases to 4 and can hit creatures that require +1 or better to hit.

Level: 9 Knight gets and additional attack per round and attack bonus's are at +2

Level: 11 Knight's AC increases to 3

Level: 13 Knight can only be harmed by magic and/or +1 magical weapons.

The knight saves as the wizard does. Only one knight at a time can be summoned by the wizard. The material components to this spell are a drop of the caster's blood and a piece of armour that has been worn in battle.

If you have any other unique spells I would like to see them.

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Thirim's Memorial

Thirim was last seen being sucked into a blue vortex and has not been seen since. We must assume the worst and go on without him.

I will use this page to commemorate his passing onto the smithy of Moradin

R.I.P.

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The Hall of Heroes



- [Rockcrag Whitemoon and his companions save a town](#)
- [The story of Dubloth's exploits in the Drow city of brea'nor'lther](#)
- [Alan the Blue's Magical adventure](#)

This is the hall which holds the deeds of great heroes of the Realms. If you would like to have your exploits recorded here for all to see then send a summary to [me](#) with a short story of your character's exploits and I will add them to the wall of honor.

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Kneel to the mighty god TSR.

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Rockcrag Whitemoon

I am writing to you to tell about a group of adventurers that single handedly save a town from almost certain death. Here is the story:

We were heading into town one day and decided to head to the local inn. We met a series of people. My character, Rockcrag Whitemoon a Barbarian, decided to retire leaving his companions, Dastalius Kae-kanan an elven fighter/mage, and our elven thief, tictheus, behind to do some investigating.

After they also retired to bed, But some time during the night the town was attacked by hordes of zombies. My room was broken into and Rockcrag punched the window and jumped out to be be dearly hurt by the fall. He then relized he had no armor or sword so he quickly ran back up stairs to retrieve it.

When he got there a friend had destroyed the zombies and I put my armor on ,grabed my sword and jumped from the window again, taking minor damage. My character quickly went into a state of rage killing four zombies and knocking out another. My friends Dastalius and Tictheus battled on with two more zombies.

After calming down I lead some people to the inn. But again the zombies came back and again I charged two if them I quickly killed them. But then i charged my companion dastalius, part of berserking. I cut his arm deeply and with the next hit chipping a big hit into his katana. After that we regrouped and headed for some shrine to the north. Finally we arived and heard of a place where the zombies came from. We decided to find it and after a couple hours journey we arrived.

In front of was a creature unknown to us, and 20 zombies protecting it. I quickly jumped and attacked the thing in the middle not even hurting it. My friends killed zombies while I decided to get back and taunt the monster. My friends ran back and got away from it all. I also joined them in their run, running to the shrine. There we grabed a bucket of holy water and headed north finally killing it.

We got no rewards from the town and nothing far as complements.

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Dubloth's story

My name is dubloth I was once A Drow but Thanks To my lord Dracions I no longer have that form. I have Killed many of my brethern the dark elves.

One such time happened last week when I Drestoyed the evil city of brea'nor'lther. I entered the city and went striaght for the center and called out " I am dubloth Enemy To Lolth And Slayer of all Drow I see." The Battle Ensued for hours ending when fifteen preistess cast powerfull spells at me Causing the ceiling to fall. Seeing the end of the city I used my ring of teleaport and left. Leaving the drow to die in their new tomb. My time is short and i must leave. unto our paths cross again "fair ye well". Dubloth

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NEWS FLASH

This just in.... apparently, a wizard by the name of Alan the Blue was involved in a major magical anomaly near Wickershire, a barony near Waterdeep. It seems that a Calimshite renegade mage was attempting to harness a raw magical surge of immense power. For those of you who don't know, a raw surge is a small magical energy projection, a simple cantrip used to teach apprentices to harness small amounts of magical energy.

This wizard had created a huge version of this simple magical conduit, inside of a large tower which reportedly sprang up out of the ground. Alan and a group of Waterdhavian adventurers arrived just in time, so they thought, to stop the wizard. Actually, the wizard would have been unable to harness the huge magical energies without sacrificing the lives of - you guessed it - our brave adventurers.

The wizard was nearing completion of his spell, when Alan did something totally unprecedented- he cast a CANTRIP spell. he created his own small raw surge. the two surges interacted, and Alan, because of his Planar makeup, was able to harness the energy without having to kill anyone. Every pore in his body erupted in light, according to witnesses, and he fired a bolt of energy at the sorcerer's head. After reading his mind to find out some things he needed to know, he encased the wizard's soul in an extradimensional pocket, then destroyed the raw surge.

He collapsed, and when he awoke, he found that he had absorbed a little of the surge's energy....he had become more powerful.

Stay tuned to Forgotten Realms News Network for more exciting developments in the best campaign world in the multiverse!

And in other news, Elminster's hemorrhoids are beginning to clear up, but he's still pretty grouchy....

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