

Thessall's Wayguider

(from Dragon Magazine #179)

Thessalls' wayguider is a square lantern 1 foot high with a 6- by 6-inch base. It is styled with four brass pillars, one at each corner. Two opposite sides of the lantern have bronze shutters. The handle on top is made of ivory inlaid with gold bands. In the center of the lantern is room for one large candle. The wayguider has two words inscribed at the base in an alien script. If examined with a *read magic* spell, the words read "Bezzam" and "Tekkar." This device will function as a normal lantern unless one of the command words are spoken.

When the command "Bezzam" is spoken aloud, the light from the lantern takes on a blue tint and the range of the light is reduced to 40 feet. This light has the power to reveal secret and magically hidden doors as well as disguised trap doors. When the light shines upon any such portal, its outline glows with a bright blue sheen. The opening mechanism of the door is not revealed, however. This power of the lantern can be used only four times a day, needing six hours after each use to recharge. The magic lasts for only one turn before the light returns to normal.

When the second command, "Tekkar," is uttered, the lantern casts a reddish light. The glow of the lantern is reduced to a range of 20 feet. This beam has the ability of *true seeing* as per the 5th level cleric spell of the same name. This power affects all creatures in the light's 180° area of effect even if the bearer doesn't intend it. For example, a party of adventurers comes across a group of robed goblins claiming to be monks on a pilgrimage. When the party first spots the robed figures, the thief uses a ring to become invisible and get behind the newcomers. If the beam is used to reveal the true nature of the mysterious robed figures, it also reveals the thief to the goblins, and he can be attacked. The light burns the candle at four times the normal rate (equal to two turns in the time of five rounds). This power can only be used once per day.

The final power of the lantern is that it can communicate with the holder telepathically and give directions to find the path from which it came. This power also negates the effects of the 8th level magic-user spell *maze*. It can be used once per day. In order for the magical properties of the wayguider to function, a special candle must be used. The candle must be made from the wax produced by the giant honey bee and must have an *enchant an item* spell cast upon it.

The wayguider was created by the magic-user Thessall of Port Llast over 200 winters past. It was made for his lover, a ranger named Andreana Longstep, to bring her safely back to him after her long journeys in the High Forest. Sadly, it seems that the enchantment was not enough, for on one trip Andreana did not return. Thessall went into the forest to look for her, and neither of them has been seen since. It is rumored that rival magic-users kidnapped her to lure Thessall into the forest and into a trap, but this has never been verified.

The lantern was last seen in the possession of a merchant named Druekin Dustycoat, who was trying to sell the lantern quickly in Waterdeep. He fled mysteriously one night with the lantern, leaving all of his goods behind. The present fate of the lantern and its owner is not known. Druekin was said to have been last seen traveling east.

XP Value: 5,600

GP Value: 28,000