

# Alahandra's Questing Call



## Divination

Level: 3

Range: 10-mile radius

Components: V, S, M

Casting Time: 3 turns

Duration: 3 rds./level

Area of Effect: 1 mirror

Saving Throw: Neg.

Created by Alahandra of Waterdeep, this spell calls forth the images of adventurers who are "between quests" at the moment. The spellcaster is not in control of what sort of adventurers the spell indicates, and the adventurers must be within range of the spell. The spell often misfires (30%), showing either nothing or scenes from another plane of existence entirely.

Only the vague shadowy image of one or two of the adventurers and their approximate location is indicated by the spell.

The materials needed are a silver mirror, a small bell, and a candle made from beeswax. Only the mirror remains after the spell's completion.

Notes: Uncommon or rare for diviners; otherwise rare or very rare. (Updated from DRAGON Magazine.)