

Alustriel's Banner



Illusion/Phantasm

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Creates 1 banner

Saving Throw: None

Alustriel's banner causes an impressive fanfare to sound as a banner appears in midair wherever the caster desires within spell range. The banner is usually placed high in the air, though it can be directed to appear right against a wall or door. The banner can be of any size and appearance desired, from rigid and shield like to a long pennant, and can look new or ancient. The caster can also decide whether or not it glows, and can make it vanish at will. If it glows, the light it sheds is equal in maximum effect to a light spell, and, within these parameters, of the hue and intensity desired by the caster. The fanfare lasts only one round or less and can even be absent if the caster desires.

The fanfare must be trumpet or horn music that the caster has actually heard at some past time. The banner's form and any device, coat-of-arms, or rune on it must be a decoration that the caster has actually seen.

Sometimes this spell is used to frighten folk into thinking they are encountering a watchful ghost or guardian magic. For example, if thieves or would be slayers are suddenly confronted with a royal coat-of-arms on the door of the king's bed chamber that they are stealthily approaching, they may think it is guarded by some powerful magic. The spell is most popular, though, as a battlefield recognition symbol, rallying device, or directional marker. It is often cast high up in the air, by night, to illuminate a skirmish or embattled camp.

Another of Alustriel's early spells, this magic has gained favor among armies and mercenary bands all over Faerûn because of its battlefield usefulness.

The material component of an Alustriel's banner is either a real trumpet or horn or a tiny model of one made of bone, ivory, whilled wood, or metal.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.