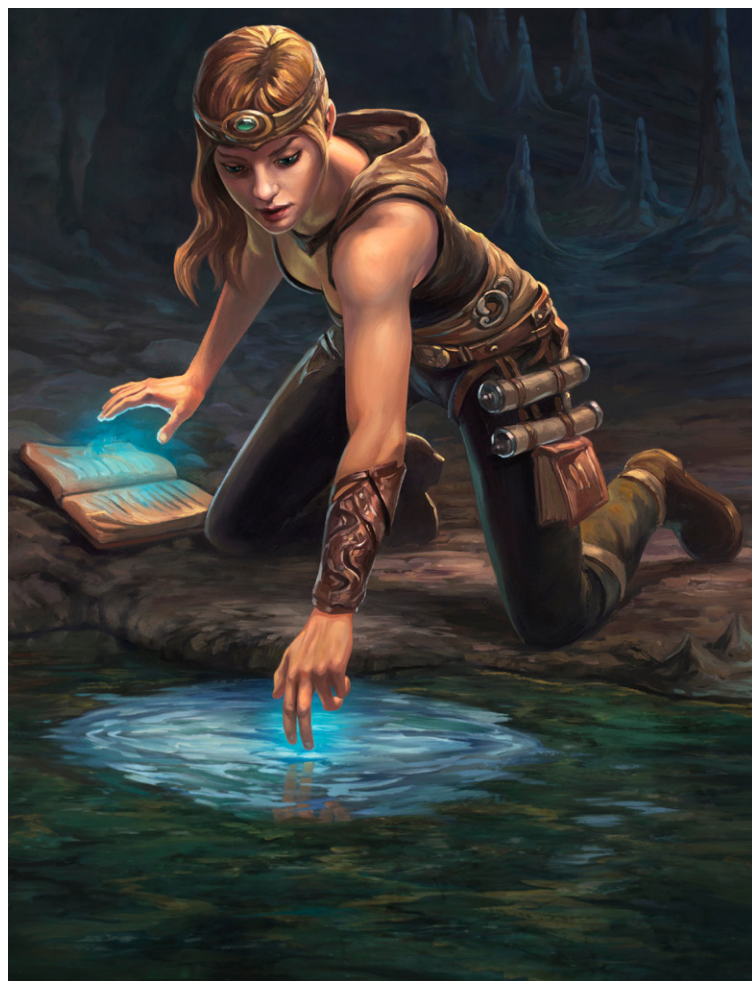


MALONGE'S MNEMONIC OF SUBTERRANEAN SPELLS

UNDERSTANDABLY, THE life of an adventuring wizard will involve a great deal of exploration of the darker places of the world. Survival in such regions will often depend on the help of trustworthy allies, or a careful selection of spells to ensure one's safety. *Malonge's Mnemonic of Subterranean Spells* contains spells designed for just that end, and tested under the most difficult conditions imaginable. It is also a tribute to wizardly ingenuity, and a cautionary tale of the limits of same.



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THE TALE OF LAMAR MALONGE

The author of the *Mnemonic* was a talented but not particularly distinguished junior instructor at a wizardly academy in the Southlands. Three years ago, while conducting a practical examination on the subject of rare mineral materials to be found in the infinite tunnels of the underworld, he and his students were ambushed by dark elf slavers. Malonge managed to save the students under his care, but that left him with no way to save himself, for he expended all his spells in the process. The slavers captured him and took him away down cavern paths to a life of slavery.

Malonge ultimately escaped from the dark elves, absconding with not only his life but also a drow wizard's spellbook, containing a handful of spells useful in the underworld and a large number of empty pages. Exactly how he accomplished this escape remains a mystery, as his account of his attempt to return to the surface (contained in the *Mnemonic*) begins shortly after he had done so. Some believe Malonge escaped by taking advantage of a recent period of chaos as demon lords rampaged through the underworld, while others speculate that his "escape" was a cruel game invented by the drow, who likely placed wagers on the length of his survival.

The empty pages of the spellbook were used to record his fragmentary journal, and also to inscribe the spells that Malonge needed to invent in order to keep himself alive and hale in the underworld. The fact that he was able to devise several such spells without any laboratory or access to other research has ensured his posthumous reputation.

The most significant spell devised was a wizardly adaptation of the *meld into stone* ritual cast by druids, which he used to ensure that he

From the Mnemonic

"Seldom have I so wished that I followed abuelo's counsel and joined him in his hermitage, instead of studying wizardry, as I do when I gaze upon these brackish seas beneath the earth and feel thirst constricting my throat. Instead of being able to implore powers greater than myself to make a portion of these waters into something I can drink, I must devise a method to do so with what I have to hand ... and all the while, I thirst."

would always have a safe sleeping place. The other spells were of lesser potency and often highly specialized to his circumstances, but still highly useful in similar circumstances.

Malonge's ultimate fate is unknown. Dwarven miners discovered the *Mnemonic* lining the underground nest of a gargantuan mutant raven, suggesting that he met a most unfortunate end. However, after the delivery of the tome to his former academy, some of the wizards who studied it announced their belief that there are pages missing from the volume, as though deliberately torn out. Perhaps Malonge was recaptured by the dark elves or others, with his captors tearing those spells that interested them from the *Mnemonic* and discarding the rest.

If the actual *Mnemonic* were available to study, rather than the excerpts that have circulated in the wizardly community, it would contain all of the spells in this article, a wizardly version of the spell *meld into stone*, and the spells *alarm*, *darkvision*, *dimension door*, *expeditious retreat*, *gust of wind*, *jump*, *locate object*, *mage armor*, *spider climb*, and *water breathing*. Its accounts of underground hazards overcome and avoided might grant advantage to checks needed to deal with similar situations, at the GM's discretion.

Open Game Content

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NEW SPELLS

While designed for a wizard's use, some of these spells have since been used by other casters, as listed below.

CLERIC SPELLS

1st Level

Cleanse Water

DRUID SPELLS

2nd Level

Digest

3rd Level

Darklight

Stonesense

4th Level

Mindshield

RANGER SPELLS

2nd Level

Digest

3rd Level

Scent

Stonesense

SORCERER SPELLS

3rd level

Darklight

Malonge's Malevolent Missile

4th level

Mindshield

WIZARD SPELLS

Cantrip (0 Level)

Scribe

1st Level

Cleanse Water

2nd Level

Digest

Scent

3rd Level

Darklight

Malonge's Malevolent Missile

Stonesense

4th Level

Mindshield

Darklight

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (torch coated with humanoid dung)

Duration: 8 hours

You create an enchanted fire that surrounds your hand. This enchanted fire produces no heat, but sheds dim light in a 20-foot radius around you. Only you and up to four creatures of your choice can see in this light. To all others, it is treated as no light at all.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, you can choose one more creature to see the light for each slot level above 3rd.

Digest

2nd-level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration (up to 10 minutes)

For the duration, you are able to eat any organic matter and count it as food for the purposes of satisfying your need for food and recovering from exhaustion. In addition, you gain resistance to poison damage and immunity to the poisoned condition when that damage or condition would arise from an ingested substance instead of an injection, inhalation, or contact.

SPELL DESCRIPTIONS

Cleanse Water

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

All water within a 30-foot radius sphere centered on the point that you touch becomes fresh water, free of disease and poison. If this volume of water is surrounded by other water, it will begin to mix with the other water after 1 minute passes, returning to its original state within a short time. The water will only remain clean if it is bottled and taken away from its source.

From the Mnemonic

"The *darksight* spell the dark elves cast on me will only last a few more hours, and I have no agate or carrot to cast another one. I can use a cantrip to produce light, but it will attract monsters. The solution is to create a spell that uses my extinguished torch to cast a light that only I can see. How to prepare the torch, though?..."

"I hunger. Must make a spell to make the fungus lining the walls of these caves edible. No, better, it will make anything edible. Hunger is the best spice. Only you shall I not eat, book, because I need you more than I need a full belly."

Malonge's Malevolent Missile

3rd-level necromancy

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a chunk of obsidian)

Duration: Instantaneous

A shadowy, dark sphere leaps into your hand and then streaks across the distance at a creature within range. Make a ranged spell attack roll. On a hit, the target takes 5d10 necrotic damage and makes a Constitution saving throw. On a failed save, the creature is stunned until the end of its turn.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, the necrotic damage it deals increases by 1d10 for each slot level above 3rd.

From the Mnemonic

"They are trying to kill me. They. Everything. The very air I breathe turns toxic in my lungs. The stones beneath my feet rebel against me, trying to topple me and dash my skull open. Even my sleeping dreams are menacing! I am tired of being afraid—let the beasts of the underworld fear me instead for once! Let them taste the darkness of my soul! Let them fear the wrath of *Malonge's malevolent missile!*..."

"Aside from food, water, security and light, the gravest problem I face remains isolation. It is a threat to my sanity as great as any mind-blasting monster of the depths could be. Rereading some of my own journal entries makes me painfully aware that I have come close to madness at many points in this quest ... and yet rereading this one makes me wonder if I have not descended into a greater madness than I can admit, for how can I be so calm about my circumstances?..."

"It's not enough to simply reduce the chances that I will attract monsters. I see that now. It took almost losing my leg to that bulette, but I do see that now. I must be able to detect the monsters before I am able to see them, before they can see me, so I can move out of their way. I need to be able to smell them coming."

Mindshield

4th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Concentration (up to 10 minutes)

For the duration, you or a willing creature that you touch gains resistance to psychic damage. Additionally, the creature has advantage on saving throws to avoid becoming charmed or frightened.

Scent

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (blood from the nose)

Duration: 1 hour

You or a willing creature you touch gains the ability to pinpoint, by scent, all other creatures within 60 feet. The creature is also able to automatically identify any pinpointed creature's size and type, and may be able to identify the specific kind of creature by succeeding on an Intelligence (Nature) check with a DC set at the GM's discretion. However, the target also gains vulnerability to poison damage from inhaled poisons and has disadvantage on saving throws to resist the effects of gases and other inhaled effects.

Scribe

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of dust)

Duration: 1 hour

Your finger produces ink when pressed to a piece of paper as though it were a freshly dipped pen. You can write legibly with it. If you are proficient with calligrapher's supplies, you can add your proficiency bonus to ability checks made with this spell (at the GM's discretion).

Additionally, you can make a melee spell attack. If the attack hits, the target must make a Constitution saving throw. On a failure, it is blinded until the end of its next turn.

Stonesense

3rd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rough figure of a dwarf, pressed to the forehead of the subject)

Duration: 8 hours

You or a willing creature you touch gains a preternatural understanding of stone. Whenever the target makes an Intelligence (History) check related to the origin of stonework, it is considered proficient in the History skill and adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

Additionally, if the target is underground, it can make a DC 10 Intelligence check to correctly determine the distance between itself and the surface, or to perfectly recall any path it has traveled in the past week. 🐉

From the Mnemonic

“It is working. Were I at home—in safety—I would think this a ridiculous extravagance, the sort of magic only a truly sybaritic wizard would employ. Yet here, in this darkness, where only my ability to turn my thoughts into words on the page will save me from everything else here, the power to summon ink from some hypothetical plane of ink is a vital necessity!...”

“I believe that I am at least one mile beneath the surface of the world, and possibly more than that. I need only travel through these tunnels until I am within five hundred feet of the surface. Then I will be able to *dimension door* straight up and escape. But how am I to know when I can do that? Dwarves are said to always know their exact depth beneath the surface ... though that is a bad joke. Magic has been made with less!”

