

more. Many of these powers have not been manifest in more than 800 years, as only Andrathath used the *mask* to its full ability. (He is the only owner verified in history to do so.) Many wizards theorize that Andrathath's intellect remains in the mask to manipulate the wearers, as he was found dead and spiritless in the ruins of Dlardrageth Keep. *Andrathath's mask* is famous in the City of Brotherhood as the everpresent headgear of the Masked, one of the fabled Seven Wizards of Myth Drannor. The previous elf to claim the title of the Masked was Lord Speaker Lhombaerth Starym, the rebel noble who dared oppose the Coronal and Court with spells and intrigues. After a short time in the possession of the human armathor Elminster Aumar, the *mask* was given in secret to an elf (or half-elf) female of some mystery; she has since adopted the title of the Masked and has served the city with dignity and grace. Still, some doubt her motives and character due to her insistence on remaining masked at all times; like the seven known others who have worn *Andrathath's mask*, the enigmatic sorceress offers little explanation for her reticence beyond a desire for privacy.

## The Arcstaff of Khavoerm

The most powerful arcane artifact among the many in House Irithyl's (and thus, the Coronal's) possession is the *Arcstaff of Khavoerm*. This wizard's staff has never been used by the Coronal due to his path as a warrior, even though his position as the Coronal (and the drawing of the *ar'cor'kerym elfblade*) grants him knowledge of High Magic. Still, he and the Srinshree both know the command word that summons the *Arcstaff* immediately to hand from the Irithyl vaults. Its powers in combat are legendary.

*Arcstaff* is its simplest title in Common, though its elven title is *Ar'N'Ehalaer* — "The Great Staff that is Not." When viewed outside the hold of a mage, it seems to be merely a twisted length of lumpy, tarnished metal about four feet in length. When held by a wizard or High Mage, the *Arcstaff* comes to magical life and its full glory: The metal brightens to a reflective silvery sheen and contorts to become an undulating wingless and legless dragon that constantly coils and twists about an invisible staff. The wizard's hand alternately appears to grasp this magical metal dragon or nothing at all, though his grip remains true. Around and within spaces in the dragon's coils, sparks and crackles of energy abound which flash brighter and change color when they contact other magic. So, this great staff appears to be a constantly moving, small silver dragon wrapped around a field of magic with no solidity at all.

The powers of the *ar'n'ehalaer* are varied, but any spell effects manifested by the *Arcstaff* act as if cast by a 12th-level caster unless otherwise noted. Four of the staffs powers are constant and take effect automatically without activation by the wielder; these are *feather fall*, *identify*, *shield*, and *shocking grasp* (total damage 1d6+9 including weapon damage, delivered by mere touch of the staff).

The *Arcstaff's* remaining powers require activation with a command word. The command words are ancient gold elf words, and their exact inflection and pronunciation are key;

in other words, if the bearer is not an elf capable of speaking the command words, no further powers can be used by that bearer.

These powers do not drain charges from the item and can be activated at will: *affect normal fires*, *blink*, *detect magic*, *detect undead*, *hold portal*, *knock*, *light/darkness 15' radius*, and *protection from evil/good*.

The following powers drain one charge per use: *dispel magic*, *fireball*, *lightning bolt*, *wall of fire*, *wall of ice*.

The following powers drain two charges per use: *cone of cold*, *globe of invulnerability*, a barrage of 12 *magic missiles*, and *spell reflection* (spells reflected back to source as a *ring of spellturning* or a *spellblade*).

The *Arcstaff's* two great powers are these:

- The metallic dragon that entwines itself along the *staff* can be unleashed with an expenditure of 10 charges. It grows within one round to become a full-sized adult silver dragon with maximum hit points and full statistics, though it lacks its normal spellcasting ability. Like a *figurine of wondrous power*; the conjured dragon is fully under the influence of the *Arcstaff* - wielder. The staff-wielder also can manifest the staff's powers as breath weapons from this dragon. Should the wielder and the *Arcstaff* stray more than 100 yards from the animated dragon, it immediately begins to shrink and *blinks* into the staff again; otherwise, the dragon can remain active for up to four hours. Once the dragon returns to the staff, this power cannot be activated again for one month.
- The *Arcstaff* absorbs spell energy like a *rod of absorption*, though there are no limits to the amount of spell energy the staff can absorb. Within one round of the staff absorbing a spell's energy, the wielder can opt to unleash the same spell (with effects and damage as originally cast) at the target of his choice at a cost of three charges. Otherwise, the absorbed spell energy recharges the *Arcstaff* at a rate of one charge per two levels of spell energy (i.e., a 6th-level spell restores 3 charges). If the *arcstaff* ever reaches one charge, this power automatically activates, absorbing the first energy it can; until the staff's charges rise above four, only its constant abilities can be used. If encountered, the *Arcstaff* will contain 5d20 charges.

## Elfblades

The origins of these blades are told in songs and legends dating back to the founding centuries of the realm of Cormanthyr. Like the ancient *moonblades*, these blades were constructed for the ruler and the two highest lieutenants of the new unified domain. Made at the behest of the Coronal Oacenth of Jhyrennstar, the three *elfblades* were all long swords of great power. This is all the elven folk know of the *elfblades* of Cormanthyr, unless they are scholars of ancient weapons and weapon rites.

By the current day (650 DR), these weapons have become nigh-forgotten relics of the Coronal and his Court. In fact, with the loss of the two lesser *elfblades*, most elves have