

FEATS

Elf Dilettante

Throughout the long years of your life, you have developed a talent for doing just about anything.

Prerequisites: Elf, Int 13.

Benefit: You gain a +1 bonus on all untrained skill checks. You can attempt untrained checks using skills that normally do not allow untrained use. If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without any ranks in a skill, you can't attempt some skill checks.

Insightful Reflexes

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Weapon Focus (Longsword)

Choose one type of weapon, such as greataxe. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat. You are especially good at using this weapon. (If you have chosen ray, you are especially good with rays, such as the one produced by the ray of frost spell.)

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Silent Spell

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Still Spell

You can cast spells without gestures.

Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Cormanthyran Moon Magic

You have mastered the ancient elven techniques of drawing power from Sehanine Moonbow's light.

Prerequisites: Knowledge (history) 4 ranks, ability to cast 3rd-level spells.

Benefit: When you cast a spell under moonlight, your effective caster level increases by 2. This feat provides no benefit when the moon is not visible (during the day, underground, during a new moon, or the like).

RACIAL ABILITIES

Ability Modifiers: Sun elves value study and contemplation over the feats of agility learned by most other elves. (+2 Intelligence, -2 Constitution)

Size: As Medium creatures, elves have no special bonuses or penalties due to their size.

Speed: Elf base land speed is 30 feet.

Resist Enchantments: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish colour and detail under these conditions.

Elven Senses: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

Automatic Languages: Common and Elven. Bonus Languages: Auran, Celestial, Chondathan, Draconic, Gnome, Halfling, Illuskan and Sylvan. Elves commonly know the languages of their enemies and of their friends, as well as Draconic, the language commonly found in ancient tomes of secret knowledge.

Favoured Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing. Wizardry comes naturally to elves—indeed, they sometimes claim to have invented it, and fighter/wizards are especially common among them.

CLASS FEATURES

Elfsight: An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Resist Enchantments: An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

Weapon Focus: At 2nd level, an elf paragon gains Weapon Focus as a bonus feat. This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow, or composite longbow.

Ability Boost (Ex): At 3rd level, an elf paragon's Intelligence score increases by 2 points.

Expert Weave Manipulation: A Selu'taar can spend a higher level spell slot to cast lower level spells whose total spell level is equal or lower of the slot spent. For example, she can spend a 5th level slot to cast two 2nd level and one 1st level spell, or one 3rd level and one 2nd level etc. She can also cast a spell using lower slots that equal to the cast spell's level + 1.

Sacrificing Casting: A Selu'taar can sacrifice some of her vitae to cast spells. She gains 1 spell level per hit point she sacrifices. This hit point can only be healed through natural healing.

Sense the Weave: A Selu'taar is so attuned to the weave that can see it constantly. She can see any spell that is 2 level lower of the maximum level she can cast. This acts as the first round of de-

tect magic. At will, she can concentrate to get even more information about the magical auras that are in place. This acts as detect magic but every tier of information takes 1 minute instead of 1 round.

She can also identify the uses of a magic item just by examining the way the magic is weaved around it. This takes 3 hours and uses no material components. But she can only identify 2-3 items every day.

When she is able to cast 6th level spells, she gets Analyse Dweomer automatically as a known spell and she can use it as a spell-like ability once per day.

Lastly, she get +1 insight bonus to save versus any spell.

Natural Conjunction: If the material is summoned from the natural resources around the caster, then the spell is permanent no matter what the description of the spell says. If the materials are conjured out of thin air (the weave actually) then they dissolve back to the weave after a while (even if the description says the effect is permanent).

Preserver of the Weave: A Selu'taar gets +1 caster level bonus to spells that heal the weave or use it carefully (like dispel magic or true seeing) but she suffers -2 caster level penalty to spells that disturb the weave (like evocations or necromancy).

SPECIAL ABILITIES

Telekinesis: Can use *telekinesis* as a spell-like ability 3 times per day. Can move (25 + Intelligence modifier) pounds per level.

TOTAL MODIFIERS

Abilities: +4 Intelligence, -2 Constitution.

Low-light Vision: 120 feet.

Saves: Immunity to *magic sleep* effects, +4 racial saving throw bonus against enchantment spells or effects, +1 insight bonus against any spell.

Skills: +2 Listen, +4 Search, +4 Spot, +1 to all untrained skills.

Caster Level: +2 under moonlight. +1 to spells that heal the weave or use it carefully (like *dispel magic* or *true seeing*) but she suffers -2 caster level penalty to spells that disturb the weave (like evocations or necromancy).

Attack: +1 with longswords.

Telekinesis: 341 pounds.

MAGICAL ITEMS

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 colour 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. Two of the staffs powers are constant and take effect automatically without activation by the wielder; these are *feather fall*, 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*, *hold portal*, *knock*, *light*, *protection from evil*.

The following powers drain one charge per use: *daylight*, *dispel magic*, *call lightning*, *wall of stone*.

The following powers drain two charges per use: *globe of invulnerability*, *wall of force*, *a barrage of 12 magic missiles*.

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 two 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). The staff holds half its wielder's level + 1 charges at the dawn of each day.

Tel'Kiira

Strictly translated, the *kiira* (formally the *tel'kiira*) are *lore gems*. Wearable only by elves, *kiira* are semi sentient depositories of knowledge; whatever is known to a wearer of a *kiira* is recorded into the gem and can become known by future gem-bearers accessing those memories. The magic of a gem attaches it physically to the forehead of a new wearer and psychically to the wearer's mind. Ostensibly, these gems are created for a noble House lord to pass on his knowledge, clan history, and power.

Worn almost exclusively by elven nobility, the *kiira* are irrefutable symbols of a House's power, judged by the colour and clarity of a lore-gem. Crafted from many types of gems, a *tel'kiira* is never larger than the nail of one's smallest finger, and most are polished smooth and slightly mounded, without facets. The natural colour of a gem is accented and deepened with each successive mind-meld of a new bearer, and a number of elder Houses have *kiira* nearly jet-black in hue to show their accumulated knowledge.

Two prerequisites exist in order for a *kiira* to be worn: The wearer must be an elf and must possess an Intelligence score of 15 or greater. All others are assaulted with a *feeblemind* attack (save at +4 penalty or suffer effects permanently) each turn a gem is worn.

Even those who meet the requirements and wear the *kiira* of their own clan find the gem hard to control, given the great knowledge within them: The new bearer must succeed a number of Intelligence checks equal to one-third his Intelligence score (rounded up); elves of higher Intelligence make more checks, as the gem tests their ability to wield greater and greater knowledge. For each failed check, the elf suffers a 1-point reduction in Intelligence and (if the score drops too low) possible permanent *feeblemind* effects from the *kiira*. After all the checks are made (at the rate of one per hour), the wearer is either a gibbering fool or a proud *kiira* - bearer.

Rarely does a *kiira* - wearer learn all the lore of a gem instantly upon accepting one; only through age and acquired Intelligence can one continue to learn more and unearth the full potentials of a *tel'kiira*.

Once acclimated to the *kiira*, a wearer can access memories of many things elven, including ancestral spells, battle tactics, folklore, lost knowledge, and so on. The *kiira* teaches the elf through memory flashes about many things, including magic; add 1d6 spells to the character's spellbook per year, beginning immediately after acclimation and on each anniversary thereafter, to a maximum of 4d10 spells from one *kiira* in a lifetime. The bearer also gains a sense of unity with his family and clan, since his ancestors' spirits are all part of the gem and the bearer receives the benefit of their wisdom, knowledge, and experience.

The powers of a *kiira* are explained simply. It stores in the gem all unguarded knowledge contained within the mind of a person who wears the *kiira*. It then provides a shorter learning time for information and spells within its memory by channeling the normal learning experience through the *kiira* (half the normal study time for spells, translations, lore-searches). Further, the *kiira* can be rendered invisible at the will of the wearer (for it is pretentious to wear it openly at all times); and it provides a constant mind blank spell effect within the mind of the bearer against all mental intru-

sions, save those of the *kiira's* clan (i.e., the Alastrarra *kiira* is proof against all non-Alastrarran elves' and N'Tel'Quess' mental invasions).

While all the noble families of Cormanthor once had an active family *kiira*, the only clans at present that acknowledge the existence of a family *kiira* are these: the Alastrarra, Aunglor, Durothil, Haevault, Iliathor, Neindre, Nimesin, Orbyn, Racedrimn, Starym, Ulondarr and Telendseer.

Selu'Kiira

A major version of these gems are the *Selu'Kiira*, the *High Lore Gems*. Made exclusively from rainbow tourmalines, these long, faceted, sparkling crystals are larger and more ornate than standard *tel'kiira*. These gems also tell tales of their power and knowledge by their colour shifts; with each bearer, the gems absorb the long centuries of discipline of each, and the cumulative years of experience darken the gems. The *selu'kiira* begin life in hues of blue, then age to green and later to black, then brown, and orange. After a *selu'kiira* contains more than 3,000 years of stored knowledge, it brightens to a blistering red, its final and most powerful state.

These gems hold not only many centuries of knowledge about magic, but they hold the secrets of High Magic. Anyone donning a *selu'kiira* endures the acclimation process as described above, though in order to access knowledge of High Magic, the wearer must also meet the minimums of a High Mage student. The unknowing or unready wearing of a *selu'kiira* is far more dangerous than meddling with a standard *kiira*. If the person attempting to wear the *High Lore Gem* is unworthy, one of two effects occur: Non-elf users are blasted to ashes, their heads exploding from too much knowledge that must remain hidden from N'Tel'Quess; and unworthy elven and half-elven bearers become possessed by the presences of the gem in a powerful *magic jar* effect (regardless of the character's Intelligence, saving throw vs. this effect suffers a +5 penalty), and their bodies are used by the gem's presences to cast spells and transport themselves to their former homes or to other High Mage strongholds. After that, their minds are wiped of all memory of contact with the *selu'kiira* and the individuals are transported back to their last location of memory by a trusted mage or High Mage who claims the *High Lore gem*; the claimant of the gem may not wear it but serves as its caretaker until a High Mage chooses to accept the responsibilities of wearing one.

Millennial Chainmail

This suit of armor feels like mithral chainmail to the touch, but its minuscule rings are a pale green colour that turn brighter when exposed to the sun.

If you are chaotic good, chaotic neutral, or neutral good, *millennial chainmail* functions as +1 twilight mithral chainmail while you wear it. It is considered light armor and has a maximum Dexterity bonus of +8, an armor check penalty of -0, and an arcane spell failure chance of 0%.

Relic Power: If you have established the proper divine connection, a suit of *millennial chainmail* painlessly extends tiny green roots into your skin when you don it. This effect grants you fast healing 3 as long as you are in brighter than shadowy illumination. To use the relic power, you must worship Corellon Larethian and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Lore: The original suit of *millennial chainmail* was created by a dryad cleric for her lover, an elf hero who kept the surrounding woodlands safe. Upon the elf's death, the armor was consecrated to Corellon Larethian, who duplicated it for several of his chosen heroes.

Auldauthor Telendseer

Born in the year of the Hoary Host (1172 DR), the second son of Arandur, head of the House Telendseer, Auldauthor had always had an easy life. While Taenis, his brother, was to succeed their father as the head of the house, Auldauthor had the freedom to follow his own path. Arandur, their father had great dreams for his children, wanting them to help the Tel'Quessir recover their lost grandeur. Their bed stories were about Aryvandaar and Cormanthyr while the dark stories of the Crown Wars and the Fall of Myth Drannor were the prime example how even the mighty can fall.

The tragic passing of Iamorasse, their mother, was never fully explained and was speculated by many that it was a political assassination from the house's enemies. Fearing for the lives of his greatest treasures, Arandur sent both his sons away from Evereska. Under the watchful eye of Berrenion Faerondalan, they were sent to the "Glade of Elistraee", the fortified secret retreat of House Telendseer. Having lost both their parents practically, the brothers had only each other and Berrenion to hold on. It was not until their father's passing, many years later, that the children, men now, returned to Evereska to reclaim their rightful place.

Academy

Academy is the name of the demiplane of knowledge as well as the name of the network of academic facilities that are linked to it. It was created by a group of great sages as a centralized place for advancing the knowledge. Every one is permitted to enter the demiplane as long as he is not disturbing the peace and well being of the other visitors. All knowledge is given freely and no secrets are held back, as the directors believe that knowledge is by definition neutral and the application of it for good or evil is to be defined by the person who use

Under the care of Berrenion both grow to become great examples and paragons of the House Telendseer and the Ar'tel'quessir of Evereska. Taenis followed the road of the warrior, like their father, while Auldauthor chose the path of Arselu'Tel'Quess, like their mother. Soon after his brother joined the military school in Evermeet, Auldauthor left to study to the Academy, the great network of schools, research labs and libraries that span the whole multiverse.

There he studied history, geography, biology and many other fields. But most importantly he studied Cosmology and the Arcane. As a talented wizard and someone with cooperative spirit, he joined the Order of the Silver Twilight, a fraternity inside the Academy whose objective is the advancement of magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines.

That led Auldauthor to an archeological expedition in the ruins of Myth Drannor, to the ancient elven kingdom of Cormanthyr. After years of research, hampered by the occasional attacks from the dhaeraow who want the secrets of the old city, as well as the remaining terrors that live in the ruins, Auldauthor's treatise on Cormanthyr was ready. This publication was greeted with respect

it. This thesis has created many problems to the Academy since even most Immortals cannot distinguish this difference. Many have tried to exploit that freedom, but as it turns out there is little room for exploitation. Anyone trying to use his knowledge for evil usually find himself against other with the same knowledge trying to prevent him for harming someone.

All fields of knowledge are studied in the academy, barring or favouring none. Academy has one of the biggest and most complete libraries of the universe were hundreds of scribes are working, trying to categorize and preserve the millions of

from the mentors of the Academy, who awarded the title "Seeker of Mysteries" to Auldauthor for this.

Soon after this expedition Auldauthor reunited with his brother for the funeral of their father. Taenis, as Arandur's heir took over the reins of House Telendseer and Auldauthor helped him to establish his station. The house's enemies became visible to the brothers and a great deal of time and effort was spent to fortify the house from future intrigues against them.

Wanting to contribute even more to the understanding of the arcane in his home plane, Auldauthor spent many more years in his thesis, the Great Arcane Atlas of Faerûn. His journey around the continent of Faerûn was a life changing experience for Auldauthor. He came to understand the dream of Kahvoerm, the founder of Myth Drannor about the unification of the races. And although this work made him a professor of the Academy, Auldauthor decided to leave the safe life of House Telendseer and the Academy for a pilgrimage that will bring him closer to understanding the other races of Toril and spreading the word of cooperation.

books, scrolls and manuscripts it contains. Everyone has access to the whole collection, but special precautions and protections are taken for books with the ability to manipulate or harm the readers.

Access to the demiplane is fairly easy since most of the big and established cooperating academic facilities throughout the multiverse have a portal that leads to it. To prevent the demiplane from becoming an easy way to travel the multiverse, special care is taken so visitors can only use the portal back to their original destination. Although, special grants to use other portals are not unheard of.