

- A *telkiira* functions as a spellbook that can hold up to 200 pages of spells. A wizard can "write" a spell into a *telkiira* without paying the usual material cost of 25 gp per page, although he still must take the normal time to do so. A *telkiira* is fully erasable, so its owner can remove spells and replace them with new ones as he sees fit.
- A *telkiira* can hold up to ten distinct memories, each up to 1 hour in length, with perfect clarity. A wearer who accesses one of these memories experiences it as if she were the person who recorded it. Writing a memory requires 1 full round, regardless of its length. *Telkiiras* often hold important or treasured memories of their previous owners.

Only an elf or a creature with elf blood (a half-elf, for example) can wear a *telkiira* safely. Any other creature that places the gem on its forehead gains two negative levels and cannot use any of its abilities. These negative levels remain as long as the *telkiira* is worn and disappear as soon as it is removed.

Telkiiras are often locked to prevent unauthorized elves from enjoying their full benefits. An elf wearing a locked *telkiira* gains none of the benefits described above except the bonuses to Intelligence and on Will saves. Any member of the house, clan, or family that owns a given *telkiira* can lock or unlock it as a free action. Any other wearer can attempt a Use Magic Device check or Charisma check (DC 20 for either) to open a locked *telkiira*. Failure means the wearer must wait until he attains his next level before trying again.

Strong transmutation; CL 20th; Craft Wondrous Item, *fox's cunning*, *protection from spells*, *limited wish*, *vision*, creator must be an elf; Price 100,000 gp; Cost 50,000 gp + 4,100 XP.

Artifacts

Because many of the past's most enduring treasures surpass any normal magic, they fall into the categories of minor and major artifacts. Faerûn's ancient cultures produced countless artifacts and relics, most of which are securely locked away by vigilant owners or buried in places so forgotten or inaccessible that no one could reach them without undertaking an adventure of truly epic scope.

Minor Artifacts

Faerûn's ancient cultures were filled with magic of great power, so minor artifacts were much more common than they are in the current day.

ARTIFACT DESCRIPTIONS

Some of the most famous artifacts from Faerûn's ancient lands are described below.

Mythallar: A *mythallar* is usually a large, polished crystal as tall as a man, though it may take other forms as well. Like a *mythal*, a *mythallar* creates a city-sized envelope of pure magical energy. Unlike a *mythal*, however, a *mythallar* always incorporates a major special ability that permits the creation and use of quasi-magic items.

Quasi-magic items function exactly like normal magic items within the bounds of a *mythallar* but become inert when taken beyond its borders. The Netherese arcanists who first discovered and used *mythallars* viewed this restriction as a fair tradeoff, since the creation cost of any quasi-magic item, no matter how powerful, included no XP component. (The XP cost of spells with such components, however, still had to be paid.) This lack of an XP cost opened up item creation to even low-level spellcasters and made the creation of vastly powerful, near-artifact items such as floating mountaintop enclaves feasible. Without *mythallars*, Netheril would never have reached the zenith of magical power that it achieved.

Overwhelming transmutation; CL 30th; Weight 500 lb.

Nether Scrolls: Two sets of *nether scrolls* exist, each consisting of fifty individual scrolls. One complete set lies in the depths of Windsong Tower in the ruins of Myth Drannor, where it takes the form of a golden beech tree known as the *Quess Ar Teranthvar* (Golden Grove of Hidden Knowledge). The other set has been broken up and mostly lost. At least until the Year of the Moonfall (1344 DR), three scrolls from this latter set lay in the Hall of Mists beneath the Grandfather Tree of the High Forest. Two others are in the Crypt of Hssthak, which now lies beneath the sands of western Anauroch. A few of the remaining scrolls have been destroyed, and the location and current state of those that remain are unknown.

Each scroll is an 8-inch-by-10-inch sheet of thin, rolled gold as flexible as paper. Silvery magical writing crawls across its surface, appearing almost alive. The scroll's small size belies the staggering amount of information it holds. As soon as one "page" of text has been read, the writing swims and moves about the sheet, reforming into the next page of text. All in all, it takes approximately one month of dedicated study to review a single *nether scroll*.

The *nether scrolls* form the foundation of modern magical theory on Faerûn. Virtually every mage who has mastered any portion of the Art since the rise of Netheril received her knowledge, albeit indirectly, from the *nether scrolls*. Consequently, much of the information contained in these scrolls is now considered common knowledge in Faerûn's magical community. Nevertheless, the *nether scrolls* still contain a wealth of information that is useful to any student of the Art.

Reading even one *nether scroll* offers considerable insight into the Art. Any character studying one immediately gains one level in an arcane spellcasting class of her choice. (That is, her experience point total is set to the midpoint for her new level.)

The *nether scrolls* are divided into five chapters, each covering a different aspect of the Art. A character who manages to read all ten scrolls that make up a chapter gains an additional benefit whose nature depends on the topic studied. The chapters of the *nether scrolls* and the benefits they provide are detailed below.

Arcanus Fundare (Foundations of Magic): +30 inherent bonus on Spellcraft checks; +1 to save DCs for all arcane spells.

Magicus Creare (Spells of Creation): Three bonus item creation feats; XP cost of any magic item created drops to 75% of normal.

Maior Creare (Major Creations): Craft Construct (see page 303 of the *Monster Manual*) as a bonus feat; any golem or other construct created has maximum hit points.

Planus Mechanus (Studies of the Planes): Use *plane shift* as the spell once per day; ignore any hostile or debilitating planar environmental effects.

Ars Factum (Of the Creation of Artifacts): Unknown. Reputedly, this chapter of the *nether scrolls* taught the reader how to create artifacts. However, an additional key of some kind is needed to unlock this set of scrolls, and the spellcasters of Windsong Tower never discovered it.

The benefit gained by studying a particular chapter applies only to the character's arcane spellcasting class. For example, if a 15th-level cleric/5th-level wizard studied the *Maior Creare* scrolls and attempted to create a golem with divine magic, the golem would not have maximum hit points.

Overwhelming transmutation; CL 40th; Weight 1 lb. (per scroll)

Major Artifacts

The ancient cultures of Faerûn produced many major artifacts, but only a few have reappeared in the modern day.

ARTIFACT

DESCRIPTIONS

The following unique items are major artifacts.

Dragontear Crown of Sharrven: The *Dragontear Crown of Sharrven* is a delicate diadem made of thin mithral chains adorned with tiny diamonds. A large king's tear containing the image of a majestic silver dragon hangs from the center, where it can grace the wearer's brow.

The *Dragontear Crown of Sharrven* has the properties of a *greenstone amulet*, and it protects the wearer as a *mind blank* spell. The wearer also gains a +4 sacred bonus on saving throws against necromancy effects or any effect that would transport her to another locale or dimension. If such an effect normally does not allow a saving throw (the *maze* spell, for example), the wearer can attempt a DC 20 Will save to negate the effect. Finally, the *Dragontear Crown of Sharrven* renders the wearer

immune to magical and nonmagical fear and enables her to speak, understand, and write Draconic.

Elfblades of Cormanthyr: These three legendary swords were forged thousands of years ago when the great empire of Cormanthyr was founded. One of them was forged for the coronal (ruler) of Cormanthyr, one for the arms-major (the chief warrior of the empire), and the third for the spell-major (the empire's chief wizard). All three swords have since been

lost—two around the time of Myth Drannor's fall, and the third many centuries before. Restoring even one of the elfblades to the elves, let alone all three, would earn an adventurer the everlasting friendship and thanks of the residents of the Elven Court—particularly now that the drow have invaded the very heart of Cormanthor.

All three elfblades insist upon choosing their own wielders. Each has its own criteria for making the choice and punishes unworthy candidates in its own way, but to wield any elfblade, a character must be of good alignment and at least 15th level.

A character wishing to become the wielder of an elfblade must grasp the hilt with the firm intent of bonding with the weapon and draw it from its sheath. Whether successful or not, the attempt costs 2,500 XP. Each weapon's description suggests some guidelines on which it bases its acceptance or rejection of a candidate, but the final decision belongs to the DM. A character deemed unworthy to wield an elfblade is subjected to that weapon's unique form of punishment, as given in its description below.

Upon acceptance by an elfblade, the character becomes attuned to it and can summon it to his hand as a free action, as long as it is somewhere on the same plane. Once an elfblade has bonded with a character, it remains bound until the character's death, or until he commits some grievous sin against either his alignment or the elf people. In such a case, the blade punishes him as though he had failed to bond with it in the first place unless he makes an immediate effort to atone for his sin.

Each of the elfblades shares several properties in common with the others and also has its own set of unique abilities usable only by its chosen wielder. All are +4 *holy keen longswords*, and



The elfblades of Cormanthyr: the Crownblade, the Warblade, and the Artblade