

throws, but its most spectacular power comes from its clasps. On command, each clasp can store one item in the same manner as a *glove of storing*. By touching the clasps (a free action), the wearer can call the items to her hands instantly.

Faint transmutation; CL 8th; Craft Wondrous Item, *mage armor, resistance, shrink item*; Price 38,000 gp.

Chylnoth's Coronet: Created in the early days of Cormanthyr by an aquatic elf wizard as a gift for his moon elf lover, this narrow circlet of silver is studded with small aquamarines. Mounted at the center is a tiny platinum sea cat with a mane of pure gold.

Chylnoth's coronet functions as a *helm of underwater action* and allows the wearer to use *freedom of movement* for up to 1 hour per day, though this time need not be used consecutively. In addition, the sea cat figurine animates on command as though it were a *figurine of wondrous power*. The sea cat (page 220 of the *Monster Manual*) can be summoned twice a week and remains for up to 6 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate object, freedom of movement, water breathing*; Price 100,000 gp; Weight 1 lb.

Giiraegisir: These ivory cameos were popular among the wealthy citizens of Myth Drannor at the city's height. *Giiraegisirs* vary considerably in appearance based on the house of the original owner and the aesthetics of the creator. Each is basically an oval, ivory cameo with a metal pin on the back to secure it to the wearer's clothing. The ivory surface is engraved with some sign or glyph (a house insignia, a portrait of a loved one, or the like), and hidden within the setting (Search DC 20) is a small compartment that can hold an item of up to 2 cubic inches in size.

The cameo is affixed to the setting via a small, sliding track. Pulling the ivory cameo down on its track (a free action) grants the wearer a +5 deflection bonus to AC for 1 minute. This ability can be used once per day for the typical *giiraegisir*, but a few have a superior version of the effect that allows three uses per day of this function.

Moderate abjuration; CL 10th; Craft Wondrous Item, *shield of faith*; Price 10,800 gp (1/day) or 21,600 gp (3/day).

Golden Orb of Siluvanede: During the heady days of Siluvanede, sun elves from the greater noble houses crafted arcane orbs that offered protection against an enemy's initial magical assault. These items, called *golden orbs of Siluvanede*, could be carried by their owners or suspended from delicate chains and worn like pendants. Some were even enspelled to float around their owners in a manner similar to that of *ioun stones*.

Each orb is a 1-inch-diameter sphere of purest gold imprinted with the house symbol of a noble Siluvanedenn family. These orbs were so expensive to make that each noble house possessed only one, which was traditionally carried by its eldest member.

A *golden orb of Siluvanede* contains a Siluvanedenn abjuration spell very similar to *Elminster's effulgent epuration*^{PG}. The protection offered is continuous, although the orb can absorb and negate only one spell or spell-like ability that targets its owner each day. The wearer can choose whether or not to let the orb absorb a particular effect, although he gains no special

knowledge or insight that allows him to identify an incoming spell before making this decision.

When Eaclann and Sharrven conquered Siluvanede, most of the golden orbs were confiscated and placed within secure vaults. Many of the newly released Siluvanedenn fey'ri now seek to reclaim their stolen ancestral treasures.

Strong abjuration; CL 17th; Craft Wondrous Item, *Elminster's effulgent epuration*; Price 30,600 gp.

Harness of Armor: Created by wizards from the sweltering desert land of Calimshan, these simple crossed baldrics of leather and chainmail provide all the benefits of wearing armor with none of the problems that a metal shell can cause in the scorching sun. A *harness of armor* functions like *bracers of armor* but occupies the same space on the body as a vest, thus freeing the wearer to use other types of magic bracers.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times the bonus placed in the harness; Price 1,500 gp (+1), 6,000 gp (+2), 12,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5), 54,000 gp (+6), 73,500 gp (+7), 96,000 gp (+8); Weight 1 lb.

Orb of Tempests: An *orb of tempests* is a scrying device made from a crystal sphere about 6 inches in diameter. It functions like a *crystal ball* (see page 253 of the *Dungeon Master's Guide*), allowing the use of the spell *scrying* (Will DC 16 negates). In addition, the viewer can produce a *control weather* effect once per day. This effect is centered on the person or locale the viewer can see in the crystal ball at the time this ability is invoked.

The art of making an *orb of tempests* was a closely held secret of the Illuskan wizards, so only a handful of the devices exist today. An *orb of tempests* is an especially potent defensive tool for the defenders of a port city, since the owner can detect hostile fleets long before they approach and sink them in a fierce gale that seems to spring from nowhere.

Strong transmutation; CL 13th; Craft Wondrous Item, *scrying, control weather*; Price 85,000 gp.

Telkiira: *Telkiiras* are powerful lore-gems worn by the leaders of the mightiest elf clans. Each *telkiira* holds the knowledge, skills, and sometimes even a fragment of personality from each of the elves who previously wore it. Only a few of these devices survived the destruction of Myth Drannor and the other fallen elven realms, and most of those that remain are jealously guarded by their houses. At least a few have made their way into the hands of other creatures over the millennia.

When placed on the forehead of an elf, a *telkiira* confers the following benefits.

- The wearer gains a +4 insight bonus on Will saves.
- The wearer gains a +4 enhancement bonus to Intelligence.
- A *telkiira* contains 10 ranks in each of four different Intelligence-, Wisdom-, or Charisma-based skills. Among the most common skills available from a *telkiira* are Decipher Script, Knowledge (arcana), Knowledge (history), and Spellcraft. When making a check involving one of the *telkiira*'s skills, the wearer can use either the device's ranks in that skill or his own, whichever is higher. He uses his own ability-modifier for any skill check using the *telkiira*'s ranks.

- 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.