

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

Maiores 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 *Maiores 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

all retard the aging process so that the wielder ages only 1 year for every 2 years that pass while he possesses the elfblade.

Arcor Kerym, the Crownblade: Also called the *Ruler's Blade*, this sword appears to be made of raw iron and has a pitted and craggy surface. From afar, it looks like a longsword carved from stone. An ancient Elven crown rune is stamped in gold at the seat of the blade, just above the quillions. *Arcor Kerym* glows with golden light that crackles along its surface like an arc of lightning.

The *Crownblade* was last seen in 666 DR, when the Srinshree vanished with it after using its potent magic to rebuild the Rule Tower. Scholars believe that the *Crownblade* was aware of the city's impending fall, so it removed itself and the Srinshree from Faerûn to ensure that it would not fall into the hands of the Army of Darkness. If this theory is correct, Arvandor seems a likely resting place for *Arcor Kerym*.

In addition to the standard powers of an elfblade, the *Crownblade* allows its wielder to access the mystical knowledge of three elven high mages, as stored in the three gems that decorate its crossguards and pommel. This influx of knowledge grants the wielder a +10 bonus on all Knowledge (arcana) and Spellcraft checks and a +5 bonus on all other Knowledge checks. In addition, by speaking a command word, the wielder of *Arcor Kerym* can use *heal* as the spell three times per day, or *discern lies* as the spell at will.

Arcor Kerym is the strictest of the elfblades when it comes to evaluating a prospective wielder. The candidate must be of lawful good alignment and must have the good of Cormanthyr and the elf people as his highest priority. In addition, a character who seeks to wield the *Crownblade* should have high ranks in Diplomacy, Sense Motive, and other social interaction skills.

The penalty for an unworthy character who attempts to bond with *Arcor Kerym* is as straightforward as it is final—he is consumed by golden fire, which burns him away to nothingness in 1 round (Fort DC 23 partial; success means the subject takes 40d6 points of damage instead). A character found unworthy and subsequently brought back from the dead still loses the 2,500 XP for attempting the attuning ritual.

Overwhelming evocation; CL 25th; Weight 4 lb.

Aryvelabr Kerym, the Warblade: The blade of this longsword shines like polished silver, remaining perfectly reflective no matter what punishments it endures. Blue and silver flames lick incessantly along the blade, quillions, and pommel, and they harmlessly surround the wielder's hands whenever the blade is drawn. At the seat of the blade is an Elven rune meaning "weapon," which is commonly used as a sword mark.

When Lord Orym Hawksong fell in battle at the siege of the Twisted Tower in the Year of Shadows Fleeting (–331 DR), the *Warblade* sprang up and defended him fiercely for a time. Eventually, however, the drow managed to paralyze the blade by magic, and both the great hero and his arcane sword were lost in the darkness beneath the Twisted Tower. In the centuries since, hundreds of elves have sought *Aryvelabr Kerym*, but no one has found it.

In addition to the standard powers of an elfblade, the *Warblade* enables its wielder to conjure a *blade barrier*, as the spell, once per day. In addition, the wielder can utilize *bull's strength* as the spell three times per day and *detect evil* and *detect good* as the spells at will.

To wield the *Warblade*, a character must be of chaotic good alignment. In addition, the blade seeks a wielder with martial skill (that is, a base attack bonus of at least +12), a high Charisma, and leadership ability. If the *Warblade* deems an elf who attempts the attuning ritual unworthy, it turns in his hand, making a single attack (+29 melee, damage 1d8+11/17–20). If the would-be wielder is not an elf or half-elf, or has an evil alignment, the *Warblade* attacks furiously for 2d6 rounds (+29/+24/+19/+14 melee, damage 1d8+11/17–20). Magical healing of the wounds inflicted on an unworthy candidate is possible only with a successful DC 25 caster level check.

Overwhelming evocation; CL 25th; Weight 4 lb.

Aryfaern Kerym, the Artblade: This longsword appears to have been forged from solid darkness. Its blade is a void of nonreflective blackness that feels as solid as stone yet as slick as oil. Along the razor-sharp, beveled edge of the blade glows a thin, crimson line of energy that encloses the darkness—the source of the elfblade's magical light. When drawn, the *Artblade* crackles like lightning breaking across a metal shield, and when swung, it emits a sharp, buzzing sound similar to that of an angry bee (though the wielder can mute this latter sound if desired). When struck against objects or weapons, the blade's clash is utterly silent, no matter how much strength powers the blow. Embossed in glowing crimson on the base of the dark blade is an Elven rune often used to signify a work of high magic.

The *Artblade* was lost at the Battle of Stars Shining in 714 DR, when Spell-Major Josidiah Starym sacrificed himself to break the army of yugoloths storming the school of magic in the city of Myth Drannor. With his forces overwhelmed and nearly defeated, the spell-major cast a spell of terrible power that consumed most of the yugoloths and much of the school in a pure white flame. When the flames died, no trace of the spell-major or his sword remained. Some sages believe that both were transported to Dweomerheart or Arvandor, but no evidence exists to support these theories.

In addition to the standard abilities of an elfblade, the *Artblade* allows its user to cast any spell using the sword's power rather than the traditional spellcasting methods. Any spell the wielder casts while wielding the *Artblade* automatically gains the benefits of the Silent Spell, Still Spell, and Eschew Materials feats with no increase to the spell level or casting time. In addition, the wielder's effective caster level increases by 1 for evocation spells. The *Artblade's* wielder can also use *greater dispel magic* as the spell three times per day and *detect magic* as the spell at will.

The *Artblade* requires its wielder to be neutral good in alignment and able to cast 8th-level arcane spells. In addition, it desires a wielder with a passion for magic and a selfless love of Cormanthyr and the elf people. A candidate deemed unworthy by the *Artblade* becomes temporarily divorced from the Weave

and unable to cast spells of any sort for 1d6 years (Will DC 23 half). A Shadow Weave user who attempts to attune to the blade instantly becomes the target of a *disintegrate* spell (caster level 25th; DC 40).

Overwhelming evocation; CL 25th; Weight 4 lb.

The Imaskarcana: The seven diverse artifacts collectively known as the *Imaskarcana* were the mightiest of the magic weapons and devices created by the ancient Imaskari. Two of these items—the first and the fifth—reportedly lie buried in the ruins of Inupras, the capital city of the Imaskari Empire.

First Imaskarcana: Crafted by an ancient Lord

Artificer of Inupras more than nine thousand years ago, the *First Imaskarcana* is a crudely wrought, crenellated crown forged from a strange, lavender-tinted metal. Though it was created for humans to wear, it also fits snugly when placed on the heads of other Medium humanoids. A blue-black star sapphire about 3 inches in diameter rests squarely at the front of the crown.

The *First Imaskarcana* quickly became a symbol of the supreme authority wielded by the Imaskari emperors. Lord Artificer Yuvaraj was wearing it when he perished in battle against the manifested god Horus. The artifact is believed to lie deep under the sands in the ruins of Inupras, not far from the imperial palace.

Anyone who wears the *First Imaskarcana* gains spell resistance 30 and is protected by a *spell turning* effect that can turn 10 levels of divine magic in a 24-hour period. Once it has reached its capacity, the *First Imaskarcana* cannot turn spells again for 24 hours.

The *First Imaskarcana* also holds the collected knowledge of the empire's lord artificers and can answer many questions concerning Imaskari customs, politics, and magic. It does not engage in conversation, however, and offers only the briefest answers to direct questions (+20 bonus on Knowledge [history] checks regarding Imaskar only).

In addition, any wearer of the crown can use the following spell-like abilities: 3/day—*antimagic aura*^{Mag}, *improved blink*^{Una}, *legend lore* (Imaskari items only), *greater teleport*, *true seeing*; 1/day—*gate*. Caster level 18th.

The crown's spell resistance and spell turning abilities are always active, except as noted above. Any other power must be commanded to function as a standard action. The crown responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wearer instantly becomes the target of a *feeblemind* effect (Will DC 20 negates).

Overwhelming varies; CL 18th; Weight 3 lb.

Fifth Imaskarcana: Forged some eight thousand five hundred years ago, this scepter was traditionally carried into battle by the High General of Imaskar's armies. The final bearer of the *Fifth Imaskarcana* was Lord Dimarond, the last general of Imaskar, who fell outside Inupras before an enraged throng led by glorious servitors.

The *Fifth Imaskarcana* is a pitted, battered-looking scepter about 2 feet long and 2 inches in diameter. A crudely cut amethyst the size of a human fist crowns its bronze haft.

The *Fifth Imaskarcana* contains the entire military history of Imaskar from -7500

DR onward. It telepathically answers any questions posed about that subject to the best of its ability (+20 bonus on Knowledge (history) checks regarding Imaskar's military history).

Anyone who wields the *Fifth Imaskarcana* gains spell resistance 26 and can use the following spell-like abilities: 3/day—*charm person*, *crushing despair*, *confusion*, *daze monster*, *mind fog*; 1/day—*binding*, *demand*, *geas*, *mass*

hold monster, *power word stun*. Caster level 18th.

The scepter's spell resistance is always active. Any other power must be commanded to function as a standard action. Like the *First Imaskarcana*, the scepter responds only to commands spoken in Roushoum, the ancient language of Imaskar. If a command is issued in any other language, the wielder instantly becomes the target of a *disintegrate* effect (Fort DC 19 partial; self only; items carried are unaffected).

Overwhelming enchantment; CL 18th; Weight 4 lb.



The First and Fifth Imaskarcana