



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 channelling 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 intrusions, 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, Orbryn, Raedrimn, 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.