

elven, half-elven, and human craftsfolk. They are small, triangular harps with curving fore-pillars carved of woods and metals alike, bearing 20 to 36 metal strings (copper, brass, or electrum). Their close-spaced strings in double or sometimes triple rows require delicate, skilled hands to create pleasant music. Nearly all the harps are enchanted, and any creature of any race or alignment can touch a harp's strings to call forth its magic. If a Myth Drannan harp is restrung, its magic will remain, though breaking the frame tends to disrupt and destroy the magic. Modern Realms examples of these fabulous instruments include the surviving *Azlaer's Harp*, *Esheen's Harp*, *Janthra's Harp*, *Methild's Harp*, *Ninthalar's Harp*, *Rhingalade's Harp*, and *Zunzalor's Harp* (see *Code of the Harpers* or the *Encyclopedia Magica* for descriptions).

Horns: A long-favored instrument of dwarves and gnomes, horns of various shapes, sizes, pitches, and materials are the rarest of musical instruments in Myth Drannor. Outside of the Court of the Coronal (where horns are used only for grand announcements and greetings), fewer than 100 citizens make horns their instrument of choice. Those who favor horns develop far more intricate melodies and tunes on their hunting horns or trumpets than most. Those horns that possess magic often have one primary power (e.g., *horn of blasting*, *horn of Valhalla*) that can be activated by anyone forcing a breath through it; musicians who own such a horn can often access powers long forgotten by their contemporaries.

Lutes: Historically, these stringed instruments were common only among humans and halflings, though a smattering of other folk learned to favor their easily learned music over the more common harps. Unlike the harp music that dominates the city, lute music tends to be of quicker tempo and less-repetitive melody. The magics in *lutes of Myth Drannor* are not as strong and forceful as some enchanted harps, due to their lighter construction. Of all the instruments named here, the lute is among the more fragile in its light, all-wood fabrication.

Pipes: Green elves and gnomes prefer these bundles of bound, woodland-style whistles and flutes, since they can be manufactured in the forest far away from the city. Like the horns, the primary magic of pipes is accessible by anyone blowing into them (a la *pipes of sounding*), but additional powers are known only to the owner or carver of a set of pipes.

Tel'Kiira

Strictly translated, the *kiira* (formally the *tel'kiira*) are *lore gems*. Wearable only by elves, *kiira* are semisentient 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 color

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 color 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 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, Neirdre, Nimesin, Orbryn, Raedrimn, Starym, and Ulondarr.

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 color 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: Nonelf 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.

Artifacts and Relics

These items of power are often the greatest treasures of an entire clan or House and are jealously guarded. The space in these pages does not allow us to provide the lengthy histories and lore that surround each and every artifact. Regardless, DMs should be aware (for roleplaying purposes) that every elf in Myth Drannor knows the colloquial and formal names of many artifacts, and they have at least an inkling of what the artifacts can do. As a status-driven society, it is both their obligation (and their own paranoia) to know of the power of their elven kin and enemies.

Andrathath's Mask

At first glance, this great-and-storied artifact appears to be a simple, glittering, black fabric facemask with two eyeholes, but wearing it immediately proves its magic. This skin-tight *mask* of sheer silver and silk weave covers the wearer's

entire head and seems to bond slightly with the skin around the eyes, lips, and cheekbones. An obsidian gem glistens between the two eyeholes, and many suspect this stone to be an ancient *kiira* bonded to the other magics of the *mask*. The *mask* is tight and sheer enough to allow viewers to see facial expressions and lip movement, but it easily obscures identifying facial features and disguises the wearer's voice in a hollow monotone. Its powers vary with the wearer's ability, causing many to be hidden and unknown, but the following have been observed and recorded:

- The wearer can use the following spells at will four times per day: *detect magic*, *detect lie*, *detect traps*, and *true seeing*.
- Whether drawn from the memories of previous wearers or an innate property of the *mask* created by Andrathath, the *mask* adds random spells to the wearer's memory. The wearer gains one spell per level available to him; thus, a 12th-level wizard gains one spell each from first through sixth level. Wearers of *Andrathath's Mask* have more spells available than should be possible for their levels.
- If the mask is worn regularly, it adds as many as 800 years to the wearer's lifespan. For every year that the mask is worn at least three hours each day, the mask adds 20 years to wearer's adult life; that is, when an elf would normally advance into middle age, he maintains the statistics and appearance of adulthood. After the elf's "bonus" years have elapsed, he immediately adopts the statistics of his true age.

In exchange for this boon, the wearer incurs a 10% cumulative chance per month of undergoing a change in alignment (slowly, over the course of the first century of wearing) to chaotic. (After a full year, the wearer's alignment is guaranteed to change; no magic can prevent this.)

- Unknown to all but the wearers of *Andrathath's Mask*, the item is both semisentient and capable of slight movement. It communicates with its wearer empathically but teaches its spells by telepathic flashes while the wearer sleeps. If the owner does not wear the *mask* while asleep, it crawls to him and places itself on its wearer's head to teach the spells it would have its bearer know.
- The *mask* is as possessive of its wearer as most folk are of powerful artifacts, and it will do whatever it can to remain worn by an owner. If stolen and donned by another, it may either blast that person's mind with a *feeblemind* effect (70% chance; but save vs. effect as if cast by a 30th-level wizard) or switch to serving its new master (30% chance). If *Andrathath's Mask* switches owners, it immediately cancels the extended lifespan granted to the former wearer; if the former wearer's age exceeds his race's maximum lifespan, his body crumbles to dust instantly.
- Rumored and storied powers of *Andrathath's Mask* include: the capability to see through illusions of all kinds; the power to shoot fiery beams out of one's eyes to unerringly strike targets in sight; the ability to possess and animate the unconscious body of its wearer (but only to flee from danger); the talent to render the wearer undetectable (invisible, inaudible, etc.) by all senses and magics; and