

## **The Secrets of Aryvandaar**

Located at various points throughout the north are the hidden armouries, forgotten towers and shattered citadels of the ancient Vyshaan ruled empire of Aryvandaar. Almost all are guarded by the ever vigilant forces of Eaerlann, but a few lie all but forgotten.

### **Nar Kerymhoarth (The Citadel of the Eternal Sword)**

Originally the site of a watch tower of ancient Sharlarlion, the tower was eventually abandoned as peace came to the lands of Aryvandaar. During the Crown Wars, the elves of Aryvandaar built a citadel known as Nar Kerymhoarth beneath the high granite tor upon which the ancient tower once stood to serve as an armory for their war magic. When the empire dissolved, the armory was abandoned. Over four thousand years ago, a group of rebellious sun elves from the realm of Siluvanede, influenced by House Dlardrageth claimed the old armory and restocked it with magic created by the elves of the ancient Vyshaantar Empire. Years later, in the closing campaigns of the Seven Citadels' War, the army of Eaerlann defeated more than two thousand fey'ri warriors of House Dlardrageth and House Vyshaan and imprisoned them in magical stasis in the belowground levels of the armory. The imprisoned fey'ri were soon forgotten by their jailors, as the elves of Eaerlann refused to speak its name, and their prison, became known to later generations as the Nameless Dungeon.

Hidden deep beneath the empty upper levels of the citadel lie the fey'ri and their Vyshaanti war machines. Kept in stasis, by mythal like wards, the nearly two thousand daemon fey rest alongside hidden daemon guarded vaults and chambers filled with such horrors as 8' tall war golems, 20' long war crawlers, 40' long floating battle platforms, and a near endless supply of battle magics that made the forces of Aryvandaar so loathed and reviled.

### **Akh'aegishoarth (The Citadel of Duty's Protection)**

Hidden deep beneath the streets and spires of Glaurachyndaar lie the reasons why Glaurachyndaar was built, the hidden portals and vaults of House Vyshaan. Deep below the lowest cellars and basements of Snowcrest Spire a 500' deep spiral staircase winds its way down to a series of galleries, vaults and corridors that spread out like a many spoked wheel from a central chamber, used by the Vyshaanti to store their many artifacts and treasures. The greatest of these are the 21 Meditative Lore Crystals of House Vyshaan, 2 foot tall floating, spindle like crystals that hold the collective lore and history of the Vyshaanti and many of their Selu'taar. Of the locked vaults many are storehouses of magical artifacts recovered from the ruins of the Vyshaantar Empire and defended by bound demon guardians. Eaerlanni archmages wrapped the vaults in magical wards, so as to imprison those evils that remain within the armouries deepest chambers. Most of the vaults hold the war machines of the Aryvandaar, 8' tall elven-looking battle golems, 20' long, scorpion like, siege golems, bronze, hovering battle platforms, wracks of long lost weapons such as battle staves and communication orbs, diadems of power, beluths of corruption, suits of Abyssal battle armour, magical bolt hurling ballistae, and explosive hurling trebuchet. But perhaps the greatest treasure of them all is the network of portals the Vyshaanti used to transport their armies across all the lands of Faerun, the most powerful of which leads to Fhoeldin'durr – the Thousand Fold Way.

### **Mor'kerymhoarth (The Citadel of the Darksword)**

Located 20 miles east of Ascalhorn is the ancient citadel of Mor'kerymhoarth, like Nar'kerymhoarth it is built into upon the site or an even older watch tower on the northern fringes of the High Forest. The Citadel is cloaked in an ancient wardmist that harkens back to the days of the Crown Wars. Hidden deep beneath the empty upper levels of the citadel lie the fey'ri and their Vyshaanti war machines. Kept in stasis, by mythal like wards, are hidden daemon guarded vaults and chambers filled with such horrors as 8' tall war golems, 20' long war crawlers, 40' long floating battle platforms, and a near endless supply of battle magics, weapons and armour, that made the forces of Aryvandaar so loathed and reviled.

## **Ascalhorn (The Hall of Ancestors Strength)**

Buried deep beneath the foundations of Ascalhorn is the final resting places of the matriarch of House Dlardrageth and her demon tainted spawn, a series of carefully sculpted chambers. The Dlardrageth elves fought their final battle against the High Mages of Arcorar here in their home, and here they remained frozen in time in their Hall of Strength for over 4500 years. A dozen High Mages and the heirs of Rystall Wood and Jhyrennstar gated to Eaerlann and tracked the Dlardrageths to their new home beneath a low volcanic crag at the western confluence just east of Eaerlann's borders. The corrupt Daemon Fey now lived in a series of caves within the crag, and when confronted by these new adversaries, they fought to save themselves and their new home.

The initial skirmishes between the Dlardrageths, the High Mage groups, and the forces the High Mages drew from Eaerlann slew four of the seven Dlardrageths and the High Mages of Arcorar sealed the survivors within their villa. (the caverns beneath the crag). The magic that held them there stopped all time and movement but placed the Fey'ri in states of reverie so they might have some consciousness of the evil they had done, and dwell on it during their imprisonment. The only access to the outside world is a heavily warded secret door that exits the southeastern cliffs close to the gatehouse.

## **Vel'nikerymahoarth (The Citadel of the Blade Lords)**

Hidden deep within the bowels of an apparently extinct volcano are the hidden forges of Aryvandaar. Accessed via craftily concealed doors hidden amongst the lava tubes at the foot of the mountain, the many chambers of the complex hold untold treasures in the form caches of uncut gems, ingots of platinum, mithril, silver, adamantine, wands, battle staves, blast scepters and wracks of ancient weapons and armor. Perhaps the most prized of locations is the Cavern of Jewels, this magically guarded series of galleries and vaults still holds the forgotten remains of the last of Aryvandaaran Selu'taar, slain by Miyeritari dark elves and left to rot at the end of the last Crown War.

Rather than loot the chamber the dark elf mages and priests sealed the magic scarred caverns behind ancient and powerful wards and abjurations. The corpses still carry the staves, beluths, diadems, Selu'kiira and rings of power they wielded in their last futile battle. The place is still guarded by demons, battle golems and other foul evils that are better left sealed for eternity beneath the caldera of the peak. Lost and forgotten at the very bottom of the complex, accessed by a deep and winding stair is the Forge of the Branded King. Here were made the most, deadly, evil and diabolical weapons of the Vyshaan mages. Still lying half finished, is potentially the deadliest weapon of them all, a leaf bladed balor soul enhanced, elven longswords that calls itself "Soul Reaver".

## **Treasures of Eaerlann**

### **Elven Spell Blades**

These leaf bladed elven longswords look a lot like Katana from Kara-tur, and do 1d10 hp dg. The blades are enchanted to protect the wielder against a specific spell. The more powerful blades protect the wielder from spells of the same school (usually invocation), or allow the casting of the spells they protect the wielder from such as "Bright Heart" Long sword +3, Greater Spellblade: It protects the wielder from chain lightning spells whilst allowing the wielder to unleash a 12d6 chain lightning bolt 3/day.

### **Mhaornathil**

An ever bright mithril scimitar that glows sapphire blue with its own inner light: undead bane holy sword. +3 scimitar, +5 & double dg vs undead, detect undead 120', allows wielder to save vs undead touch & gaze attacks

with a +4 bonus. Glows blue when undead present, the more powerful the undead the brighter the glow. The sword can be wielded by good undead spirits if the wielder allows.

### Issylmyth's Bracer

This silver bracer decorated with holly leaves & berries carved from gold and silver metals entwining its surface, the red & white berries are inset rubies & moonstones, & all shimmer with power. This bracer once worn by Cor'selutarr'Miyeritar Issylmyth the Elder, provides the wearer with an AC of 2, magic resistance of 25%, energy based attacks have their damage reduced by 25%. The greatest powers of the bracer are that it acts like a ring of wizardry, doubling 1<sup>st</sup> to 5<sup>th</sup> level spells, and can open and close portals at the whim of the wearer.

### Ederan's Staff of Silverymoon

Every High Mage of Silverymoon since Aglanthol the Red has crafted a unique, personal symbol of office known as the *staff of Silverymoon*. The Brothers of the Black Hand stole Ederan Nharimlur's first staff along with a number of other priceless magical artifacts in 766 DR during the construction of the High Palace of Silverymoon.

Fashioned from duskwood and topped with the carved head of a cat, *Ederan's staff of Silverymoon* allows the wielder to cast the following spells:

- *alter self* (1 charge)
- *cat's grace* (1 charge)
- *darkvision* (1 charge)
- *globe of invulnerability* (2 charges)
- *spell turning* (2 charges)

*Caster Level:* 13th; *Prerequisites:* Craft Staff, *alter self*, *cat's grace*, *darkvision*, *globe of invulnerability*, *spell turning*;  
*Market Price:* 85,500 gp; *Weight:* 5 lb.

### Chainmail Glove of Taarnahm the Vigilant

Fashioned of tiny links of mithril, this +1 *gauntlet* bestows a +1 initiative bonus. The *chainmail glove of Taarnahm the Vigilant* also senses any creature within 120 feet who intends harm to the possessor, mentally alerting him or her of the danger from an unfriendly creature. (It does not however give any other clue to the identity of the threat.)

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *alarm*; *Market Price:* 10,000 gp; *Weight:* 2 lb.

### Tasmia's Necklace

Thought to lie somewhere within the ruins of Hellgate Keep, *Tasmia's necklace* is a string of four sapphires and three bejures once worn by the High Lady of Ascalhorn. Similar in function to a *helm of brilliance*, each jewel in *Tasmia's necklace* can perform a single spell-like power once:

#### Jewel Effect

Bejurel *lightning bolt* (10d6)

Sapphire *summon monster V*

Once all of its jewels have lost their magic, the necklace loses its powers and the gems turn to worthless power. Removing a jewel from the necklace destroys it.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item, *lightning bolt*, *summon monster V*; *Market Price:* 17,000 gp; *Weight:* -- .

### Jaluster's Pipestaff

Fashioned of weirwood, this most unusual looking quarterstaff has a small hole in the top and a 6 inch long pipe stem emerging at a right angle about 1 foot from the top of the stave. Jaluster was an Ascalhi wizard who was torn apart by fiends during the fall of Ascalhorn as he tried to save that city from their domination. He is said to have destroyed three liches and at least five tanar'ri that day ere he died. Although his orizon was spirited to safety by the bard Maerstar, the archmage's *pipestaff* was apparently lost years before to the Brotherhood of the Black Hand. It now lies hidden within the Crypt of the Black Hand, buried beneath the ruins of Hellgate Keep.

In addition to serving as a convenient pipe, *Jaluster's pipestaff* allows the wielder to cast the following spells:

- *flame arrow* (1 charge)
- *flaming sphere* (1 charge)
- *fire shield* (2 charges)
- *meteor swarm* (3 charges)

Moreover, if so commanded, the *pipestaff* begins to smoke in a fashion identical to that of an *eversmoking bottle*. In the first round, smoke pours forth, totally obscuring vision across a spread of 50 feet. In subsequent rounds, the smoke spreads until it has spread 100 feet. This area remains smoke-filled until a second command is uttered, after which the smoke dissipates normally.

*Caster Level:* 17th; *Prerequisites:* Craft Staff, Craft Wondrous Item, *flame arrow*, *flaming sphere*, *fire shield*, *meteor swarm*, *pyrotechnics*; *Market Price:* 116,700 gp; *Weight:* 5 lb

### Delimbiyra's Shining Bow

Crafted of phandar wood ere the fall of Eaerlann, this *+1 mighty composite longbow* (+4 Strength bonus) glows with a silvery light equivalent to that of a torch (20-foot radius). Non-magical arrows shot from this longbow become silvered in flight. Moreover, any creature struck by a non-magical arrow shot from this longbow, plus any objects within a 5-foot radius burst, are subject to the effects of a silver-hued *faerie fire* spell.

As "Delimbyr" is simply the elven name for "Shining," it is believed that the common name by which this weapon is known reflects a misunderstanding by the human bard who wrote of this weapon. To the elves, it is simply "Delimbiyra's" which means "Shining Bow." In any event, the weapon has never been recovered from fallen Myth Glaurach, and the weapon may still lie within the City of Scrolls.

*Caster Level:* 4th; *Prerequisites:* Craft Magic Arms and Armor, *faerie fire*, *silvered weapon*; *Market Price:* 12,800 gp; *Weight:* 3 lb.; *Cost to Create:* 6,000 gp + 480 XP.

### Dragontear Crown of Sharrven (Minor Artifact)

The *Dragontear Crown of Sharrven* is a delicate diadem made of thin mithril chains adorned with tiny diamonds. A large king's tear hangs across the brow when worn, containing the image of a majestic silver dragon. The *dragontear crown of Sharrven* has the properties of a *greenstone amulet*, including protecting the wearer as if under a *mind blank* spell. The wearer also gains a +4 resistance bonus against necromancy effects or any effect

that would transport the wearer to another locale or dimension. If such an effect normally does not allow a saving throw (such as the *maze* spell), the user can attempt a Will save (DC 20) to negate the effect. Finally, the *dragontear crown of Sharrven* renders the wearer immune to magical and non-magical fear and enables the wearer to speak, understand, and write Draconic.

*Caster Level:* 15th; *Weight:* 1 lb.

### Shattered Staff of Starsongs

Fashioned from shadow wood, which is known for its propensity to split down its length under stress into a splayed mass of fibers, this weapon appears to be a normal *+1 quarterstaff*. At will, the wielder can command a small piece of wood to break off from the *shattered staff* and fly as an arrow towards a target. When used in this fashion, the *shattered staff* has a range increment of 60 feet and inflicts 1d6 points of damage. Bonuses for high Strength do not apply. This use of the *shattered staff* is considered an exotic weapon. Finally, at the wearer's command, the *shattered staff* begins to sing elven songs in the language of Selldruin dating back to the height of Aryvandaar. The effect is akin to that of an *enthrall* spell.

*Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor; *Market Price:* 32,300 gp; *Weight:* 4 lb.

### Silvered Weapon

Transmutation

**Level:** Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One weapon or projectile

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** None

You transform a single weapon or projectile into a silvered weapon or silvered projectile. A silvered weapon or projectile functions as a normal item of its type, except that silvered weapons or projectiles can hurt some creatures that can resist damage from normal weapons, such as werewolves.

*Material Component:* A silver coin.

### Golden Orbs 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 ensorcelled 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 supposedly so expensive 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 that absorbs any spell targeted at its wearer (similar to Elminster's Effulgent Eruption). 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 Eaerlann and Sharrven conquered Siluvanede, most of the golden orbs were confiscated and placed within secure vaults.

### **Tel’Kiira: Lore Gems**

Perhaps one of the greatest Elven treasures are the Tel’Kiira. Strictly translated, the word means ‘Lore Gems’, though other meanings, such as ‘Stones of Knowledge’, or ‘Memory Rocks’ exist. Tel’Kiira are only usable by Elves. These gemstones are semi sentient depositories of knowledge. Whatever the wearer of the gem knows is recorded, and future wearers can access those memories.

### **Mail of Shadows & Dust**

These suits of silver and black chainmail create an intangible field of protection around the wearer (+5 AC). It also bestows a magical resistance against all spells to the wearer (+5 Spell Resistance). Their most important power is to allow the wearer to shadow walk 3/day and to hide in plain sight at will.

### **Kanaruil**

Kanaruil is a blue-steel, Elven-wrought bastard sword. A large emerald is set in the hilt, while silver runes wind their way down the length of the blade. These runes, written in Seldruin, list all of the members of the Seldarine, including the Yuir Seldarine, and the Sept’Tel’Seldarine. This had prompted the few who are aware of the blade to nickname it “The Seldarine Blade”.

Kanaruil’s origins are ancient. It can be traced back to the legendary Tintageer. Legends say that Ytharra, an Elven heroine, supposedly used Kanaruil to slay a great wolf that threatened to devour the sun. None know the source of this legend, but it may have something to do with the Wolfanthisticeles, a Black Wyrms who plagued ancient Sharlarlion for years.

Kanaruil’s magic guides the hand of the wielder of the blade, so that he is more accurate, and so that he hits with slightly greater force (+4). The blade also forms an intangible barrier around the wielder when the blade is drawn, affording him a great deal of extra protection (+10 AC). The blade can also absorb and reflect spells cast at the wielder of the blade, like a Ring of Spell Turning.

### **Vyshaan Deathlance**

Copied from Illithyiri Death Lances these weapons are anywhere between seven and eleven feet in length, and are crafted from various metals. When created, these weapons have two to six charges, and cannot be recharged once a charge is expended. Anytime a creature is struck by the Deathlance, he, she, or it must resist the vile magics that sit within the weapon (DC 15). When an opponent cannot resist the power of the magic within the lance, a charge is consumed, and the most insidious of the dweomers laid on the weapon goes to work.

Dark, writhing tendrils of murky black light crawl down the lance, and enter into the being that was just injured by the weapon, via the wound the weapon created. These tendrils literally leech the life of those who cannot fight off the power of the latent magic.

### **Aryvandaaran Battle Platform**

The Aryvandaaran Battle Platform is a bronze platform replete with merlons, crenulations and arrows slits, 40’ or more in diameter and only a few inches in thickness. When the magical command word is spoken, the battle platform springs to life, floating 3’-300’ above the ground. With naught but a thought, the “operator” of the Battle Platform can use a black obsidian control orb to move the item, so long as he/she is within 120 feet of the object .

A Battle Platform moves about as fast as a normal, horse does, but is far more maneuverable, as it levitates off of the ground. The maximum weight capacity of the floating disc is three thousand pounds. Hatches in the bottom allow hot vats of oil or acid to be dropped on opponents. The platform can hold up to 100 soldiers and their gear, 2 light catapults plus shot, or items and supplies vital to an army's needs.

### Aryvandaaran War Crawlers

War Crawlers resemble giant scorpions with large grappling claws, small castles for archers, litters, and thrones for a main body. They are propelled along on 6 scorpion like legs that are often covered in sharp spikes and blades. Their bodies are armored, and reinforced. Weapons, such as harpoons, spears, lances, rams, and assorted blades are fitted onto the body of the War Crawlers. Some even have more outlandish weapons, such as moving pincer arms, rotating catapults and ballistae, and even magical devices that shoot out rays. Similar in operation to dark Elven Crawl Chests Those who are operating War Crawlers must maintain a deep concentration in order to control them (DC 20). Even the slightest distraction theoretically can upset their concentration enough to "shut down" the War Crawlers. Those controlling the weapon gain the ability to see as if they were the War Crawlers, in a full 360 degrees. They move the legs of the item as if they were moving their own legs. They operate any weapons on the item as if it were they who were using the weapons. These weapons of horror were considered the height of foolishness and arrogance when they first appeared on the battle fields of the Crown Wars, but they soon gained their well earned reputations when defenders found that like iron golems they are immune to most magics, and that they offer those hunkered down inside them the same protections.

### Staff of Travarán

The Staff of Travarán is an extremely ancient, and extremely potent, magical staff. Travarán was one of the few residents of Aryvandaar to speak against the aggressive Vyshaanti, as they began rising to power. Because Travarán was one of the leaders of Aryvandaar's Tower of Selu'taar, he had a broad audience. The wizard soon learned of a Vyshaanti plot to have him silenced, forever, and decided to exile himself from Aryvandaar.

Working with students he trusted, Travarán faked his own death, and secretly fled to Yuirshanyaar, the Star Elf empire to the east. There, he lived as an odd, non-descript hermit. As the call to Arvandor grew stronger and stronger, Travarán began work on a magical staff. He lived out his final days crafting this powerful staff, made of ashwood, and adorned at one end with a silver likeness of a horse's head.

The Staff of Travarán acts as a Ring of Wizardry I, II, III and IV. It doubles the amount of spells that the wielder can memorize in a single day, that are 4th level, or below. The Staff of Travarán also has the same abilities as a Staff of the Magi. The Staff of Travarán is a highly intelligent item, as well. It has a personality similar to Travarán's that is perceptive, knowledgeable and passionate.

### Cheldaorn Katar

This punch-blade dagger acts as a dagger of venom, but it never runs out of poison or needs to be refilled. It was carved by a renegade elf long ago from a black dragon's tooth.

### Nychyaella's Healing Spear

This silver-headed shadowtop-wood spear can heal its wielder up to once per day by transferring all damage from the wielder into a successfully struck opponent on a successful attack roll of natural 20 and draining equal hit points to restore the wielder. Opponents so struck cannot contribute more points of healing than they currently have in hit points.

### Shattering Swords of Coronal Ynloeth

These two blades form an artifact that once belonged to a former Coronal of Shantel Othreier, were stripped from his corpse by Vyshaanti assassins after his murder and taken back to Sharlarlion during the Crown Wars. They can shatter once each year when intentionally clashed together in a specific manner, whereupon the long swords +2 become a swarm of ravenous razor shards that strip the wielder and any moving or living foe within a 30-foot radius of all life.

### Shroud crown

The Shroud crown is an agate-studded bronze circlet artifact that allows the wearer to turn or control undead as a 10th-level priest, renders him or her immune to undead touch powers (like wraiths and lichs possess), and makes him or her invisible and inaudible to unintelligent undead. It may have other unknown abilities, and those who use it seem to have died under mysterious circumstances involving the undead.

### Tasmia's Heart

This elaborate high-necked bustier is laced and lined with black silk and adorned with sapphires and bejewels. It sustained the High Lady Tasmia Halaskar's life both underwater, functioning as a helm of underwater action and a ring of free action, and for centuries beyond measure, working in some unknown manner to slow her aging and preserve her life force.

### Thysus of the Druid Craenoth Driel

The thysus is a staff topped with a massive pine cone and dedicated to Rillifane. It allegedly commands trees and treants alike to defend the wielder or perform missions of limited duration.

### Ynloeth's Bracer

Stolen from the slain Coronal at the same time as his Shattering Swords, this artifact is a singular silver bracer of defense AC 2 made to be worn on the left arm. It is the only item that can protect a wielder against the effects of the Shattering Swords.

### The Emerald Earring of Vhoadan

This two-carat teardrop emerald allows the wearer to cast clairaudience twice per day at the 6th level of experience.

### The Gilded Gown of Selussa

The gilded gown is a skin-tight, filmy dress made of woven mithril that provides a +2 AC bonus and reflects all magic missiles back upon their casters.

### Miilaethom's Staff

This staff of striking conceals a great treasure: In a hidden compartment near the center of this slim duskwood staff is a folded-up portable hole.

### Nether Scrolls

These magical scrolls were created by mages of the creator races. Later, they became the foundation of ancient Netheril, disappearing long before Netheril fell. The entire collection numbers 100 scrolls, inscribed in exotic runes on sheets of pure gold. The contents are unknown but many are suspected to contain exotic spells more powerful than any known today, requiring components no longer existing.

### **Vyshaanti Spellbattle Rings**

Set with the house insignia of House Vyshaan these rings give the ability to dispel certain spells. The wearer is made aware of any release, casting, or exercise of any magic or spell-like psionic power occurring within a 120-foot spherical radius of the ring. The general effects of all such power releases (fiery-attacking spell or shape-transforming spell, for example) are identified to the ring-wearer. The wearer can choose to dispel a spell cast within range or to change its target. When the ring is told to change targets, the new target gets the chance to save vs. spell at -2 to avoid the ring's effects. Failure means the new target takes full spell effects. This changes control of the spell to the ring wearer.

Success means the ring dispels the magic instead. This is also what occurs if a charm person or a similar spell is hurled back at its caster. A caster can't be made to turn himself or herself to stone or addle his own thoughts, but the spell cast is instead wasted. Combat spells, such as fireball and lightning bolt, can be turned back at their caster.

The ring can affect not only cast spells, including spells that have been activated by a contingency or other trigger, the ring can also effect magical item discharges and psionics. The ring always successfully dispels magic when commanded to do so. A maximum of three spells per round can be affected. The ring gives its wearer no protection against additional spells, it only identifies all spells cast in the area of effect. This allows the wearer to choose the most harmful to deal with.

### **Spell shields and Spellstaves**

Shields and staves of +1 to +5 enchantment that provide a bonus to saving throws, are proof against any one spell and allow the wielder to absorb/reflect the magic back at the source regardless of whether it comes from a spell, item, potion or scroll.

### **Lesser Mantle and Greater Mantle Rings**

Lesser Mantle rings are worn in a pair to provide a mantle that negates up to 12 spells of less than 5th level, whilst Greater Mantle Rings negate up to 18 spells of less than 10<sup>th</sup> level;

### **Battle Gauntlets of The Ahk'Faern**

Fine leather gloves set with half cut beljures that allow their stored spells to be emitted through touched arrows or held blades. The Gauntlets can store up 8 spells of 5<sup>th</sup> level or less.

### **Battle Belts of the Ahk'Velehrn**

Fine chain adamantine, chain link belts set with half cut pearls, opals and beljures that provide greater mantles and antimagic shells for their wearer whilst allowing them to cast spells stored in them by act of will alone.

### **Beluths**

Short (3-to-4 inches long on average), ornately crafted metal wands that wrap around elven fingers much like a ring.

### **Elven Diadems**

Metallic circlets of power that provide the wearer with a greater mantle, a +4 bonus to AC, and 1d4+1 other spell like powers.

## Giiraegisir (Brooches of Guardianship)

### Gauntlets of Weaponry Arcane

These heavy leather-and-silver gauntlets simply allow the wearer to wield any weapon (in which she is proficient) as if it were a magical silver weapon. If a weapon in hand is already magical, it increases their effective magical potential by +1. Their magic conferred by contact with the weapon and the wearer, the gauntlets. magic affords no combat bonuses beyond the ability to affect creatures vulnerable to magic or silver (and magical +1 weapons, while considered +2 due to the gauntlets, add only the standard bonuses of +1 or whatever to their attacks).

### The Scrolls Ardentym

Created by the Circle of Flames and encompassing the history of the city of Cormanthor, the Scrolls Ardentym are 38 sheets of vellum stored inside a delicately-carved platinum tube with a worked copper flame pattern for the cap. These scrolls constitute a military tactical text on spell casting in combat and they also record a number of unique spells for the Ahk'Faern. In the Year of Thirteen Prides Lost (132 DR), the Circle of Flame began its work compiling the scrolls after its members ended their careers as instructors or officers of the Ahk'Faern. Over five centuries later, the Circle completed the Scrolls Ardentym and allowed fragments of its contents to be copied for training or scholarly purposes. The unique Ahk'Faern spells within the scrolls are all older than the Circle of Flames and the scrolls themselves.

### Eaerlanni Leaf Boats

Various leaf shaped wooden boats that can hold up to 3 people and narrows barges, that move through water effortlessly 30 ft. upstream or downstream, can be commanded to return to a prior location without anyone piloting the boat, a larger version called a *warboat* is a two-masted Eaerlanni sailing vessel with a 20 ft. speed, does not function outside of Eaerlann

### Armor of Dragonshape

This suit of +3 dragoncraft hide armor grants its wearer resistance 5 against a specific type of energy, as appropriate to the dragon from whose scales it was crafted (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; or fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus non-magical) feature of the armor. If the wearer has the wild shape ability, she may change into a Small or Medium dragon of the same color as the armor once per day, and may remain in that form for up to 7 hours. This change doesn't count against the character's normal limit of daily wild shape uses.

### Armor of the Unending Hunt

This mithril +2 chainmail armor was built by the elves for rangers on long-range patrols. In addition to its protective qualities, it provides the wearer with immunity to fatigue and exhaustion.

### Celestial Armor

This bright silver or gold +1 to +4 chainmail is so fine and light that it can be worn under normal clothing without revealing its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor, and it allows the wearer to fly on command (as the spell) once per day.

### Mithril Shirt

This very light chain shirt is made of very fine mithril links. Speed while wearing a mithril shirt is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is still considered light armor. The shirt weighs 10 pounds.

### Mithralmist Shirt

Forged from a silver-white mithril alloy, a mithralmist shirt is a +2 mithril shirt that fills the wearer's square with a billowing silver mist on command. The mist grants the wearer concealment but does not interfere with his vision. The armor sheds silver mist for 1 minute per use, up to seven times per day. Finally, once per day, the wearer of this armor can assume gaseous form for up to 10 minutes.

### Ring of Counter spells

This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of it again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counter spell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

### Sources Used

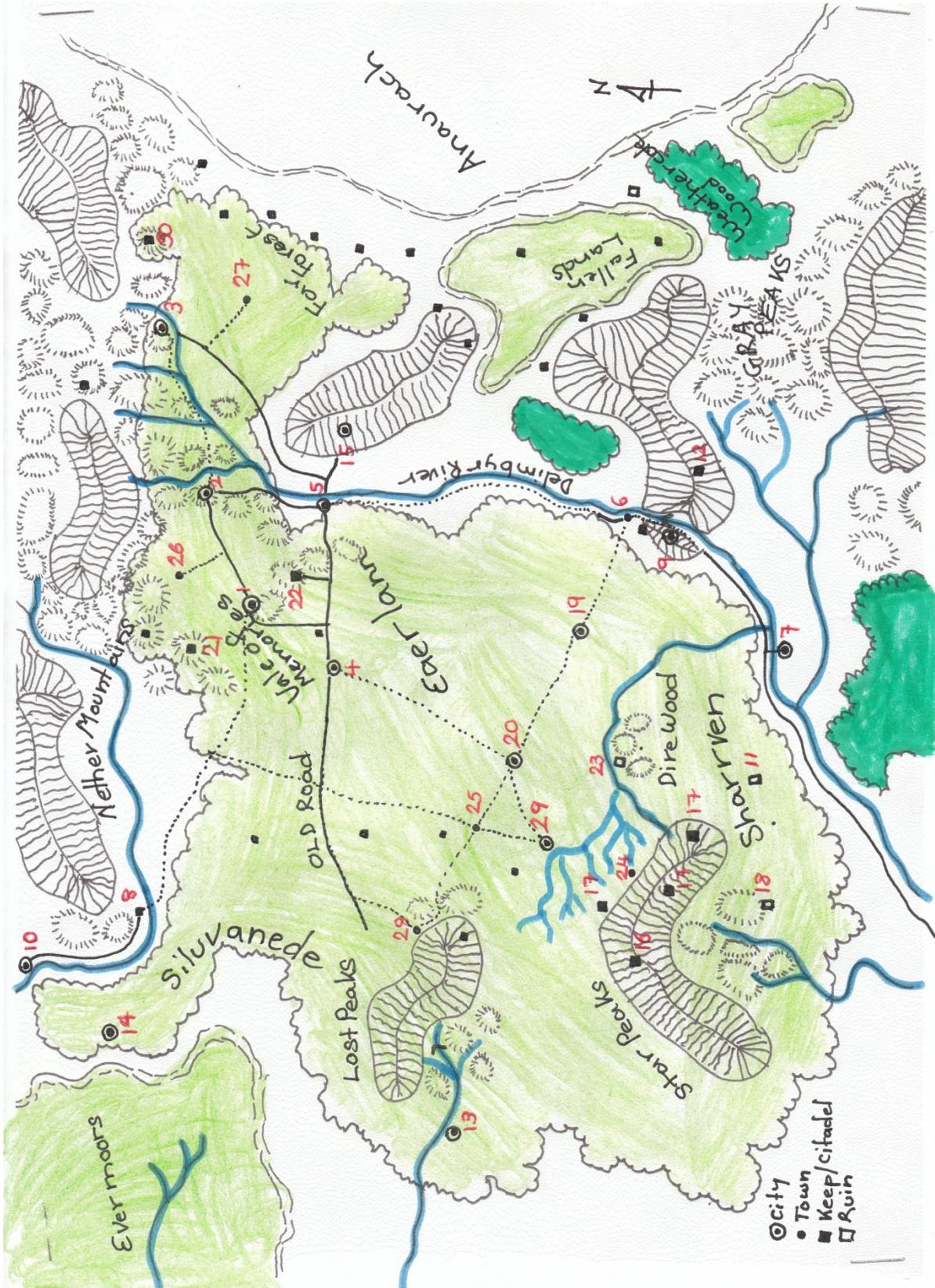
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**Rescue at Rivenroar.**

## **Location Key**

- 1. Tall trees**
- 2. Ascalhorn**
- 3. Myth glaurach**
- 4. Mhilamniir**
- 5. Elvenport**
- 6. Port Shining falls**
- 7. Loud water**
- 8. Everlund**
- 9. Splendarmornn**
- 10. Silverymoon**
- 11. Farsilver Fortress**
- 12. West Delve**
- 13. Lothen**
- 14. Telardon**
- 15. North Peak**
- 16. Khle'cayre**
- 17. Onthri-laenthor**
- 18. Nithrithvinae's Tombs**
- 19. Reitheillaethor**
- 20. Nordahaeril**
- 21. Mor'kerymhoarth**
- 22. Nar Kerymhoarth**
- 23. Karse**
- 24. Nartel'thor**
- 25. Dharashyndaar**
- 26. Kerymnaar Deep**
- 27. Thilshantaar**
- 28. Shil'ruarholme**
- 29. Evaliiraardon**
- 30. Vel'nikerymahoarth**



Keyed map to the Realms of Eaclann, Silvanede, Sharrven & Ammarindaar

**The End**  
**Fini**  
**That's All Folks!!!**