Glaurachyndaar

The City of Scrolls

By Paul Simpson

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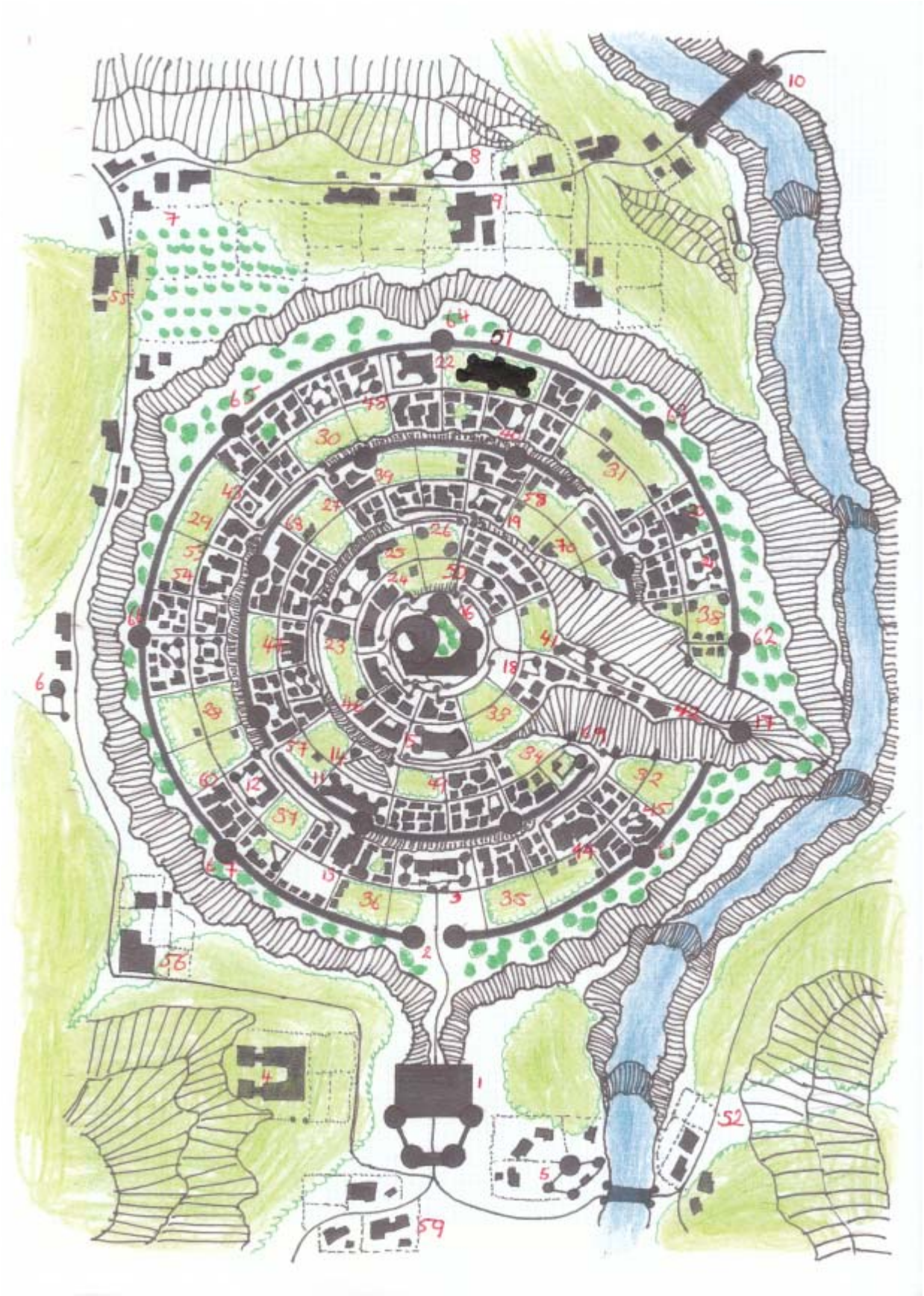


Glaurachyndaar – The City of Scrolls

Founded ere the rise of Netheril, Glaurachyndaar, in eastern Eaerlann, sits near the confluence of the River Aulantrar (Deepingstream) and the River Starsilver. Set high in the Evenglim Hills, at the feet of the Nether Mountains, Glaurachyndaar is a gleaming garden city of ornate manors and climbing terraces, built upon the ruins of the former capital of Arydandaar, Sharlarion. Rebuilt by the founders of Eaerlann to prevent the rise of another Vyshaan empire, the city guards the northern and eastern approaches of the realm.

The city itself rises from the conifer covered slopes of Tor'sharlarion alongside roaring cataracts of the Silver Falls , overlooking the Delimbyr Vale to the south, with the snow capped Nether Peaks to the north. The view from the highest towers of the city allows one to see the signal beacons of Asclahorn, Elvenport (Teu'tel'Alu), The Far Forest, North Peak and Turn Stone Pass. First site of Glauarchyndaar reveals a many terraced garden city with white stone walls, and many white stone, blue, white and gold domed buildings and towers. Visitors to the city are met by the imposing towers and gates of Everwatch Keep, home of the Vil'nikeryma, and the soldiers of the Akh'velahrn. Passing through its adamantine portals guests of the city are greeted by the Jewel of the Vale, the City of Scrolls. Visitors pass along tree lined boulevards lined with tall many balconied apartments and private homes that rise four stories or more and are covered with spectacular theurglass windows and life like exterior relief carvings. Most of the city's structures are built using elven magic to literally grow buildings the ground, transforming natural materials into stone, wood, or organic material magically seamless, incredibly strong constructs subdivided into rooms, hallways, and courtyards. Wooden buildings are roofed with magically grown bark or leaves. Stone structures are picturesque and graceful in counterpoint to the solid functionality of the human and dwarven built structures of the city. The tree dwellings of the elves are quite often artificially constructed treehouses resting on platforms amongst the branches or against the tree trunks. Some tree dwellings are magically created and are actually living trees arcanely hollowed and shaped to create the dwelling. In either case, the dwellings are never closer to the ground than 20 feet, and some have their lowest levels hundreds of feet further up into the trees canopies.

The Defenses

The outer walls of the city rise 60 feet from the ground, made of whitened granite, 10 feet thick. The walls are topped with merlons and crenulations carved into likenesses of partly open scrolls. Each white granite, cylindrical, buttressed tower is 70 feet high with a diameter of 40 feet and each is topped by merlons and crenulations carved in the likenesses of open tomes. The ceiling of each tower is topped by a clear, theurglass dome that lets in natural light into the open space of the top level. The third floor of each tor is lit by stained theurglass, rectangular windows interspersed with arrow slits. The second floor of each tower also bares arrow-slits at equidistant spaces. The ground floor of each tower is entered via intricately carved adamantine doors that can be barred by thick beams of the same material. A granite staircase spirals in a clockwise direction around the inner wall to each level of the tower. Each tower has tunnels into main cellars for food and goods storage. There are deeper, more secret tunnels within the foundations that hide the secret exits from the towers. Hidden on the second level of each tower is a sally port. Each port is indistinguishable from the outer walls of the tower. The walls of the towers and their curtain walls are warded against disintegration, passwall, rock to mud, dimension door, phase shifting, teleportation, and gating. Those inside the tower's curtain walls or the towers themselves are protected from scrying magics and psionics.

The city is set out in concentric rings, each ring being set upon a terrace carved into the dark red granite of Tor'Sharlarion. The second level, the ring of Scrolls, rises 120 feet above the lowest level of the city. The third level, or Temple Ring, rises 80 feet above the second level of the city, whilst top of Snowcrown Tor rises 50 feet above that. The walls and towers of the Scroll Ring are identical in almost every way to those of the outer walls except that each tower is topped by a trebuchet, and two ballista designed to deter dragons from flying too close to the city.

Jutting out from the eastern side of the city is the jagged tor known simply as Nar'Nikym (The Stone Dagger). Deep within the bowels of this lonely pinnacle of rock are many of the gnomish warrens and workshops.

The Mythal

Glaurachyndaar's mythal extends 500 yards past the outer curtain wall, 500 yards beyond the top of Snowcrest Spire, and 500 yards below the deepest Aryvandaaran chamber. Myth Glaurach's mythal was raised in the Year of the Turning Leaf (590 DR) over the Eaerlanni city of Glaurachyndaar, known in that era as the City of Scrolls. Elven and human wizards from Ascalhorn, Eaerlann, Evereska, Silverymoon, and Myth Drannor participated in the casting, employing a variant of *Mythanthar's create mythal* spell based in part on the earlier work of Mythanthar. Major participants in the raising of the mythal were Ecamane Truesilver, Khelben Arunsun, Tisharu Craulnober, and Tellshyll (Starsong) the Aged.

At least three wizards are known to have studied from *The Srinshee's Specular* ere it disappeared: Elminster Aumar, the legendary Sage of Shadowdale, the Nameless Chosen, who later took the name of Khelben "Blackstaff" Arunsun the Elder, and Tisharu Craulnober, an Eaerlanni female moon elf of House Craulnober. (Tisharu was an elder sister of Elanjar Craulnober and great-aunt of Elaith Craulnober, as well as the last of her clan to dwell in Eaerlann.) The *Craulibram* contains the only known record of Lady Tisharu's discoveries, said to advance the art of mythal construction beyond what Mythanthar achieved in one key aspect: Myth Glaurach's mythal seems far more resistant than Myth Drannor's mythal to the desecration of its natural environs and the proximity of lower planar creatures.

The mythal that envelops the city of Myth Glaurach is a wizardly mythal. At the time of its creation, Myth Glaurach's mythal was imbued with 5 major powers and 19 minor powers. As implied previously, the central caster of the variant of *Mythanthar's create mythal* spell in this instance was Tisharu Craulnober. She imbued one major and one minor power into the mythal. Four secondary casters participated in the raising of Myth Glaurach's mythal, including Aelynthi of the Eagles, a female moon elf of Eaerlanni ancestry and Clan Archmage of House Alenuath, Isinghar "Feyrune" Ironstar, a dwelf runecarver and archmage of Ammarindar, the Nameless Chosen (see above), and Tsaer "the Horned" Nyamtharsar, a male moon elf of Eaerlanni ancestry and Clan Archmage of House Nyamtharsar. Each added one major power to the mythal. Six tertiary casters also participated in the raising of Myth Glaurach's mythal, including Caerthynna of the Swirling Stones, a female moon elf of Eaerlanni ancestry and noted creator of *ioun stones*, Durngrym, an itinerant human male incantatar, Ecamane Truesilver, a human male who later became the first High Mage of Silverymoon, Jaluster of Ascalhorn, a human male archmage whose *orizon* later survived the fall of Hellgate Keep, Nyaalsir the Stareye, a male moon elf of Eaerlanni ancestry, and Symrustar Auglamyr, a Cormanthan gold elf female and Chosen of Mystra. Each added three minor powers to the mythal.

The Powers of the Mythal

1) The mythal bars the entrance of any being that has knowingly and deliberately consumed elven, human, or dwarven flesh at any time in the past from above, below, or at ground level. The mythal acts as an effective magical barrier as solid as a mountain of stone against their entry. Anyone doing so for the first time within the city's confines or anyone who manages to enter by unknown means suffers an automatic 10d8 hit points of damage as the mythal crackles around them and then randomly *teleports* them more than five hundred miles from the city.

In addition, the mythal has a calming effect on creatures of Animal or Semi intelligence (i.e. Intelligence scores in the range of 1 to 4). Animals will not attack other creatures while within the mythal's confines, no matter how hungry, unless attacked or specifically trained to do so and ordered by their masters. This property of the mythal ensures the safety of the numerous animal companions, familiars, and other pets that make Myth Glaurach home.

2) The mythal wraps all spellcasters in a mantle of up to three spells of their choosing. As the spellcaster enters the mythal, up to three spells of his choosing are drawn from memory to form the mantle, although they can be subsequently rememorized if desired and no spell slots are consumed in the process. The spells contained within the mantle can then be triggered by silent act of will with a casting time of 1 once per twenty-four hour period for as long as the spellcaster remains within the mythal.

3) While within the confines of the mythal, a spellcaster need not rememorize wizard spells. Wizard spells return to memory exactly twenty-four hours after being cast, if the spell was cast or otherwise lost while the spellcaster was within the mythal's confines and if the spellcaster has not exited the mythal since casting the spell. Of course a spellcaster can rememorize wizard spells if desired and must do so in order to change a spell in the roster of memorized spells. Priest spells, magic items, and innate spell-like abilities are unaffected by this power of the mythal.

4)Myth Glaurach's mythal enhances the elven ability to enter *the reverie*. (*The reverie* is a state akin to dreaming experienced only by elves, as described in the *Complete Book of Elves*, p. 34.) If desired, any full-blooded elf entering *the reverie* while within the mythal's confines can voluntarily control which memories rise to the fore to be vividly relived. Many Teu'Tel'Quessir use this property of the mythal in the twilight of their lives to aid in the recording of their past experiences, a practice that has greatly enhanced the fabled libraries of Myth Glaurach.

Minor Powers

1) Any unmounted gemstone within Myth Glaurach's mythal can be placed in orbit around a being's head, and, by doing so, a being can draw on the innate, latent magical properties inherent in most, if not all, kinds of gemstones in a manner akin to employing an *ioun stone*.

2) Any being that knows the secret can use the mythal to provide a meta-magical boost to a single spell, innate ability, spell-like effect created within the mythal. This boost in effectiveness is equivalent in effect to one of the following spells (or their reverses), as determined by the being unleashing the base effect: *augmentation II*, *dilation II*, *extension III*, or *far reaching III*. For example, a wizard casting a *fireball* or triggering a *wand of fire* might use this power of the mythal to add a point of damage to each die (i.e. *augmentation II*), extend the area of effect by 50% (i.e. dilation II), double the duration (i.e. *extension III*), or extend the range by 150% (i.e. *far reaching III*). It is not possible by means of this power to affect a spell, innate ability, or spell-like effect cast or triggered by another being, nor is it possible to boost the power of a magical effect if it is of too high a level to be affected by the above-mentioned metamagic spells.

3) At will, any being that knows the secret can direct the mythal to recharge a magical item with charges in a fashion identical to that of Myth Drannor's mythal.

See *Cormanthyr*: *Empire of Elves*, p. 146, for further details on this power of the mythal.

4) Any being knowing the secret within Myth Glaurach's mythal can adjust the effective ambient temperature and humidity they experience as desired.

5) Any female cat impregnated within Myth Glaurach's mythal has a 10% chance of giving birth to a litter of elven cats.

6) Anyone capable of casting wizard spells can read magical writings as if under the effects of a *read magic* spell while within the mythal's confines.

7) Any being that knows the secret can use the mythal to seal a wholly enclosed structure within against scrying and teleportation. By means of this power, all manner of magical or psionic divination into an enclosed space can

be blocked. Similarly, all manner of magical or psionic transportation into an enclosed space can be blocked. If any means of entering a structure exists, whether it be an open window, an open door, or a hole of any size in the wall of an otherwise enclosed structure, this power of the mythal will not function. An aperture is considered sealed if any form of material wholly blocks it, whether it is a wooden door, a glass window, a piece of cloth, or a magically created *wall of iron*. Gases and force fields do not constitute sealing an opening, so a *wall of force* or a *wall of fire* would not suffice to block and aperture. Examples of closed structures might range from a sealed subterranean chamber, to a cloth tent with the flaps tied shut, to *Daern's instant fortress*.

8) Any being that knows the secret can use the mythal to *project image* (as the 6th level wizard spell) at will. Only one *projected image* can be maintained at any given time, and a *projected image* can range anywhere within boundaries of the mythal as long as it remains within sight of its creator.

9) Anyone who knows the secret can cause the mythal to provide appropriate musical accompaniment to any lyrics sung or any tune played on a musical instrument.

10) Anyone who knows the secret can cause the mythal to cloak them with the effects of an *iron-guard* spell (as the 5th level wizard spell) at will.

11) Any spellcaster capable of casting wizard spells and who knows the secret can use the mythal to cast *legend lore* (as the 6th level wizard spell) at most once per twenty-four hour period. In cases where a *legend lore* spell takes more than twenty-four hours to cast, only one *legend lore* spell can be in progress at any given time.

12) Anyone who knows the secret can cause the mythal to fashion a shimmering swordlike plane of force (equivalent to the effect of a *Mordenkainen's sword*, a 7th level wizard spell, but with unlimited duration as long as concentration was maintained) at will.

13) Anyone who knows the secret can use the powers of the mythal to heal themselves at an increased rate, burns heal, scars disappear and limbs re-grow. Natural healing time for such injuries is tripled whilst within the mythal's bounds.

14) Any being tuned to the mythal is granted darkvision out to 60 feet, those with it already have their sight extended by 30 feet.

15) Many of the city's inhabitants are poets, bards and spellsingers the mythal records all words spoken in peom or song. Any inhabitant of the city who can recite the first verse of a poem or song can call to mind the rest of the words and their intonation. This includes spell songs, ballads, poems, sagas and entertaining ditties.

16) The mythal prevents the use of death magics and powers, whilst at the same time allowing healing spells to work at their maximum effects.

17) Any beings within the city are protected from deadly falls by a permanent feather fall effect.

18) Any being who knows the secret can invoke a spell turning effect once per day.

19) Being a city of Lore, the Mythal over the city allows anyone attuned to it to speak with shades of those buried within its walls. The souls have passed onto whatever afterlife they were meant for, but an echo of them remains. This allows for scholars to consult with long departed lore masters about obscure matters and histories. The effect is quite draining on both participants and can only be performed once a ten day, for a maximum of eight hours. It helps to know the shades name. They are quite harmless and may speak in half truths or riddles if they feel that their knowledge is likely to be abused. This power is secret, carefully, and sparingly used by the city's High Mages,

Temple High Priests, Chief Librarians and nominated leaders of the city. The Grand mage can cut a person off from this power at any time.

The Armed Forces

Myth Glaurach's defenders are divided into several branches:

- There is the army, **The Ark'Velahrn**, from the various garrisons about the city led by the Arms Major, the army operates in good faith and has successfully defended the realm for many millennia. As the largest collective military group, the Ark'Velahrn easily defend the entire woods through citadels spread throughout Eaerlan, but they rarely if ever operate within the major cities of the realm. The defenses of the cities are left to the Armathors and Protectors. The armed forces are made up of humans 30%, elves 50%, dwarves 10% and Halflings 10%, each with their own specialized rolls to play. Within the army are several branches, the infantry, made up of 3000 troops, divided into scouts 500, archers 1000, heavy foot 1500. The cavalry divided into two sections, light cavalry archers & scouts 1500, and the heavy cavalry made up of lancers and knights 500. (see Cormanthor Empire of the Elves Pages 118-120 for details).
- The army maintains citadels throughout the realm. Most are uniform in design and hold 50 troopers, with a section of scouts, healers, aerial cavalry and war mages. Each is commanded by an Armathor of at least 9th level Fighter and Mage. Each fort is a walled compound built of granite blocks woven with various spell-resistance effects and strengthening magic. Within the walls are barracks suitable for a company of Ahk'velahrn, an aerie for 8 eagles, and a small, separate tower for battle mages. Clerics from one of the main temples are stationed at each fort to supply the soldiers with food, drink, and healing, and the wizards used their divination magic to sniff out trouble before it occurs. The system is surprisingly effective in that a relatively small body of soldiers can monitor large swaths of territory while the main army engages the realms enemy's.
- Then there is the **Aerial Cavalry** made up of 300 giant eagle riders, and 20 dragon riders; the eagle are stationed in the city and in aeries in the hills nearby. The dragons and their riders are posted in the Star Mounts, and the aeries of the Tall Trees, but are always over flying the cities and the surrounding lands to keep them from being surprised.
- **The Ark'Faern,** led by the Spell Major, operating out of Moonglammer Palace,has always bristled with far more offensive magics than any other area of the city. For here is where the military learns the Art best suited for combat. Through this preparedness, the Ark'Faer have always strongly supported the standard military units, or operated well on their own out amongst the wilds of Eaerlann. Unlike the Ark'Velahrn, the Ark'Faern officers and troops often support, or replace the Armathors in defense of the cities of Eaerlann. Moonglammer is the central headquarters of the Army of Art. Dominated by moon elves and Netherese humans. This army contains 400 wizards between 4th & 8th level, plus 150 junior officers of 9th to 12th level and 80 senior officers of 13th level plus below the Spell Major and his lieutenant. (see Cormanthor Empire of the Elves Pages 118-120 for details)
- **The River Guard**, operating out of the Quays of Elvenport, are 20 Swanship Galleys that patrol the Delimbyr River, from the Talons to the Shining Falls. They escort merchants and visiting notables from other realms. Crewed by experienced sailors and detachments of the Ark'Velhrn and Ark'Faern, each galley holds 30 crew, whose job it is the keep the peace along the river. The Galleys can be ported past the Shining Falls to continue downriver unto the Illefarn and the Sea of Swords.

The City

1. Everwatch Keep (ahk'velahrn)

Everwatch Keep, home of the Vil'nikeryma, members of the Ahk'faern, and the soldiers of the Akh'velahrn. Made up of four main towers and an imposing marble and granite keep, Everwatch is one of the few buildings that survived relatively intact from the ruins of the old city. The two maintowers contain the primary postings and command offices of the Akh.Velahr and the Akh.Faer. Tiru'tel'Vil'nikeryma uses three of its levels as armories and one of its cellars even contains a full smithy (its smoke and heat magically commuted out of the city), with other levels each for the scouts, the Protectors, and garrison quarters for bachelor officers. The Tiru'telfaer is more magically enhanced than either of the other three towers, and its heavy magical shielding extends to the rest of the keep and is all that has kept much destruction from felling Everwatch since the times of the Crown and Seven Citadel wars. The lowest levels are utilitarian offices and quarters for the Akh.Faer officers. The fifth and sixth levels are the library and study where the military mages exchange information and learn of new magic or new tactics; these levels further serve as the impromptu school for apprentices whose legacies have sent them into the Akh.Faer. The uppermost levels of Tiru'tel'faer are the Spell Chambers, wherein massive numbers of spells are hurled in practice within a changeable illusory landscape (created by the High Magic of the elfblade that created the Tower) that allows mages to fully test out combat tactics and practice without being truly in battle.

The gate towers each hold armouries and quarters for 200 troops as well as the operating mechanisms for the Moonrise Gates. These massive, 50' tall, 3' thick adamantine doors are decorated with bas-relief carvings of Corellons Sun, and Sehanines Crescent Moon. Each tower is topped by a trebuchet and twin heavy ballistae.

The Keeps contain the major business offices of those services that keep the defenses of the city and its surrounding watch towers operating. The major rooms within the Great Keep are the Blade Lords planning room containing a table map of the entire realm of Eaerlann, the Great Hall and sumptuous quarters for the officers on duty. The Lower Keep contains the mechanisms for the huge adamantine portcullises, the stables, and the mess hall. In all, Everwatch Keep can collectively provide shelter for nearly 1500 persons comfortably and up to four times that number in emergencies with full use of certain magical storage spaces and safeholds.Its shining walls of marble and white granite stand tall first line of defense for the Jewel of the Vale.

2. The Moonlit Gates

This high-arcing carved arch of white granite and inlaid silver marble detailing is the portal that leads to Glaurachyndaar. These adamantine and mithral gates are inter-twined with rewaran vines and moonroses that bloom year-round, and will open for any ward token baring citizen who approaches them. The flanking gate-keeps are white granite, cylindrical, buttressed tower is 70 feet high with a diameter of 40 feet and each is topped by merlons and crenulations carved in the likenesses of open tomes. The ceiling of each tower is topped by a clear, theurglass dome that lets in natural light into the open space of the top level. A squad of 6 Armathors is on duty at all times to greet visitors and ascertain their reasons for visiting the city. They are reinforced by the 50 Ahk'velahrn and Ahk'faern who occupy the gate towers flanking the city's main portal.

3. Moonglammer Palace (Ahk'faern)

Moonglammer Palace is vast, gleaming structure of white, silver, and gold stands watch over the vale below from pleasant, forested heights. This estate is a walled castle of exotic design, with many towers, crenelated walls, domes, cupolas,tall, slender towers, walls,small domes and landing platforms for flying troops, buttresses, high walkways, and numerous sub-structures that are all clustered around the central palace that is crafted of alabaster and marble and roofed in gold. Inside, the palace is an endless maze of broad corridors, high-ceilinged rooms, galleries gleaming in blue, gold, and silver.

4. Highdusk Hall (Nightstar clan)

Set outside of the city walls but still within the bounds of the mythal is Highdusk Hall. This rambling 6 story fortified manor house of reddened granite is home to the burgeoning Nightstar clan of moon elves. The manor itself backs onto Highdusk Tor and sits nestled within the forest of conifers and evergreens surrounding the city. Famed for its horses (of Moon Horse decent) and it giant eagle breeding aeries, Highdusk Hall is a bustling hive of activity at all hours of the day and night. Fully 350 moon elves live here, and in the surrounding farms, supplying much of the city's food and war mounts. Members of the Nightstar clan rightfully make up the majority of the city's eagle riders and many knights of renown come from the amongst the family's ranks.

5.Dawnstar Tower (selutaar circle)

This spiraling needle like tower is one of the most prominent features of this part of the city. It is crafted entirely of smooth, polished blue marble, veined in red and gold. The roof is pearlescent marble dome that is highly reflective. Several windows and balconies are visible along the tower's length. The Selutaar Circle of the Dawnstar is famous for its architects and builders. The rituals of compliment they produce have created many of the buildings within the city. There are currently 7 selutaar and 19 apprentices residing here.

6. Nordark Tower (selutaar circle)

This imposing edifice of the Nordark High mage circle is made up of two spiraling, white granite, needle like towers topped by glittering silver spires. The two towers twist around each other but never quite touch. Around the base is a 10' high adamantine rail fence set with carefully crafted wards that emit faerie fire like glows day and night. The windows of these 150' high soaring towers are made from stained theurglass. Curving wing like buttresses adorn the base of the tower, each topped by snarling life like gargoyles. The circle consists of 6 selu'taar and their apprentices who faithfully serve the needs of the city as well as their own less well known ends.

7. Lillystar Orchards (Halflings & gnomes)

A bustling farming community of halfling hill homes and gnomish burrows, the Lillystar orchards are famous for their stone fruits. Cherrys, plums, apricots, apples, pears, persimmon and a dozen other varieties of fruit trees are grown here supplying fruits to the city year round. A magically chilled cold store heaped with boxes of waiting fruits is set beneath Lillystar Tor, the imposing granite hill that sits behind the farm.

8. Bellcrown Spire (selutaar circle)

This imposing edifice is made up of 5 spiraling, pale blue marble, needle like towers topped by glittering golden domes, in which can be found mithral bells whose sounds peel out across the city during times of celebration, mourning, distaster and war. The five towers twist around each other but never quite touch. Around the base is a carefully crafted hedge of climbing moonroses. The windows of these 150' high soaring towers are made from stained theurglass. Curving wing like buttresses adorn the base of the towers. The circle consists of 12 selu'taar

and their apprentices who faithfully serve the Ahkfaern and provide training to the city's arcane archers, bladesingers and duskblades.

9. Everbright Hall (clan Darrl'k dwarves)

This grandiose keep of towering red granite spires and fortified walls is the home of Clan Darrl'k, cousins the the rulers of Ammarindar. Most of its interior walls and ceilings were decorated with engraved images inlaid with precious metals and set with gemstones. This mighty clan boasts some 500 members, and this bustling 8 story home send many trading caravans up and down the vale and through Turnstone Pass to the dwarven kingdoms to the north. Famed as warrior poets, the dwarves of Everbright Hall are amongst the city's most ardent defenders with many warriors, priests, rune-casters and skalds serving in the Ahk'velahrn.

10. Bridge of Lovers Tears (covered stone bridge)

A place of sad beauty this triple arched granite and marble bridge harkens back to the days of Sharlarion. Covered in life like bas-relief carvings of unicorns and dragons, entwined with climbing ivy and rewaran vines the bridge stands as mute testimony to the loving care the ancient stone masons of Tintageer put into their work. Legends tell of two gold elf lovers who denied the chance to marry because of house rivalries, threw themselves into the rushing waters of the Starsilver Gorge. It is said that at night their forlorn cries can be heard in the roar of the cataracts as the cold clear waters tumble over the falls and down into the vale beyond.

11. Dragonstar Hall (Temple & Libraries of Oghma, Denier, & Labelas)

Four Stories stories tall, made of glittering white marble, topped by six blue domed towers, merlons and crenulations carved as open books, unrolled scrolls, and one unique symbol for the gods of the place. This seat of lore and learning is attended by priests who collect, store and disseminate knowledge to all who are willing to study and learn.

The central hall has a perimeter around its stone floor more akin to the knave of a church, allowing one to make a circuit of the room with ease, the library is one singular area, its balconies and domed roof held aloft by fine-crafted pillars of marble covered in Espruan and Ogham runes, carvings on the pillars depict twice each stylized forms and sigils of the Triune Gods of History & Knowledge: Labelas, Oghma and Denier. The tables and desks in the center of each reading room make three rings that demarcate the divisions of labour in the different sections of the library.

The secondary rings are made up of granite slab tables, each twice as long as an adult human, and half as wide again, the tops, sides, edges and legs are replete with dwarvish runes. The inner most ring of the tables consist of desks with books shelves attached to them. Six are placed in a row, back to back with another row of six, each row facing either side of the room. Additional desks, along with cabinets and shelves line the balconies overhead, most with books chained in place to prevent theft.

The curates of each section have offices is located in the 6 towers. The library below is lit by theurglass windows and skylights. The top two floors are dedicated to the living quarters of the priests and scribes within the temple complex. Shrines to the Knowledge Gods are located within the library itself, cloisters for quiet study or prayer are accessed off of the second level balconies that surround the library proper. Four white marble staircases wind up from the corners of the library to the second, third, and fourth levels of the library.

12. Dawnslight Manor (L'quella clan)

This stately 4 storey manor house is topped by 3 spiraling, white granite towers topped by glittering mother of pearl domes. The windows of the manor hall and the 50' high spires are made from stained theurglass. Curving wing like buttresses adorn the base of the towers. Glowing faerie lights hang from silken ropes between the towers, and a seemingly endless array of silk banners adorn the window ledges and planter boxes about the main manor. The Moon elves of the L'quella clan are noted for the fiery wines and liquors that they produce and export all over the vale. The clan is also famous for its scouts, rangers and explorers. The house is surrounded by a 12' high everbright steel fence covered in climbing rewaran vines and ivies. Within the carefully topiaried gardens are a menagerie of exotic animal followers and familiars of the families various rangers, sorcerers and mages.

13. Moonrose Market & Vintners Hall

The main market in Myth Glaurach is situated not far from the Moonlit Gates. A colonnaded boulevard connects it to the Moonrose Vintners Hall. It has been the most important centre of traffic since the founding of the city. The head of the great granary is visible to the market situated behind Moonrose Hall. Of the shrines situated in or near Market Square, the Golden Spire of Garl Glittergold is the most famous; there is also those of Hanali, Mystra and Selune.

14. Y'maerthien Theatre & Bardic College

Semi-circular in shape and lined by colonnades, decorated by two monumental gates to the west and south. The theatre of whitened granite is carved out of the tors bedrock and seats nearly 3000 people. With the stage set down in the center of the bowl, natural acoustics means that everyone can hear even the faintest whisper from the center of the stage. The theatre is decorated with a number of wonderful marble statues of famous actors, musicians and playwrights. Close to the theatre are storehouses and bazaars for the sale of spices and wines from the Delimbyr Vale region. At the back of the theatre exists a popular wine shop: Serondo's Cellar, large enough to host over hundred patrons.

15. Silverdusk Hall (Temple to the Seldarine)

Silverdusk is visited by the people of Myth Glaurach for solemn ceremonies, private worship, or simple private meditation. The weir wood trees that surround Silverdusk Hall magically weave their branches together creating a magical canopy above the temple. Several ancient treants are interspersed amongst the guardian trees in watching Adamantine gates entwined with rewaran and blooming moon roses year round permit passage to any who approach wishing to worship Corellon and the Seldarine.

From the outside, the southern facade of this grand temple is shod in lapis lazuli and its graceful gold domed spires nestle amongst the surrounding trees. The high arched roof of the temple is covered in jewels that glitter like stars in the moonlight. The white marble stairs leading up to the gates are flanked by giant marble statues of Corellon. All the floors are covered in delicate mosaics of scenes of the Seldarine and Arvandor. The support pillars that line the central aisle leading to the altar are carved with moonrose scroll work, the leaves made of brilliant green jade. Gleaming white marble walkways flanked by tall columns adorned with ivy and roses, like the entrance gates, lead through the heart of the temple and connect the numerous shrines found within. Magical fountains are scattered throughout the temple, and their enchanted waters are said to confer one or more effects similar to those of potions of healing, elixirs of health, potions of heroism, potions of invulnerability, potions of extra-healing, and potions of vitality.

16. Snowcrest Spire (Palace of the Cor'selutaar'glaurachyndaar)

The palace of the city's rulers and Grand High Mage, this grand, white granite palace soars high above the surrounding city. Three needle like spires rise up from the palace walls, one much taller than the others, with spiraling ascents and slender buttresses arching away from the towers, the entire palace architecture reminiscent of the ancient elven realms. A glimpse of Elven castles from the dawn of the world. Snowcrest Spire is the seat of government within the city, here lives the Grand High Mage Tellshyll Starsong. It is within the halls of this palace that tellshyll mets with the High Council to decide matters of import the city and the realm beyond. Currently the council is made up or representatives of the major guilds, temples and towers . The fabled audience hall of the Council is guarded by giant twin white marble statues (Giant Stone Golems) representing Corellon and Sehanine. These immense monuments guard the occupants of the Palace from harm.

All the hallways and chambers of the palace have beautiful polychromatic marble floors and walls with beautifully stained theurglass windows. Statues of the Seldarine occupy many niches. Halls are often used as a romantic backdrop for exquisite balls and fireworks. The courtyard of Snowcrest is an enclosed garden of moon roses and climbing rewaran flowers joining the two arms of the palace together by way of fortified gates to the south and north. The gates themselves are richly carved and filled with images of heroes and fantastical creatures. Placed within the center of the garden is a magnificent pink marble fountain of four rampant, silver dragons spouting cold, crystal clear waters into a pond filled with exotic fish and water plants.

17. Tiru'tel'sharlarion (The Beacon Spire & selutaar circle)

This 100 foot tall tower is a tall spiraling construction with slender buttresses arching away from the towers base. The tower is made of glittering Theurglass and is topped by a cylindrical chamber made up of 9 connected, thuerglass arches joined in a circle and topped by a golden theurglass dome. In the center of this chamber is a brazier kept full of oil that is lit during times of trouble or when the fires of one of the other beacon towers is lit. Its flame can be seen across the northern realm, all the way to Ascalhorn and Teuveamanthaar. Every level of this tower is illuminated providing a comforting beacon of light to the citizens of the city. At night its lambent light provides an starlight glow to the river below. The interior walls, floors and doors are also made of theurglass set on a foundation of dark red granite.

Here the Sharlarlion Selu'taar live and work teaching students the old elven ways of using magic. This tower is recognized as one of the greatest centers of learning in the realm. A great library of old lore rests here and only the most promising students from the other mage circles are permitted to study here. The vast knowledge of the Selu'taar'sharlarion is kept in lore gems, kiira's that contain knowledge and secrets dating all the way back to the elves flight from Tintageer.

18. N'landroshien Spire (Spellsingers & Bardic School & Temple to Hanali & Millil)

A slender, pentagonal tower of white granite rises from the street below. It is topped by a large pentagonal structure, with opaque theurglass on its lower half, and topped by a brightly decorated blue dome. The white marble stairs leading up to the entrance of this tower are flanked by statues of famous bards and spellsingers of old. The 10' high double doors are pink theurglass and sit within an arch of 2 rampant unicorns whose hooves and horns touch above the lintel. The school is housed in the upper levels of the spire. Students and guests are greeted by priests of hanali and Millil, the priests live within the structure that contains shrines to both gods. Students seeking to enter the spire must provide a new song or tune of rare beauty to be admitted to this prestigious bardic college.

N'landroshien Spire is a bright and beautiful white marble edifice, with fountains and springs bubbling up from beneath this house of song. The entire central garden is designed with young lovers in mind, providing endless mazes of shady paths, babbling brooks, quiet pools, leafy bowers, and flowering hedgerows, so as to facilitate amorous trysts and romantic rendezvous.The interior chambers of the complex are designed so as to permit the entrance of the sun, moon, and gentle breezes. Several alcoves display beautiful works of art, serving the local community as a museum, while the main hall is designed as a great concert hall from which strains of music spill out into the surrounding gardens. Here many famous bards and elven spellsingers come to study with with priests of beauty and song. A ward over the temple calms emotions and opens up the creative passions of those within.

19. Shadowdark House (Aloevan clan)

Shadowdark House an ancient elven castle. It is a cluster of very tall, very slender spiraling white granite towers topped by domes of gold studded with ornaments of silver, and impressed with streaks of blue lapis lazuli. The Aloevan elves hold many dark secrets, dabblers in the demonic arts, many of their mages and sorcerers seek to gain further power through association with devils and demons. A highly secretive clan, the elves of House Aloevan have strong connections with certain schools of Wizardry in Ascalhorn and Lothen.

20. Temple of the Seven Mysteries (Temple to Mystra)

The seven 100' tall, ivy-clad emerald spires of the temple of the Seven Mysteries is a group of green marble towers in the linked like seven fingered a hand reaching for the stars. Great domed crystal ceilings sit atop the towers to allow light into the gardenlike interiors of large halls, galleries and places of study, but the smaller rooms and passages exist in almost perpetual gloom, illuminated by floating driftglobes. The 200 priests and lay-worshippers here act as guardians of arcane lore, working closely with the temples of Labelas, Corellon and Oghma.The temple itsel is surrounded by a grove of weirwood trees. The leaves of these trees change color like those of normal oaks but never fall from the branches. They simply turn from summer green to autumn shades of red and gold to winter brown, then back again to green in the spring. It is said that at least 3 of these shady guardians are ancient elder-treants with sorceress powers of their own.

21. Starsong Hall (selutaar circle & Starsong clan)

This collection of 6 intertwining needle like spires with airy, curving buttresses is perhaps the most prestigious and prolific producer of Selu'taar anywhere in the realm. The current Cor'selu'taar is from this tower as is the Coronal of Eaerlann The collection of spires is crafted entirely of smooth, translucent theurcrystal, with a sparkling pearlescent hue. Many theurglass windows and balconies are visible amongst the spires. The Selu'taar Circle of the Starsong Hall is famous for the leaders of art that it produces and for the ancient Aryvandaaran secrets that it guards. There are currently 9 Selu'taar and 30 apprentices residing here.

22. Maernthorn Manor (Lurilalar clan)

This breathtaking edifice was grown by the same elven stone shapers who created the palace in Silverymoon. A copy in miniature of that grand palace, the pale blue marble walls rise four stories and are covered in carved azure roses and silver star-lilies. The roof is topped by three spiraling towers of pale pink marble topped by domes of solid silver. Tall wierwood trees form a canopied roof around the edges of the manor.

23. Haskar Hall (Netherese merchants & mages)

This stately home of 4 stories, its wall are made of red granite laced with shades of pink, the roof peaks are flanked by life like statues of rampant silver dragons. Climbing roses and rewaran vines cover the walls. Each level has a

surrounding balcony with a white marble balustrade, from which the members of the Haskar clan look out over carefully manicured lawns and rose gardens.

24. War Queens Pride (Inn & home of Torvils of Ascalhorn)

The War Queen is a long, tall building with attached stables and kitchens on one side and balconies opening out of upper rooms on the other. It rises 6 floors above the street, and its furnishings are of beautifully carved elven work. There is a small salon off the main entrance for guests to meet citizens in replete with luxurious arms chairs & potted plants. Meals are served in guests. There are two sorts of meals served at the Queen: elaborate food, brought in to the inn from nearby eateries, and food prepared on the premises. The brought-in food is unusually good and of generous portions. The main bar caters for an exclusive clientele including travelling silk and wine merchants, the much of the city's elite and upwardly mobile. Common workers, crafters and adventurers are not made to feel welcome here giving the place a rather effete and snobbish feel.

25. Willow Winter Palace (spellsinger & bardic college & home of the Ildacer clan)

Willow Winter palace is a many-spired palace, the soaring central spire, is surrounded by a terraced garden of many trees flowering plants and shrubs, where natural springs rise and bubble down the terraces in small cascades, fountains and pools. These beautiful grounds descend to a ring of lesser buildings and towers along the inside of the intricately carved and decorated outer walls: guesthouses, stables, granaries, a warehouse, an infirmary, temples to Oghma, Taralen and Garl Glittergold and shrines to Deneir, Gond, Brandobaris and Milil.

Willow Winter Palace is the pre-eminent bardic and spellsinger college, it poses a fierce rivalry with the other colleges within the city and has won more eisteddfods than any other. All of the minstrels and singers here are taught the bardic secrets of the mythal and many of its former lore masters are regularly consulted. Thus giving the college its hidden edge in all things musically magical. Its most famous assest is the Fey Orchestra, a symphonic orchestra that is the envy of any city of the north.

26. Frostwinter Tower (mage school & home of Frostwinter clan)

Frostwinter tower is a magnificent and luxurious 9 story villa. It sports high ceilings, large stained theurglass windows, marble floors and window seats, and statues of sprites, nymphs and sirens adorning the halls and rooms everywhere. Every floor of the villa has a balcony overlooking the central theurglass domed atrium linked to soaring hanging stairs, an audience chamber opening off the landing to the atrium, a dining lounge, and guest chambers. The mages here specialize in elemental magics and many djann and genie servants can be found here. Many of the offspring here are half elves of genassi stock.

27. Hawksong Manor (tree home of Hawksong clan)

This building was created with ancient high magic at the founding of the city by Selu'taar from Sharrven. Is was the first tower constructed and remained the focus of the city's growing community until Snowcrest Spire was completed. Slowly over time governmental activities shifted to the new rulers palace and the tower was left vacant. Tevarail Hawksong, a travelling Selu'taar from Cormanthor saw the neglected tower and decided it would make the perfect home for his growing brood of moon elf children. The tower consists of one 300' tall, central Wierwood tree structure surrounded by five smaller ones. The five smaller structures are circular platforms placed 90' off the ground around the trunk of a gigantic Wierwood tree. A narrow stair case winds up the trunk of the central tree and leads to the central manor, wrapped around and located in the enormous trunk of the central tree.

28. Wierwood Gardens (treehomes of clans Leafspear, Moonfire & Imdalace)

The trees of Weirwood Gardens stand 60 feet and more above the ground. Closely resembling oaks in appearance, the trees are are resilient and durable and resist burning and lightning strikes. Several stately treehomes are found amongst the branches and the elves who dwell here are famous for their lutes, harps and other wooden musical instruments. Any magical radiance that is brought into the grove causes the trees here to emit a faint faerie-fire like glow amongst the branches.

29. Greenhallow Woods (treehomes of clans Illiathor, Ongluth, Ostelda, Silverhawk)

This grove is made up of majestic, evergreen Redwoods, characterized by a columnar, reddish-brown trunk rising 100 ft or more above a buttressed base, conical in shape, with needle-like leaves, and small, oval cones. Set high amongst the branches are the stately homes of several elven clans. The lifespan of the redwood is believed to be 2,500 years or more, so many of these trees and tree homes and their occupants families date back to the very beginnings of the refounding of the city .

30. Moondapple Glade (treehomes of clans Floshin, Brightstar, Evanarra)

This towering grove of Duskwood trees grows straight and tall reaching almost 50' in height, high upon their dusky trunks are several elven tree homes belonging to the gold elves of the Miritar clan, and the moon elves of the Moonfire family. The trunks of the trees are dark, smooth and bare, all of their branches are in the crown of the tree. The name of the garden comes from the dark, eerie appearance of the trees themselves. Under their black bark is smoky grey wood that is resistant to burning. The elves here are famous for the staves and wands they produce.

31. Stars Hope Grove (tree homes of clans Moonflower, Alenuath, Silverleaf)

Set amongst the soaring branches and into the trunks of giant Shadowtop trees are the carefully crafted homes of the Moonflower, Alenuath and Silverleaf elven clans. The clans here are famed for their production of fine silken ropes, and for the manufacture of elven cloaks, boots and other magical garments. The trees themselves approach 80' in height with dense clusters of feathery, irregular leaves at the top with few or no lower branches. The leaves are copper coloured, and dark green on top.

32. Winter Flower Woods (tree homes of clans Selorn, Winterflower, Maerdrym)

Winter Flower Woods is planted with a grove of rare Cedars of Netheril, only a few original groves remain, although they contain some trees of great age. The wood of these trees is fragrant, durable and red coloured. The trees here reach 130 ft in height and produce spreading branches with horizontal masses of foliage, giving a distinctive, broad outline. The dark green leaves hide the stately tree homes of the Selorn, Winterflower, Maerdrym elven clans. The elves here are famous for the duskblades, spell archers and blade singers they produce and many can be found in the ranks of the Ahk'faern.

33. Ebon Deep Gardens (tree homes of clans Moonfire & Miritar)

This towering grove of Duskwood trees grows straight and tall reaching almost 50' in height, high upon their dusky trunks are several elven tree homes belonging to the gold elves of the Miritar clan, and the moon elves of the Moonfire family. The trunks of the trees are dark, smooth and bare, all of their branches are in the crown of the

tree. The name of the garden comes from the dark, eerie appearance of the trees themselves. Under their black bark is smoky grey wood that is resistant to burning. The elves here are famous for the staves and wands they produce along with the timber they provide for the swanboats of the River Guard and the merchants who ply the Delimbyr River.

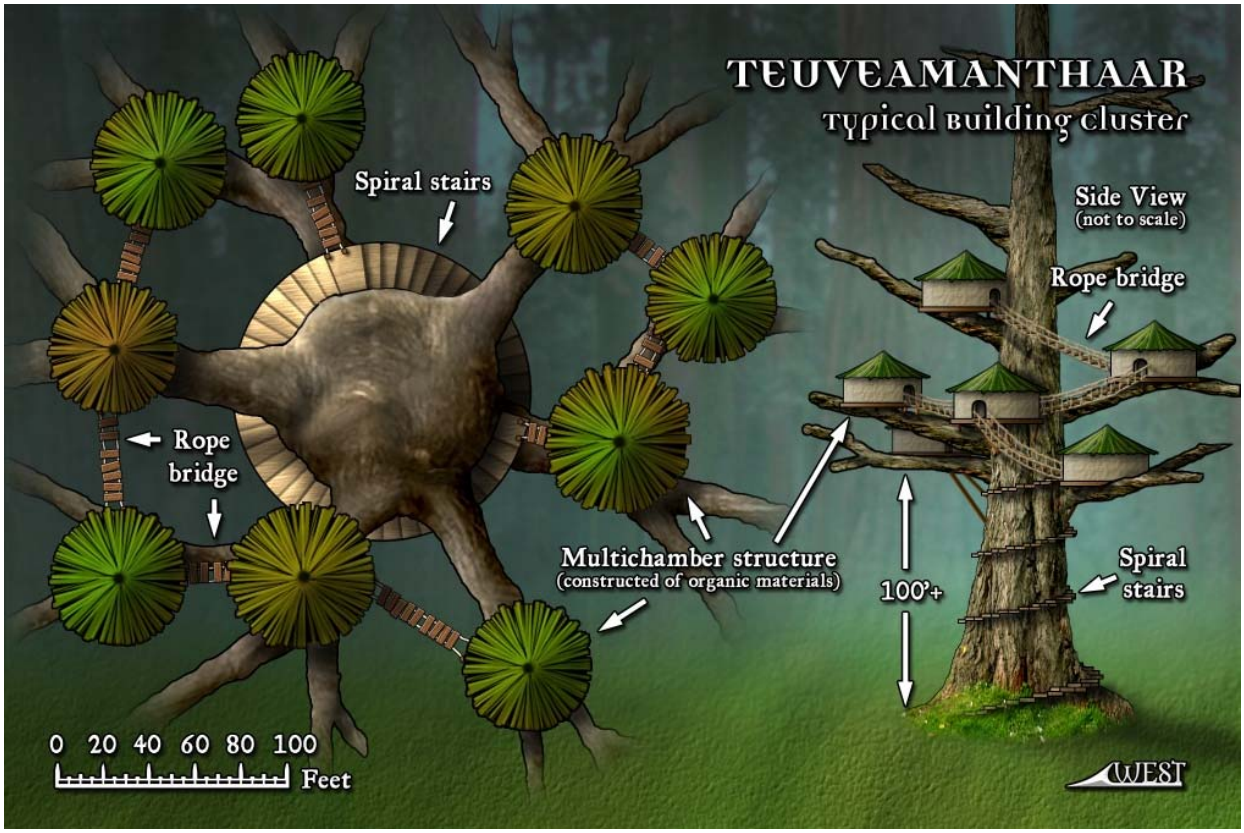
34. Songfire Grove (Temples to Rillifane, Chauntea & Silvanus)

This grove of ancient oak trees is considered sacred by the green elves and druids who worship the triune of nature deities, Rillifane, Chauntea and Silvanus. Many lay worshippers often travel here for ceremonies, marriages, funerals, and other important events. Several spirits are said to guard the grove, druids, rangers and priests often come here to commune and receive messages from their god. Songfire Grove is a collection of huge oak trees with platforms built among the branches and vine bridges connecting them to each other and platforms in adjoining trees.

35. Heartwood Hall (Temple to Solonor & Mielikki)

Heartwood Hall can be found alongside Moonlit Square, the Warriors of the Wilder Lands house of worship is a mixture of natural and carefully sculpted features emphasizing the competing principles that the two Rangers try to balance. Heartwood Hall sits in a cultivated grove of giant blueleaf trees carefully tended to form a ring of forest giants. Each tree has been grown so as to form one or more natural hollows within its trunk at various elevations, and vine rope bridges are threaded through each tightly packed grove to connect the chambers in the heart of each tree. At ground level, roots, rocks, earth, plants are woven into near impregnable defensive fortifications to ensure the sanctity of the temple perimeter. Earthen chambers are hewn from the dirt beneath the grove, nestled among the tightly woven root structures. Within the center of the grove is a sparkling white fountain carved into the likenesses of three rampant unicorns. The surrounding pond is filled with exotic fish and water plants and is circled by low marble benches upon which worshippers can stop to rest an admire the natural beauty within the grove.

36. Woods of Auramamn (tree homes of clans Audark, Selorn & Monrningdove)



The Elven Architecture found in Teuveamanthaar is common in the Elven homes of Glaurachyndaar's many groves and gardens.

The Woods of Auramamn set alongside Moonlit Square, are made up of a grove of Mithril Oaks, an evergreen species growing to a height of 80 ft that has silvery-grey leaves and bark. The trees get their name from both their appearance which tends to glow a lambent silver in full moonlight, and because of the extreme hardness and durability of the wood. The elves here are famous for the spears and polearms they produce and for the skilled fletchers amongst the clans who dwell here.

,37. Stardark Grove (tree homes of clans Olortynnal & Estelda)

This towering grove of Duskwood trees grows straight and tall reaching almost 50' in height, high upon their dusky trunks are several elven tree homes belonging to the elves of the Olortynnal and Estelda clans. The trunks of the trees are dark, smooth and bare, all of their branches are in the crown of the tree. The name of the garden comes from the dark, eerie appearance of the trees themselves. Under their black bark is smoky grey wood that is resistant to burning. The elves here are famous for the number of historians, lore keepers and priests of Corellon and Rillifane they produce. Hidden deep within the grove is a private garden housing ancient shrines to both gods.

38. Glaemerglim Gardens (tree homes of clans Craulnober, Dahast, Soryn, Starglow, Yridnae)

The Weirwood trees of Glaemerglim Gardens stand 60 feet and more above the ground. Closely resembling oaks in appearance, the trees are resilient and durable and resist burning and lightning strikes. Several stately treehomes are found amongst the branches and the elves that dwell here are famous for their lutes, harps and other wooden musical instruments. Any magical radiance that is brought into the grove causes the trees here to emit a faint faerie-fire like glow amongst the branches. The elves who dwell here are amongst the most magically gifted in all the city, many famous selu'taar and spellsingers have come from these families, including Cor'selu'taar Tisharu Craulnober, an Eaerlanni female moon elf of House Craulnober, who gave her life in the laying of the mythal that now envelopes the city.

39. Y'angarothien Hall (metalsmith & Jewellers Guild Hall)

Here can be found a dark red, granite keep complete with crenullations, arrow slits and a portcullis. This fortress like building was built by dwarves of the Ironstone clan back when the city was open to orc raids. Today it is home to the metal and jewel smiths guild. It acts as an artisans workshop, store house, guild hall and residence. It is used by the gem-cutters of the city who bring their wares to this spell-guarded place. Here gems are graded and jewelry stored for later sale and export. Deep beneath the keep is a portal to Splendarmorrn, that links the dwarves who dwell here to a constant supply of rare metals and gems from their ancestral home.

40. Adamantine Anvil (metalsmithy & home of clan Ironstar & Tarynstone)

Bledarth Ironstar claims he is a master armourer, and his warmongery equals the best in the city. He and his dwarven smiths are in constant contest with the Ironcrown and Tarynstone smiths of Ironcrown Citadel. The Adamantine Anvil resembles a fortified keep, and in truth it is. The Anvil is one of the oldest buildings in the city. A former residence of the city guard, the forts 5000 year old architecture is considered archaic by many, but has been restored by the finest dwarven stonemasons from Ammarindar. Bledarth keeps over a 50 apprentices busy with all the orders that come his way.

41. Darkdagger Manor (home of Netherese merchants Haladar clan)

Darkdagger manor is full of ornately carved white marble stairs and arched windows. The manor has three four-story-high towers stretching out from it. Two stand along the parapet walls of the manor, and the third (the kitchen and pantries) joins stables, workshops and warehouses. The halls are carpeted against the chill with furs atop rushes, and the bedchambers sport floor furs, window hangings to keep out cold breezes, and curtained and canopied beds. The Haladar's are famous antique and rare item merchants. There caravans ply the trade routes between Glaurachyndaar, Ascalhorn and the city's of the Netherese inheritor states across the Anaurach. Many of the items they sell come from long abandoned Netherese villas, city's towers and keeps. The Haladars are accomplished sorcerers and tomb raiders, with an eclectic collection of Netherese artifacts and lore.

42. The Dawnspire (Temple to Lathander)

This large temple to Lathander sits atop the Dagger and its distinctive rose-red granite spires can be seen for miles. It consists of a many spired cathedral surrounded by stables, refectories, guesthouses, and outbuildings. Its many clergy and 500 militia assist local business people and farmers, and in return the temple receives regular and large offerings.

43. Hornblade Keep (Netherese Wizards)

This white granite-walled stronghold actually boasts three spiraling needle like towers, each topped with a double horned snow awning that scoops cooling breezes down into the interior when the trapdoors are open in summer. Inside, it is a miracle of hanging plants, magical radiances, and cleverly piped water. In the central spire, students of note are housed.. At night, starlight is projected down into the keeps many chambers by means of slanted mirrors, and the effect is awesomely beautiful! The kitchens here turn out superb food, subtle sauces are the key and the wood-paneled rooms are as grand as any to be found. The place is a fortress of paranoid Aschallian wizards, though, and every guest has an escort and every room its standing guard of vigilant tower guards.

44. Silver Moon & Mithril Stars Temple (Temple to Sehanine & Selune)

Moon & Stars temple is a soaring monument open to all who woship the Silver Maidens. The temple is constructed of white marble with 7 blue domed spires soaring above a white domed basilica. The Dome of the temple is decorated by beautiful paintings of golden stars on a night blue background. Symmetry and circles are highly prized, reflected in the architecture of the temple. The central chapel is perfectly circular and can be opened to the night sky by means of a retractable dome. Great gardens and hedgerow mazes encircle the main structure, their formations imitating the paths of the heavenly bodies in the night sky above. The priests are the seers and mystics of Glaurachyndaar society. They serve as the spiritual counselors to all those who seek to embark on journeys in search of enlightenment so as to transcend their current state of being. As shepherds and protectors of the dead and good lycanthrope, priests organize and administer funeral rites and guard the remains of the fallen. They seek out and destroy undead creatures, for the Silver Sisters hold such creatures-with the notable exceptions of baelnorn and other good-aligned undead beings who voluntarily prolong their existence in order to serve their kin-to be blasphemous. The prime task of adventuring priests is the retrieval of lost arcane and magical knowledge.

45. Sentinel Spire (wizards school)

This triple spire group of150-foot-tall hexagonal stone towers is ornately carved with dancing sprites and unicorns. It and its accompanying dormatories overlook the Winterflower Woods. This school of Invokers and Abjurers is famous for supplying battle ready mages for the Ahkfaern. Run by Tsaer "the Horned" Nyamtharsar, a male moon elf of Eaerlanni ancestry and Clan Archmage of House Nyamtharsar. Students here learn the arts of defense and attack whilst working in concert with other spellcasters. The school's students pay for their studies by the manufacture of minor magical items and trinkets.

Typical trinkets take the form of necklaces, ornamental bracers, or multiple rings linked with fine chains. Such items might have one of the following powers:

- Cloaks the wearer in shadows at will, giving a 70% chance of hiding in shadows as a thief does (thieves gain a +70% bonus to a maximum chance of 99%)
- Can fire two *magic missiles* per day
- Can *heal* the wearer once every three days
- Can *cure light wounds* twice a day (wearer only)
- Can turn the wearer *invisible* for four rounds, once per day
- Allows the wearer four rounds of *levitation* once per day
- Allows the wearer to move with absolute silence, always *levitating* an inch above the ground or floor, and also confers *feather fall* as needed
- *Blink* once a day for one turn (was intended for use in dancing, and may be accompanied by drifting *dancing lights, faerie fire* bursts, and/or music)
- *fly* once a day at MV 14 (A) for a single three-round period; can lift a maximum of 600 lbs (average human wearer can carry at least one other person of typical human size)

- *Hold person* by touch (single target only, saves at - 3, effects as if the spell were cast by a 10th level wizards except that it affects undead and lasts only four round for living beings, eight rounds for undead; broken if "frozen" target takes damage from any attack), once per day
- *Light* once a day (stationary where evoked; does not move with jewelry) and/or *dancing lights* (a cluster of one to four circular balls, hue, size, brightness, and number as the jewelry-wearer wills) once per day; these wink out when desired, or seven rounds after creation, whichever comes first
- *Purify food and drink* once a day, by touch, acting on all chosen items to a total volume limit of no larger than the wearer's own body) that can be touched in a three-round "active" period
- *Spider climb* whenever desired, to a maximum extent of one turn per day
- *Warmth* (as a *ring of warmth)* twice a day for up to six rounds each time (a property often used to walk unclad from house to outhouse on winter nights, or to attend winter parties in very flimsy attire)
- *Water breathing* once per day, for up to one turn
- *Wraith form* once a day, for up to one turn

46. The Coppershield (Dance & Festhall)

This many-spired festhall is the site of many a raucous revel attended by the wildest of the city's inhabitants, the wealthiest families ambitious to rise in social circles, and visitors to the city who can seem rich or important enough to impress the locals attend the festivities here. Revels are evening parties, gatherings to dance, drink, murmur insults or boasts to the nearest fellow revelers, and to listen. About two of them are held per tenday, and provide some of the best entertainment in the city. From the outside, the festhall resembles an ancient elven castle. It is a cluster of very tall, very slender spiraling white granite towers topped by domes of white studded with ornaments of gold, and impressed with streaks of blue lapis lazuli, linked aloft by flying bridges that attract many-hued lightning strikes in stormy weather.

47. Whiterose Palace (Emporium run by gnomes & Halflings)

A virtual cornucopia of dry goods, haberdashery, linens, clothing, tools, and just about anything lese a house hold needs can be bought here. Many items have minor useful enchantments: self cleaning curtains, self heating plates and jakes seats, chilling buckets for wines and ales, sun rods, glow lamps, and a mystical variety of toys and gnomish trinkets and contraptions. Upstairs is a small toy factory, the life like items produced by this place are legendary throughout the north. Many a smiling child has woken up one mid-winters morn to find a Whiterose toy at the foot of their bed.

48. Ironcrown Citadel (home of dwarven clans Ironcrown & Snowsbattle)

Ironcrown Citadel is a four story red granite keep, and two imposing watchtowers centered around a thriving smelter and smithy. Selindra Ironcrown and her husband Telfarth Snowsbattle operate the largest and most successful metal workers and foundry in the city. Over 100 dwarves work here to the constant sounds of hammering metal set to the rhythms of chanting smiths are armouers. Anything to do with meatl is made here, from blades and armour to plows and plates. The workmanship here is peerless and so are the prices.

49. The Drunk Duck (Tavern)

This raucous drinking spot is famous for the beers and ales it produces in it cellar brewery, and has a few rooms to let upstairs. Guests in these rooms can eat at the bar, but there's no dining room, and little escape from the good-natured noise and bustle of the taproom. The decor in the Drunk Duck's taproom mimics a forest, with pillars done up to look like trees, vines, and living tree limbs sprouting leaves overhead. Illumination is provided by several theurglass chandeliers whose illumination changes according to the time of day outside. There is an endlessly tinkling spring in the center of the taproom that cascades out of a rock pile to flow into a little pond filled with the

taverns chief fare, ducks, studded with lily pads. The spring is real, not magically animated, and yields the soft water used in the brewing of its famous beers and ales. The tavern gets its name from the ponds ducks predilection for drinking beers and ales that are said to enhance their overall flavor. The Drunk Duck also serves a full list of wines, zzar, sherries, mead, and liqueurs from the far corners of the realm. A limited range of food is served with the nightly specials rarely changing and usually involving some form of waterfowl in the recipe. Foresters, rangers, woodcutters, furriers, wood elves, and other forest folk feel at home here.

50. The Moons Shadow (Restaurant & Festhall)

A former mages tower The Moons Shadow is a garishly pink painted manor with an accompanying fours story red granite wizards tower. The central courtyard is filled with flowers and climbing vines inside and surrounded by gardens outside, including wild gardens, which are preserved plots of tangled rewaran vines, moonrose shrubs, and silverbark trees.

This house of pleasure is famous vale wide for its luxuries, beautiful courtesans, and hot spring baths that are rarely enjoyed alone. It boasts very high prices indeed. an evening's pleasure can easily cost 200 gp or more. All courtesans here specialize in a combination of pleasantly learned conversation, musical entertainment, singing dancing and kneading out the pain from long journeys and old battle injuries with their hands and feet, for those who don't want to indulge in the exotic. The high ceilinged, carpeted halls and private rooms are decorated with stained theurglass lanterns and plants. Lounges (including the baths) surround the circular dining room. From the curving hallways that encircle the dining room ascend broad stairs to large rooms that feature privates baths, steam rooms and curtained, canopied beds.

The dining room at the Moons Shadow serves the usual roasts and fowl dishes with flair, along with more elegant fare suitable for the tastes of its varied cliental. The soups are delightful, humans, elves, half-elves, dwarves, and halflings are all seen here often admiring the exquisitely painted views of gardens, mansions, and temples of the city and surrounding country side. The paintings done by local artists and hang in every room, are truly beautiful, with vibrant colors, charming scenes, and magics that preserve them and make them glow so that they can seen even in darkrooms. Small cantrips on the most expensive of these pictures make small birds, squirrels, and the like appear and wander through the scene augmented, very rarely by an armored elf or gowned lady gliding along in the background shadows or appearing from time to time in the windows of a castle turret or on a balcony.

51. Highhammer Hall (Temple to the Dwarven Gods)

This temple has one major nondenominational temple with statuary of all the dwarven gods and goddesses lining the walls, and it also has individual chapels for each of the gods, including a rough-hewn cavern beneath the temple for Dumathoin's chapel. Offices and cells for the dwarven priests are limited to the top two floors, while storage space and secret rooms are in the finished cellar adjacent to the cavern of Dumathoin.

52. Starsilver Farm

This large, tastefully well-kept complex on the edge of Starsilver Gorge is far and away the best breeding stables in the Talons. Fine destriers of moonhorse blood and solid mountain ponies are the order of the day here. The training, bloodlines, and care here are so good that wealthy buyers flood up even from Illefarn and Evereska to add blood stock to their own heards. The owner, Liandra Silverleaf is a captain in the city's spell archers. She is an outgoing, friendly elven woman of breathtaking beauty who seems liked by all and returns the favor. A Spell Archer, Liandra is very wealthy and can well afford to spend her time training fellow Spell Archers of the Ahk'faern. She heads a staff of skilled horsefolk; notable among them are seven skilled green elf spell archers armed with composite longbows, and elven spellblades who defend the stable compound. Expect to pay no less than 125 gp for a mount here. Liandra prefers to match horse to rider in long-term training and that can easily cost another 50 gp. If ever her horses are mistreated or the owner dies, the horses mysteriously reappear in her stables. In the cases of obvious abuse the offenders are often hunted down and turned into mules to be used by grumpy dwarven prospectors in the Nether Mountains.

53. Battlehammer's Shields & Blades (smithy & home of clans Battlehammer & Stoneshield)

Battlehammer's Shields & Blades resembles a 4 story dwarven keep. It has its own moat and spiked iron fence, which can be electrified by spells in the event of attack. Four solid red granite crenulated towers topped with ballistae and armories inside mark the four corners of the keep. The lower chambers are dedicated to smithies complete with cold forges, and ever-bright plating vats. Over 20 warrior-priests of Dumathoin dwell here along with their families. This place is a down-to-earth, hard-core weapons shop: large, dimly lit armouries that smell of oil and cold steel, are found in the bases of the four towers, crammed with racks of ever-bright and enchanted swords, daggers, maces, morning stars, war hammers, spears, arrows, bolts, and battle axes. Battlehammer's Shields & Blades sells helms, plate and chainmail, gorgets, and gauntlets as well as weapons and shields.

Armand Battlehammer and his wife Tyara Stoneshield greet customers with a friendly smile and a ready throwing axe. Warm tea and cold ales are served to genuine buyers, those who just come to look are shown the everyday weapons that have yet to undergo the ever-bright treatment, then politely shown the front gate. Several battle horrors guard the armories along with many ingenious dwarven glyphs and traps. Prices here are at least triple normal, but then you get exactly what you pay for.

54. The Bottle & Blade (Tavern)

This rambling two story white granite building is topped by a triple domed roof of the bluest marble. Famous for its home brewed beers, stouts and ales The Bottle and Blade see more than its fare share of tavern brawls and disputes. A sigh above the stone arched door warns patrons to leave blades and spells at home. This sign is more than just a warning for the Blade is run by a family of spell casting dwarves from Splendarmorrn who delight in hurling magically hardened bottles at brawling patrons. The Blade has a dozen upstairs rooms for rent, but only the deaf could sleep there when the taproom below is doing its usual roaring trade.and I do mean roaring! The Blade serves a home-brewed ale called the Hardbottle, that I found curiously sweet with an after taste of barley and hops. Patrons can enjoy a huge selection of wines, beers, and stronger drink here.

55. Darym's Fine Wines & Ales (Winery & Ale House all served with local produce)

This large, well-stocked winery and ale house is a surprise to all who enter. Almost all the residents from the surrounding farms and villages drop by daily to buy the fresh juices, wines ales, breads, and cheeses that Darym and his sons bring in from nearby farms every dawn on a creaking wagon that must awaken many folk. Prices here tend to be 10% above the average found in the city where such a thing as competition exists, but what is asked is not unreasonable. The friendly, chatty halfling proprietor, Darym Thistlewood, certainly tries to stock most of the wines, ales and local foodstuffs produced in the region. As a side line Darym's wife Sardelia even sells parchment, inks, some quite nice ready-made gowns.

56 Stonehammer Farm (home of Stonehammer Dwarf clan)

Stonehammer farm is famous throughout the vale for the quality of the oats and barley it produces. Adbarla Stonehammer id the feisty matriarch of the clan and she sees to the running of this most profitable farm. Built around a large four crenulated, black granite keep, Stonehammer Farm also has its own brewery on site. Abdarla's boys are also famous pony breeders and prospectors, and many of the silver mines around the city are operated by these former citizens of Splendarmorrn.

57. Delambyr's Flow (Inn & Tavern)

Delambyr's Flow is a four story slate-shingled, many-gabled, solid-looking white granite building that is warm and dry in winter, and cool and dry in summer. Its pleasant staff sets the tone for your visit, and it offers meeting rooms for hire and a superior feasting board. The innkeeper on duty is Hastarele Hawksong or one of his many half-elven children (he has 12). The inn has white granite walls covered in like like bas-relief carvings. The floors are

brightly polished redwood. This nightingale floor is just the thing for guests who fear being attacked at night and is apt to creak groan and whistle when one is walking about late at night. The furnishings are carved in the finest elven traditions and extremely stylish and comfortable, and every room comes with its own polished blue marble bathtub replete with hot and cold running water. The centerpiece of any stay at The Flow, however, is the common dining room: an airy, plant-hung chamber with large theurglass windows overlooking the ponds and fountains of the Moonrose Gardens. Most guests get very used to it, and do so gladly. Hastarele Hawksong, Moon Elf Male, Arcane Archer 14, wielder of Delimbyra's Shining Bow.

58. The Watchful Ghost (Inn & Tavern)

This gleamimng red granite inn and tavern is a ramshackle, sprawling building of many wings, varying roof sections, and little bay windows and cupolas. It's easy to get lost inside, what with all the alcoves, the general dimness, odd steps up and down, and the prevalence of odd pieces of antique Netherese furniture and old tapestries salvaged from old Netherese homes during the fall. Run by the Dwimerholt family. The watchful ghost gets its name from the spirit of a deeply sad looking gold elf maiden who came here to meet her human ranger lover. Enraged at this affair, her family killed the human in front of her, so running up stairs she threw herself from the highest spire of the Inn. To this day her watch-ghost spirit still protects lovers from harm. Tamsia Durothil, AL NG Watch Ghost Sorceres 9,

59. Gylbret's Golden Grist (Mill & Granary)

This huge, impressive stone mill and warehouse grinds, stores, mixes, and bags hulled or crushed grain, flour, and seeds. It is always busy, and employs 50 halflings and gnomes. Tressym are kept to keep down rodents, and sling-wielding Halfling children, whose job it is to drive off birds, are everywhere, and the mill always has enough output on hand to sell a traveler a belt sack or enough human-sized sacks to fill six wagons. Gylbret's also does a roaring trade as a bakery, and many of his wares can be found hot and fresh in many a city eatery. Gylbret's gnomish wife, Azalea is a talented mage who specializes in promt delivery of her husband's baked goods.

60. The Specularum (Library & scibes hall)

Surrounded by wide stone steps, the white marble Specularum's outer walls hold many frescoes and life like bas-relief carvings. Inside the building is a vast high-ceilinged and open hall, a single room lined with statuary of all the races of the city. A central desk at the hall.s heart both provided patrons with a figure to request books from, and this figure also procured the books from the subterranean vaults for said patrons.

61. Teu'tel'sharr (Moon Tower)

62. Ar'tel'sharr (Sun Tower)

63. Shil'tel'sharr (Shadow Tower)

64. Kiir'tel'sharr (Gem Tower)

65. Nar'tel'sharr (Stone Tower)

66. Rua'tel'sharr (Star Tower)

67. Dur'tel'sharr (Twilight Tower)

68. Glaurachiilor (Library, bookshop & mage supplies)

This hall sells books and a large selection of new, blank books, scrolls, frames of vellum, and reams of parchment. These new materials come in a variety of sizes, bindings, and formats, from simple unadorned paper-covered

chapbooks to dragonskin-bound tomes half as tall as an adult human male with locks, travel cases, giltedged pages, and sewn-in silk bookmarks. All of them are expensive. The cheapest bound volume in the shop is 12 gp, and the most expensive is priced at a thousand times that.

Mages, priests, limners, scribes, cartographers, and apprentices to all of these professions come or are sent here to purchase just the right volume for their needs. Powerful fireproofing enchantments leak out of this shop. Glaurachiilor also sells items that bear minor enchantments in particular, musical instruments and minor magical items such as daggers that glow with *faerie fire* upon command, sunrods, light gems, stones that change hue when immersed in poison or tainted liquids or that alter their color when their surroundings reach a certain temperature, scabbards and sheaths that banish rust, *feather tokens,* and healing potions, blank staves and wands, ingots of rare metals, and a cornucopia of rare and unusual spell components found nowhere else in the city. Adventurers can usually count on getting some healing potions and glow-on-command items whenever they visit (400 to 500 gp each), but all other items are only available upon special order (paid in advance).

Glaurachiilor also holds a rare collection of second hand books, scrolls, lore gems and tomes. Many are bought from deceased estates, but occasionally something truly rare and significant appears upon the shelves. Buyers never know what rare treasures they may find. Books are available for borrowing, but these are only copies, originals are kept elsewhere on the premises and are said to be heavily warded against theft. The provender of this establishment is Spliwhik Glittergold, a gnomish illusionist and his half-elven wife, Saraya. They have 9 children of various ages, who are all gifted sorecerers specializing in illusions and phantasms.

69. The Warrens

The Tunnels beneath the Dagger house the homes of the gnome clans Ironeater, Goldark, Brightjewel, Brighteyes, Bluestar, Sunmyst, Silvershield & Windancers. The warrens is a village of gnomes, who live under The Dagger in burrow homes. They craft coffers, latches, and satchels, and sell them to certain trusted merchants.

70. Teu'shil'telsharr

This stately 4 story home of pearlescent marble topped with a single needle like spire is the home of silver dragon mage Deszeldaryndun Silverwing. Silverwing is sometimes called "the Kindly Dragon" in the lore of the North, because he so often aids humans and demi-humans. Though he avoids human society and politics, Silver-wing seems fascinated by individuals. Many are the lost, lonely or hurt folk he has healed and sheltered. Deszeldaryndun has even been known to participate in the adventures of those he has befriended. He prefers to do such things entirely in disguise, so those he helps are unaware of his draconic nature. He does not hesitate, however, to reveal his true powers if such a tactic helps one of his chosen companions in need. He's also a shrewd judge of character and uses spells covertly to probe the alignment and true nature of any encountered being of whom he is unsure. (Silverwing is very rarely duped or taken unawares.) Silverwing is a sleek, graceful silver wyrm who seems to enjoy a slow-paced, simple life in the wilds, spiced with frequent human contact that he initiates or for which he sets his own terms. Deszeldaryndun is married to Illiantha Starsong, a Moon Elf selu'taar of striking beauty and kindly nature, their many half-dragon children are famous arcane archers, spellsingers and duskblades who serve with distinction amongst the military of Glaurachyndaar.

Secrets of Glaurachyndaar

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 armoury's deepest chambers. Most of the vaults hold the war machines of the Avaryndaar, 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.

Another of the secrets of Glaurachyndaar are the various portals that connect with the Trail of Mists. The Trail of Mists is a little-known means of magical travel akin to a *series gate* and believed to date back to the height of Netheril and Eaerlann. Created by gnome illusionists working in concert with Eaerlanni High Mages, the Trail of Mists served originally as a means of magical transport by which gnomes who had escaped enslavement by the Netherese could move about the northern and eastern High Forest without fear of being recaptured. The Trail of Mists links several score elven garrisons on the Eaerlanni-Netherese border with an elven fortress in the heart of Eaerlann since rebuilt as the Citadel of Mists. From there the Trail of Mists leads further south and west, enabling gnomes to safely flee far from their former masters. The Trail of Mists crisscrosses much of the northern High Forest and links with gnome communities, the ruins of older gnome settlements, and various cities of other races scattered across western and northern Faerûn. It has been extended time and time again by gnome illusionists, the most famous of whom is undoubtedly Fitzmilliyun Sparkledrim, the legendary creator of the Castle of Illusion.

The Citadel of the Mists, a slim triangle of three towers jutting from two large buildings and an enclosed courtyard, is an isolated castle on the northern fringes of the High Forest. The tallest tower houses a pegasus aerie, well guarded by *charmed* air and fire elementals and only accessible via an exposed internal staircase that rises through a single large chamber. The Citadel is cloaked in an ancient *wardmist* that predates the castle's construction by millennia. The Citadel is riddled with ancient *dimension doors* of elven construction, that is invisible spots that whisk someone entering them in certain ways to other invisible spots, elsewhere in the Citadel. Some of these linkages work in the upper floors of the three Citadel towers despite predating the construction of the present fortress, a conundrum that only the Mistmaster has unraveled. The *dimension doors* are in some way tied to the Trail of Mists, but it is not possible to access the ethereal network of paths by employing them.

In addition to those that lie within the depths of the High Forest, one or more nexus points of the Trail of Mists lie within the burrows of Dolblunde (north and east of Waterdeep), the caves beneath Ascalhorn, and Myth Glaurach, as well as amidst the Castle of Illusion, the Trollbark Forest, the Forgotten Forest, and the Trielta Hills. Another nexus is said to lie amidst the tunnels of Shinglefell Gnome Burrow. Eaerlanni elves helped gnome escapees hide in elven frontier garrisons and taught individual gnomes the art of illusionist magic, and this then culminated in the eventual freeing of Netheril's gnome population in –2387 DR.

Hidden at the bottom of a shaft below the deepest Vyshaan vault is the Heart of Sharlarlion, a heavily warded chamber created to house the Mythal Stone of Glaurachyndaar. It was here of old that the Cor'selutaar of Sharlarlion hid the original mythal stone before the city's fall at the hands of Miyeritari Selutaar towards the end of the fifth Crown War. The Selu'taar of Glaurachyndaar hope to never have to use the chamber for a similar purpose, but it is here just in case the unthinkable should ever occur.

Vyshaan Battle Golem
Huge Construct/Large Construct
Hit Dice: 20d10
Initiative: -1 (DEX)
Speed: 20 ft. (Can't run)
AC: 0
Attacks: 2 Slams
Damage: Slam 2d12+10dg
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: 10d6 Lightning bolt 1/round
Special Qualities: Construct, Magic Immunity,
Alignment: Neutral
Magic Immunity (Ex): Immune to all spells and spell-like abilities, and supernatural effects except as follows: An electricity effect slows it (as the spell) for three rounds with no saving throw. A fire effect breaks any slow effect on the golem and cures one third of all damage it has taken.
Rust Vulnerability (Ex): Is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Hidden within the **Lore Crystals of Vyshaan** are the methods and rituals for creating many different kinds of Mythals. The deadliest of which are the War Mythals.

War Mythals

Mythal of Destruction

School: High Magic Ritual of Myriad (Invocation/Abjuration)

Casting Time: 3 Turns

Area of Effect: 100 yards radius per level of central caster

Duration: 1 hour per level of central caster

Saving Throw: None

This high magic ritual is used for the destruction of fortifications, armies and cities. The ritual requires at least 5 selutaar capable of such a ritual, with one acting as the central whilst 4 others act as secondary casters. There must be at least 8 tertiary casters capable of casting 9th level spells. All casters must surround the target area in a complete circle. The central caster need not be in the middle but must be part of the 1st circle alongside the secondary casters. Tertiary casters form a second ring around the first circle.

The initial casting involves the creation of an impervious sphere of magic around the target area, the principal caster then weaves in one major power, usually a dimensional lock, followed by one other major power, usually an area effect spell of eighth or ninth level, and one lesser area effect spell of at least 7th level. The secondary casters then each add one major and minor area effect of their own. The principal caster decides who, what and how the magics will take effect within the mythal, they can nominate a race, class, religious group, buildings etc to include or exclude from damage. This is worked out in the casters mind before the ritual begins, and once set cannot be

changed. The tertiary casters provide raw magical energy for the spell and channel it through the main casters. They find all access to their memorized spells gone one heart beat after the ritual begins.

The casting of the ritual drains 50d4 hps from the casting group, starting with the tertiary casters first. Any mage completely drained of life is left a withered and lifeless husk who cannot be raised by anything short of divine intervention.

Area effect spells placed within the mythal will fill the entire area and last for the full duration of the spell. Spells often placed within include ice storm, fireball, chain lightning, death spell, acid storm, cloudkill, disintegrate, dispel magic, cone of cold, delayed blast fireball, meteor swarm, and the like. Spells placed within the mythal must not be capable of cancelling each other out or the entire ritual fails with the full effects of the spells laid into the mythal boomeranging as backlash effects visited upon the casters.

War Mythals

Mythal of Denial (Divine)

School: High Magic Ritual of Myriad (Invocation/Abjuration)

Casting Time: 3 Turns

Area of Effect: 500 yards radius per level of central caster

Duration: 1 day per level of central caster

Saving Throw: None

This high magic ritual is used for the denial of access to divine (or lower planar) magics by casters within the target area. The ritual requires at least 5 selutaar capable of such a ritual, with one acting as the central whilst 4 others act as secondary casters. There must be at least 8 tertiary casters capable of casting 9th level spells. All casters must surround the target area in a complete circle. The central caster need not be in the middle but must be part of the 1st circle alongside the secondary casters. Tertiary casters form a second ring around the first circle.

The initial casting involves the creation of a sphere of magic around the target area, the principal caster then weaves the mythal's main power which is to deny access to the prayers and powers of a gods priests or servants. The central caster decides which god/s (or lower planar nasties) are to be denied, and the secondary casters cement this by denying which spheres of magic will be with-held from the priests. This is worked out in the casters minds before the ritual begins, and once set cannot be changed. The tertiary casters provide raw magical energy for the spell and channel it through the main casters. They find all access to their memorized spells gone one heart beat after the ritual begins.

Priests/Paladins/Clerics or any other beings with access to divine powers who leave the area of effect are still denied access to their spells & powers for the duration of the spell. Though once they leave the area they get a single saving throw at -5 to regain access before the spells duration ends.

Divine beings (including tanarri/baatezzu/yugoloth/ tieflings/eladrin/aasimar/angels and the like) serving the god/s (or lower planar nasties) in question who are caught within the spells bounds when it is cast must save verses death magic or be killed outright, those who do save are immediately banished back to their home plane, and cannot return for a number of months equal to the level of the central caster. Divine magical items or artifacts caught within the mythal's boundary are also affected. Any items of less than artifact level are automatically destroyed, whilst artifacts are shut down for a number of months equal to the level of the central caster. Only those beings within the mythals sphere at the time of casting are affected. Other divine casters may enter the area of effect once the casting ends.

The casting of the ritual drains 60d4 hps from the casting group, starting with the tertiary casters first. Any mage completely drained of life is left a withered and lifeless husk that cannot be raised by anything short of divine intervention (that is if any god is willing to listen).

War Mythals

Mythal of Denial (Arcane)

School: High Magic Ritual of Myriad (Invocation/Abjuration)

Casting Time: 3 Turns

Area of Effect: 500 yards radius per level of central caster

Duration: 1 day per level of central caster

Saving Throw: None

This high magic ritual is used for the denial of access to arcane magics by casters within the target area. The ritual requires at least 5 selutaar capable of such a ritual, with one acting as the central caster, whilst 4 others act as secondary casters. There must be at least 8 tertiary casters capable of casting 9th level spells. All casters must surround the target area in a complete circle. The central caster need not be in the middle but must be part of the 1st circle alongside the secondary casters. Tertiary casters form a second ring around the first circle.

The initial casting involves the creation of a sphere of magic around the target area, the principal caster then weaves the mythal's main power which is to deny access to the weave/shadow weave. The central caster decides two schools of magic that are to be denied to all users of arcane magic within the mythal's boundary, and the secondary casters cement this by denying a single other school of magic each to be with-held from arcane casters. This is worked out in the casters minds before the ritual begins, and once set cannot be changed. The tertiary casters provide raw magical energy for the spell and channel it through the main casters. They find all access to their memorized spells gone one heart beat after the ritual begins.

Wizards/Mages/Sorcers or any other beings with access to arcane spells & powers who leave the area of effect are still denied access to their spells & powers for the duration of the spell. Though once they leave the area they get a single saving throw at -5 to regain access before the spells duration ends.

Divine beings (including tanarri/baatezzu/yugoloth/ tieflings/eladrin/aasimar/angels and the like) who use arcane magic or powers and who are caught within the spells bounds when it is cast must save verses spells or be denied access to those powers for a number of months equal to the level of the central caster, those who do save are immediately banished back to their home plane, and cannot return for a number of days equal to the level of the central caster. Arcane magical items or artifacts caught within the mythal's boundary are also affected. Any items of less than artifact level is automatically shut down for a number of months equal to the central casters level, whilst artifacts are shut down for an equal number of days. Only those beings within the mythal's sphere at the time of casting are affected. Other arcane casters may enter the area of effect once the casting ends.

The casting of the ritual drains 70d4 hps from the casting group, starting with the tertiary casters first. Any mage completely drained of life is left a withered and lifeless husk that cannot be raised by anything short of divine intervention (that is if any god is willing to listen).

War Mythals

Mythal of Disjunction

School: High Magic Ritual of Myriad (Invocation/Abjuration)

Casting Time: 1 Turn

Area of Effect: 100 yards radius per level of central caster

Duration: 1 round/level of central caster

Saving Throw: None

This high magic ritual is used to disjoin all magic and magical items within the target area. The ritual requires at least 5 selutaar capable of such a ritual, with one acting as the central caster, whilst 4 others act as secondary casters. There must be at least 8 tertiary casters capable of casting 9th level spells. All casters must surround the target area in a complete circle. The central caster need not be in the middle but must be part of the 1st circle alongside the secondary casters. Tertiary casters form a second ring around the first circle.

The initial casting involves the creation of a sphere of magic around the target area, the principal caster then weaves the mythal's main power which is to disjoin all weave/shadow weave magic and magical items. The central caster decides the size of the area to be affected but not what. This is worked out in the casters mind before the ritual begins, and once set cannot be changed. The tertiary casters provide raw magical energy for the spell and channel it through the main casters. They find all access to their memorized spells gone one heart beat after the ritual begins.

Wizards/Mages/Sorcers or any other beings with access to arcane spells & powers who leave the area of effect are still denied access to their spells & powers for the duration of the spell. Though once they leave the area they get a single saving throw at -5 to regain access before the spells duration ends.

Arcane beings (liches/golems/tanarri/baatezzu/yugoloth/ tieflings/eladrin/aasimar/angels and the like) who use arcane magic or powers and who are caught within the spells bounds when it is cast must save verses spells or be destroyed outright. Those who do save take 10d6 hp damage and are immediately banished back to their home plane. Arcane magical items or artifacts caught within the mythal's boundary are also affected. Any item of less than artifact level is automatically destroyed whilst artifacts get a saving throw vs disintegration at -6. Only those magics/items/beings within the mythal's sphere at the time of casting are affected. Other arcane casters may enter the area of effect once the casting ends.

The casting of the ritual drains 40d4 hps from the casting group, starting with the tertiary casters first. Any mage completely drained of life is left a withered and lifeless husk that cannot be raised by anything short of divine intervention (that is if any god is willing to listen). Destroying and artifact in this way WILL attract divine or Infernal attention. A mythal may also be brought down with this ritual but only if the area to be affected is smaller than the area of the spell, and if the central caster is of a higher level than the mage who laid the mythal to be destroyed. A selutaar can destroy his own mythals with this spell at any time.

The Magic Items of Glaurachyndaar

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 mithral, 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 beljurils 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

Beljuril *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). Nonmagical arrows shot from this longbow become silvered in flight. Moreover, any creature struck by a nonmagical 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 "Delimbiyr" 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" 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 mithral 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 nonmagical 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 Seldruin 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 chose 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 Earlann 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 Kanruil 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 Wolfanthisticlees, a Black Wyrm who plagued ancient Sharlarion 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 Illithyiiri 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 Travaran

The Staff of Travaran is an extremely ancient, and extremely potent, magical staff. Travaran was one of the few residents of Aryvandaar to speak against the aggressive Vyshaanti, as they began rising to power. Because Travaran 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, Travaran 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, Travaran 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 horses' head.

The Staff of Travaran 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 Starr of Travaran also has the same abilities as a Staff of the Magi. The Staff of Travaran is a highly intelligent item, as well. It has a personality similar to Travaran's that is perceptive, knowledgeable and passionate.

Cheldaorn Katar

This punchblade 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.

Shroudcrown

The Shroudcrown 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 liches 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 beljurils. 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.

Thyrsus of the Druid Craenoth Driel

The thyrsus 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 mithral 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 ringwearer.

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.

Sources Used

Source books used:
Every Volo's Guide I could get my hands on. Thanks Ed
Everything by Steven E Schend, (surely Corellon in disguise).
More Eric L Boyd stuff than can be counted.

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