

# A BYVANDAAR



Empire of the Golden Sun



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This my Magnum Opus is dedicated to all the scribes of Candle Keep.....Thanks so much for all your support and feedback. This one is for you all...keep up the outstanding work keeping the realms alive.



## Aryvandaar circa -15000 OR

(Adapted From a map by Markus Taylor)



# The Vyshantaar Empire circa -9200 OR

# Description of the Golden Empire

The sun elves of Aryvandaar believed that they were selected by Corellon Larethian to be the defenders of Elven tradition and history. For millennia the Durothils had ruled Tintageer unopposed and the other races had kowtowed to their social and cultural betters for just as long. They were also the most patient of the Elven races, and they devoted their time to perfecting a task rather than just merely completing the task. To an Aryvandaaran elf, rushing a job or finishing a project in anything less than perfection was betraying the Elven ideal. In the early years the people of Aryvandaar viewed combat as a necessary evil, and one that should be resolved quickly so the task can be done and one can return to more pleasant and constructive pursuits. Sun elves are deliberate, patient, and solemn, and Sharlarion society reflected this. Their buildings, while aesthetically beautiful and architecturally brilliant, tended to be bright, shining and ostentatious. Nevertheless, the sun elves of the Great Forest took great pride in their buildings, believing that nothing less than perfection would do for the chosen defenders of the ancient traditions and history of lost Tintageer.

Their art, poetry, and songs also reflected their deliberate attempts to recreate that which was lost. They preferred tales of ancient battles, songs of the gods, and stories of great heroes of the old world beset with terrible tragedies including the death of the beautiful island homes. The people of Aryvandaar revered wisdom and learning. Even the humblest abode in Sharlarion or Occidian featured rooms filled with old scrolls, maps, lore gems and books. The people of Aryvandaar following in the traditions of their forebears continued Tintageers strong tradition of rule by nobility, with a Coronal who could trace his or her lineage all the way back to the first families of Tintageer.

The pinnacle of Aryvandaaran knowledge and power was the development and use of high magic. The greatest notables of the realm were those magi capable of weaving dweomers that could ward an entire city against evil, conceal an invading army, or cause a forest to grow up overnight. The people of the Great Forest have developed magic from many different sources, adopting and adapting the traditions of the founder races, the dragons, the fey, and their own creating an unparalleled collection of treatises on arcane and divine lore and traditions, magical items from a 1000 worlds, spellbooks, laboratory notes, and other accumulated lore. For fifteen thousand years, the people of Aryvandaar developed and practiced magic of unbelievable power and subtlety, and the libraries of the empire were full of magical secrets too numerous and in some cases too terrible to speak of freely.

The Great Forest realm of Aryvandaar once stretched from the present bounds of the High Forest in the east to the banks of the River Dessarin in the west, from the slopes of the Moondark Mountains in the north, to the rugged Red Cliffs in the south. In the days before the Crown Wars, this whole region was solid forest. The elves of Aryvandaar were seen by others as a proud, arrogant and haughty lot who believed themselves superior to all other elves and vastly superior to non-elves. The Vyshaan clan, Aryvandaar's ruling house in the latter age of strife, constructed many enormous fortresses and citadels for the war effort, as well as several cities so beautiful that even the most jaded and cynical elf would weep for joy at the sight of them. Their magic produced impossibly slender spires of stone and

crystal, stonework so fine and intricate it resembled lace, and perfectly smooth, seamless construction.

In the early days of the realm, before the great cataclysm that created Evermeet, the coastal realms of western Faerun were filled with great and wondrous cities. The graceful architecture of these forgotten Elven cities was made up of countless delicate spires, beautiful towers, and ancient temples. On the day of the Raising hundreds of Elven communities were lost in the chaos and destruction of the Sundering; others were changed forever. The forest community of Sharlarion, however, was one of the few that survived nearly complete. These fortunate elves increased their number and spread into the surrounding forests and hills and lowlands, in time creating a kingdom which was known as Aryvandaar. It was an age of powerful magic, and throughout Aryvandaar the towers of the High Magi dotted the land like buttercups upon a summer meadow. Many were the great works of magic that these mighty Circles created: weapons of war, statues of the gods that sang to greet the dawn or that danced in the starlight, gems that stored mighty spells.

Under the rule of the Vyshaan the ruling elite of Aryvandaar truly believed they were the Seldarine's power on Faerun to keep Elven-kind from going astray or becoming corrupted by the dark teachings of the Dark Seldarine. They saw it as their job to bring enlightenment to the less fortunate Tel'Quessir; as part of this they undertook the teaching of magic to lesser races, including the Dark Elves of Miyeritar. To them the passing on of the ancient traditions was a pathway to Elven purity and cultural unity under their benign guidance.

*"The problem is that elves did not create their own downfall, moon elves created the elves downfall. At the conclusion of the fourth Crown War, Aryvandaar had won. For the first time in centuries peace reigned.*

*Also for the first time, the elves were united. That is, except for one enclave, the Elven Court. The moon elves of the Elven Court, in their thirst for revenge, used that cities reputation as a holy place of the Seldarine to twist and plot stories about the corruption of the Vyshaan. They declared that Corellon had found the Vyshaan at fault for the Crown Wars and must pay.*

*Their twisted stories spread to the corners of the globe, and once again elves began fighting elves. The Vyshaan, tired of fighting, saw the trap the moon elves had finally laid. If they continued to fight and kill elves the false prophecy the moon elves had spun would become more and more recognized. On the other hand if they gave themselves up for trial, the moon elves would certainly have them annihilated. So the Vyshaan decided to fight a (relatively) minor skirmish while they prepared to depart Aryvandaar, and the dream of a united Elven empire.*

*Their last Coronal, Gûlras the Brave, and his Vyshantyr Dragon Knights gave their lives so that most of the house and allies could escape.*

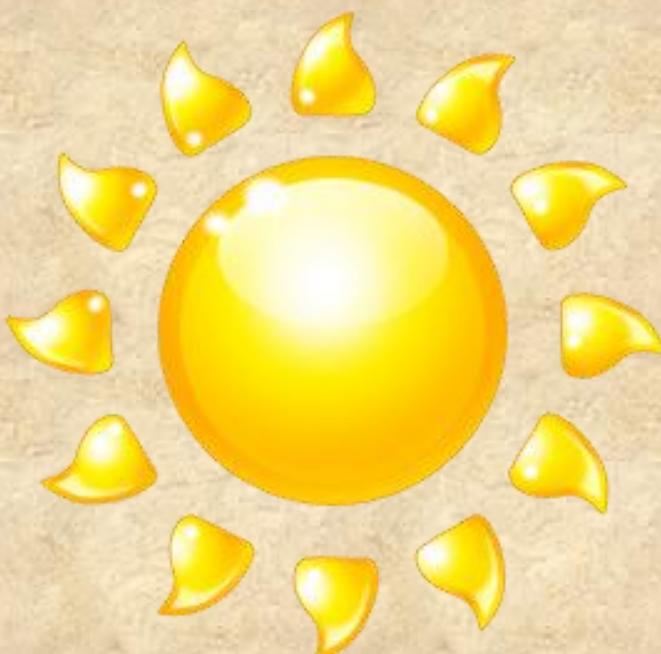
*Next the moon elves sought to befriend humans, and teach them not only our ways of war, but our ways of the art. Instead of keeping the Aryvandaar fortresses guarded and off limits, they allowed humans to explore them, and acquire the Nether Scrolls. The naive moon elves, did not realize that power of this kind is best kept from the hands of lesser beings.*

*In their foolishness they armed humans with both magic, and arms. From that point on the human onslaught had begun. Since those times humans have pushed elves back, because not only are moon elves naive, they have no stomach for true war. This is evident in how they give ground to everyone who fights them.*

*Next they created moon blades, once again under the supposed auspices of Corellon, and made it so that no Sun Elf may wield them, thereby excluding Sun elves from ever again ruling Evermeet, a realm they rightfully should command. Since the moonflowers took over Evermeet has suffered its first invasion. It was through the bravery of the Sun elves on the Island that the horde was driven back.*

*No, it is not the elves which are to blame for our downfall, but rather, one elf kind in particular. Moon Elves!"*

- Vyshaan by Jeiroth C.K. Scribe... 14 Apr 2008



# History of the Golden Empire

## **-30000 DR**

### **War of the Seldarine**

Araushnee is cast down into the Demonweb Pits, where she becomes the demon-goddess Lolth. Araushnee's major Domo and General of her celestial armies, the solar Malkizid is branded and thrown down into the Nine Hells. It is here that he forms his undying hatred for Corellon and his creations and begins his plans to bring them all down to make his former Lord suffer. Following him to exile are four Planetar Generals who become Nyctaloths in his service.

The Time of Dragons, also known as the Dawn Ages, began circa -30,000 DR and lasted some six millennia. Individual dragons and dragon clans ruled large swaths of territory and battled with their rivals for control of the land, seas, and skies. The dragons of this age were devout followers of the draconic pantheon, and many wars of this period were fought over religious issues. Over time, however, religious fervour waned, as philosophers of different faiths came to the conclusion that the draconic deities were not the guardians and protectors of dragon kind, because they had allowed dragons to fight such genocidal conflicts in their name. The one draconic holy war that continued unabated was the Dragonfall War which pitted the followers of Bahamut against the spawn of Tiamat.

## **-27000 DR**

Continuing their work to undermine dragon rule, the Fey open new gates allowing the first elves to immigrate to Toril. These primitive green elves worship the Faerie gods (not the Seldarine, which were unknown at this time). Although most green elves are content to remain in small scattered tribes, one group known as the Ilythiiri negotiates with the dragons and begins to carve out a small kingdom in the south. The great Ilythiiri capital

at Atorrnash remains a shining beacon of elf culture for millennia.

## **-26000 DR to -25000 DR**

### **Thousand Year War**

An avatar of the draconic deity Garyx leads red dragons in battle against the giants of Ostoria. Eventually all of dragon kind is drawn into the conflict, which rages on and off for a thousand years. Upon its conclusion, Ostoria has shrunk to only a shadow of its former self. The Colossal Kingdom now occupies only the northernmost edge of the continent.

During the height of the Thousand Years War, an army of giants and their goblin-kin slaves descended from the north razing many draconic settlements to the ground before the enormous army was finally stopped within the heavily forested hills of the Ever wood. The dragons were kept largely at bay by the weapons of the giants designed specifically for war against the wyrm, so the Elvish servitors of the Great Gold Wyrm, Garantorophylayr – The Golden Scourge, had to stand firm against the encroaching horde of goblins, orcs, trolls, and lesser giant-kin.

The greatest of the Green Elven and half-gold dragon sorcerers, magi, and witches stood firm against the growing darkness in a star shaped citadel in the north-eastern reaches of the Ever wood. From the high towers of this mighty fortress the gathered casters began weaving a spell utilising the combination of Elvish and draconic magic in a way not seen before as they sought to scour the invaders from the lands with a cleansing and renewing fire. The inferno swept across the woods to the west of Startop Citadel.

Upon the verge of victory an unknown corruption, tore apart the joining of the two magics causing the roiling flames to consume

not just the goblin & giant kin, but also the defending elves and the rich verdant forests as well. Slain also were the giants and their draconic foes. The few giantess survivors fled back north and never troubled the elves of the western high forest again. The Green Elves of Tiru'telardon were free from their masters and fled back to the city to take stock of what they had done. Before them lay the blasted ruin of their once glorious forest home of evergreens, shadowtops, and duskwoods trees.

## -25400 DR

Sharlario Moonflower, captain of the wandering moon, and a Corsair and Privateer of the Kingdom of the Northern Isles, has the misfortune to make port at Tintageer days before the invading southern forces strike.

Fleeing the destruction of the island kingdom of Tintageer on their home world of Faerie, a small circle of gold elves led by the young prince Durothil cast a divination to find their new home—on the world of Toril—and then create a *portal* leading there. The refugees name their new home Faerûn, the One Land. Integrating into the native green elf communities, the descendants of the gold elves of Tintageer become known as sun elves, while the descendants of the sole silver elf refugee, Sharlario Moonflower, become known as moon elves. These new arrivals immediately begin intermingling with the established Green Elves. Before too long the prejudices that dominated their old world are brought to the fore with the emergence of the same cast based society the Durothils had led before Tintageer's fall.

## In victory, they were defeated.

*"The elves of Tintageer—at least, those few who had survived the long siege, the battle that followed, and the horrendous magical cataclysm that ended it—clung to each other and watched as the last few invading ships were torn to driftwood by the raging sea. Not a single enemy remained on their island. All had been shaken into the angry waters by the*

*magical attack whose power went far beyond the expectations of those who'd unleashed it. Even now, violent convulsions shuddered through the Elven island, as if the land itself felt a lingering horror—or a premonition of doom.*

*"The trees!" one of the females cried suddenly, pointing to the line of limber palms that swayed wildly along the shore. Her fellow survivors looked, and a murmur of consternation rippled through the battered group. Before the battle, those trees had lined the broad street that swept past Angharradh's Temple—a street that once had been hundreds of paces from the ocean. Even as the elves watched, horrified, the crashing surf climbed higher and higher along the diamond-shaped patterns that scored the tree trunks*

*". "To the dancing hill. Now!" ordered an Elven youth. His voice—a fledgling baritone—cracked on the final word and rose into shrill, childlike soprano. But the elves obeyed him at once. They would have done so even if the wisdom in the young elf's reasoning was not so patently obvious. Although Durothil was little more than a child, he was the youngest brother of the king—and all that remained of Tintageer's royal family. More, there was something about the young prince that commanded respect, despite his extreme youth and the uncertain timbre of his voice.*



*The elves turned away from the ruined city and hurriedly picked their way through the rubble-strewn groves that led to the dancing hill. The highest point of the island, it offered the best hope of a haven until the unnaturally high waters receded. As they neared the crest of the hill, the elves' footsteps grew lighter and their*

ravaged countenances eased. This sacred site harboured their brightest memories and their most powerful magic. Here they gathered to celebrate the turning of the seasons, to sing the old songs and dance for the sheer joy of existence, to gather starlight and weave it into wondrous spells that blessed and strengthened the People or lent magic to their artworks.

But the elves' remembered joy was short-lived. The ground beneath their feet began to shiver, then convulsed briefly and violently as if in anguish. An eerie silence followed the quake, broken by a faint murmur coming from the distant, watery horizon. The elves looked out to sea and understood that the island's tremors had been its death throes. A vast wall of water swept in from the west. The elves stood watching, stunned and silent, as death raced toward them.

"We must dance," Durothil urged, shaking the elf nearest him as if to waken her. Bonnalurie, the island's only surviving priestess of Angharradh, gazed at him for a moment before his meaning pierced her grief-befogged mind. Her eyes brightened, then flamed with determination. Together they rallied the elves and explained their desperate plan. Under the priestess's guidance, the Elven survivors formed a circle and began to follow her through the steps of one of the most powerful of Elven spells. All joined in the dance, even the younglings and the wounded, though they knew not the High Magic that it cast, although the risks to themselves and their priestess were enormous.

When her charges had merged fully with the rhythm of the dance, Bonnalurie began to sing. Her silvery soprano voice rang out over the island, calling upon the power of her goddess, gathering the threads of magic that emanated from each elf and weaving them into a single purpose. The magic she shaped was a Seeking, one powerful enough to move beyond the veils separating the worlds, to find a place of power such as the one upon which the elves now danced—and to open a pathway to this new world. Under normal circumstances, only the

most powerful Elven mages would dare to cast such a spell, and then, only with the support of a Circle. Though she was no mage, Bonnalurie knew more of the Art than did most clergy. She understood the enormity of the task she had undertaken and the price it would demand of her. And not from her alone: Only a few of the elves who danced to her song would travel the silver pathway in safety. As for the others—well, Bonnalurie needed every breath and pulse of magic she could muster in order to shape this spell. If she failed, all would perish.

Caught up in the magic, the elves danced on in near ecstasy, not knowing what they did but somehow finding a place within the emerging pattern of the dance. One after another, they began to sing, taking up the thread of Bonnalurie's song and adding to it the magic of their own life essence. Some of the elves grew pale, wraith-like, as they were consumed by the magic they cast. But not one foot faltered, and their collective song rang out in defiance of death's approach. They danced and sang long after they could no longer hear their own voices over the roar of the surging tide. A shadow fell over the dancers as the wall of water blotted out the setting sun. Then the sea slammed into the island, sending the elves spinning off into the silver path their magic had woven. Even there the sea seemed to follow, for the explosion of power that swept them away buffeted them like dark and merciless waves. After what seemed an eternity, Durothil landed upon an unknown shore..." taken from Evermeet – By Elaine Cunningham.©

Amongst the many individuals coming through the gate are Hamaran Durothil, Ashlystara Amarillis, Gorfiaas Vyshaan, Nierde, Nimesin, Marstarym, Evanara Alenuath, Moonflower, Craulnober and Le'Quelle.

## -25359 DR

Sharlario Moonflower marries Amnadonna Duskmere, the eldest daughter of Lady Bonnalurie Amarillis and a priestess of Sehanine Moonbow. Over the centuries the long lived couple are blessed with more than 30 children,

most of who in turn intermarry with many of the indigenous Green Elves and in turn had unusually large families. Most of them follow their mothers and grandmothers worship for the Goddess of moonlight, magic, beauty and death, claiming links to House Moonflower becoming known as Elves of the Wandering Moon.

### **-25100 DR**

Sharlario Moonflower and his son Cornaith visit the dark elf city of Atorrash in the south. Prince Hamaran Durothil, leader of the Tintageeran Elven colony of Flame Drakes Peak takes a silver dragon mount and becomes the first dragon rider.

### **-25090 DR**

It is a time when dragons are bringing the entire continent of Faerûn under their rule and an elf mage named Rhespen Ash, Royal Councillor and Magician serves the colossal gold dragon King Orchtrien. The capital of Orchtrien's kingdom is a beautiful city called Dawnfire, the Bright City, and the majority of the king's subjects are humans and elves. The different realms ruled by dragons are often in conflict with one another, and Orchtrien is at war with the neighbouring green dragons and has plans for the red dragons.

Three noble elf houses—Vilirith, Starfall, and Duskmere—take part in a rebellion against Orchtrien's rule. As a result, Orchtrien commands hostages from the rebel houses be brought to Dawnfire and treated as guests so as to win their fealty. Lady Winterflower Duskmere, daughter of the Count of Duskmere, is one such hostage sent to the royal city of Dawnfire. Rhespen and Winterflower soon fall in love, but the lady catches the eye of Orchtrien. Unbeknownst to either Rhespen or the king, Winterflower is in fact working as a spy for the rebels. She eventually serves as mistress to Orchtrien.

### **-25089 DR**

Lady Winterflower convinces Rhespen to join the rebel cause, so Rhespen magically copies several of Orchtrien's spell books, grimoires, and other books of lore, and Winterflower takes the copies to the rebel stronghold hidden in the forest. When Orchtrien learns of this, he sends his royal army and lays siege to the rebel stronghold. Rhespen and Orchtrien then have an aerial spell battle, and Rhespen is killed by the massive gold wyrm. A month later, the siege still underway, Winterflower discovers that the copied tome in her possession is not a spell book but in fact an abstract metaphysical treatise on the fundamental nature of dragons and their links to the forces of creation, the elements of nature, and the stars. Armed with this knowledge the Elves in time are able to finish their researches into way to bring down their dragon overlords.



### **-25080 DR**

As part of a ritual sacrifice to the Dark Bringer, Prince Durothil is slain in battle with the red wyrm Mahatnartorian, known to the Green Elves as Master of the Mountains. Later Lord Sharlarion Moonflower, the former merchant and privateer, is chosen by the colony's elders to lead the refugees in their war against the dragon lords. During this period of devastating warfare among the dragons of Faerûn, isolated pockets of formerly dragon-ruled territory fell under giant control. Over time, such giant-ruled kingdoms came to threaten the hegemony of

dragon kind, leading to great battles between giant-ruled kingdoms such as Darchar, Grunfesting, Helligheim, Nedeheim, Ostoria, and Rangfjell, and dragon-ruled realms such as Caesinmalsvir, Darastriverthicha, and Tharkrixghontix. While Faerûn's dragons and giants battled for dominance of Toril, the smaller humanoid races began to carve out their own kingdoms. In one such instance, the Parwiccan Cycle speaks of the descendants of Tintageer, now known as moon and gold elves, who carved a realm from the northlands of Faerûn by defeating Mahatnartorian, Master of the Mountains and King of the northern Red Dragons.

### **-25077 DR**

Lady Vyshandria Amarillis-Moonflower, the high sorceress of Drakes Peak, stumbles across the ruins of an ancient city of alien design whilst exploring the lightly wooded plains to the west. Her divinations reveal it to be Oremethe capital of the Sarrukh empire of Isstosseffifil, a city of artisans ruled by sarrukh wizards and sorcerers. It is during her exploration that she stumbles upon one of the lore libraries of this archaic realm.

After battling numerous reptilian undead, the badly wounded sorceress and her few surviving companions flee east across the waters carrying with them a trove of alien treasures. Amongst this haul of powerful yet unfamiliar magics are 500 golden scrolls is the shape of dragon's scales. The discovery of the complete set of the Scales of the World Serpent quickly revolutionises Elvish magic allowing for the rapid rise of Arfaertel'Selutaar, an art once thought lost with the destruction of their homeland.

### **-25052 DR**

The first selutaar of Drakes Peak begin searching for a way to end the dragon's reign of tyranny forever. Studying the texts provided by Countess Duskmere, Fedoran Niedre, the youngest and most able of the selutaar works out the secret of bringing forth the wyrms most

base natures, stripping them of the blessings of intelligence and civility. The secret is found buried within the scrolls of the Dracos Vellorum.

### **-25050 DR**

After months of searching for a suitable place free of wyrmlish influence, the silver dragon riding Cornaith Moonflower stumbles across the steaming caldera of an ancient volcano deep within the icy Novalarond Mountains. Further explorations by Elvish geomancers reveal it to be the perfect location from which to launch the elves final campaign against the dragons.

### **-25000 DR**

First Rage of Dragons: In a newly built citadel in the northernmost reaches of Toril, the elves create the Dracorage mythal. In the late spring of this year, King Orchtrien, Overlord of the northern Gold Dragons and King of the southern Gray Mountains, and his court gathered outside to watch the spectacle of a red comet on the horizon. The sight of it drives Orchtrien mad, and he ransacks his own palace and has his first taste of human flesh. He is killed after he smashes his way into the fortress where much of his army is quartered. Right before he dies, Orchtrien whispers, "The red star murdered me."



Tied to the appearance of the King-Killer Star, the Dracorage mythal incites the Rage of Dragons, a madness driving all dragon kind into mindless destruction as well as turning them against their own offspring. During the weaving of the Dracorage Mythal, Dragons who knew of the plot arrived and began attacking the citadel. Through the efforts of the Avariel, who take massive casualties, the spell was completed. Soon there came a change in the world, dragons everywhere ran amok laying waste to their own dominions, slaughtering their chattels and protectors alike, and in their wanton, reckless bloodlust, leaving themselves vulnerable to their foes.

The High Magi, High Priests of the Seldarine and the Great Elvish Lords stood at the heads of mighty hosts assembled to assail the drakes. To achieve this the elves had built a mighty fortress, a secret citadel, far to the north, high in the Novalarond Mountains in a place where the skies were almost always clear and the comet, Daoin Elladyr – The King Killer Star, would first appear and stay in the sky the longest. Remote from the rest of the elves holdings, the city “Daoineska” was set within the caldera of a long dormant volcano that teamed with life in the cold and frosty north lands.

Settled by Moon Elves. Green Elves and several clans of Avariel, the Fortress of the Stars, was raised by geomancers and high magi to guard the cap stone that generated the Dracorage Mythal, the Myth’coron’haor’daoin. The dedicated elves protected their charge against all comers, which in the end brought about the deaths of nearly everyone living in the city. After a mighty battle, that was only won after thousands of Avariel had given their lives in a last ditch defence of the citadel. The citadel was finally abandoned, hidden by illusions and magical safe guards woven by high magi and priests of Sehanine, who named the mountain Thimaerthorvael in honour of the Avariel who had all but brought about their own extinction so that the rest of the Tel’Quessir could live free of the yoke of their former draconic masters.

With the collapse of the last Dragon kingdoms, in the twenty-five millennia that followed the collective power of Faerûn's wyrms waxed and waned, but dragon kind never reclaimed its absolute rule over Faerûn. Every time individual wyrms or dragon clans sought to re-establish their dominance over large swaths of Faerûn, either the lesser humanoid races united to bring them down or, failing that, the King-Killer Star returned to drive them into madness, destroy what they had wrought, and turn them against their own offspring.

### **-24720 DR**

A less than scrupulous circle of Conjurers and Binders opens a gateway to the Unseelie lands in an attempt to gain power of their ancient rivals. Over estimating their own powers, this group of witches and sorcerers become the first victims of the Shades unleashed from the shadowy fey realms. Confronted by an army of dark fey, led by the Arachinlaar (High Prince) of the Queen of Air and Darkness, the elves of Aryvandaar face their greatest test since the Dragon Wars.



### **-24583 DR**

After years of bloody skirmishes, the two armies face each other upon the planes of Ash and Dust (Now the sundered lands between Deepwater Bay and Synnoria). The cataclysmic battle rages for many days and results in tens of thousands of dead on both sides. The war only ends when the Dusk Knight Ameryllia Vyshaan manages to slay the Dark Prince at the cost of her own life. Leaderless the surviving dark fey are driven from the battle field and back through the Gates of Fell Shadows.

### **-24500 DR**

Both sun and moon elf communities build great cities that rival the magnificence of ancient Atorrash. The sun elf city of Occidian is heralded as the centre of Elven music and dance, while the moon elf city of Sharlarion, led by its founder, the aging coronal Lord Moonflower, is unrivalled as the crossroads of trade and commerce.

On the night of the first full moon of summer, the former corsair and dragon rider, takes one last flight upon his ancient mount, the Silver Wyrm – Pefrenaalishtar. Flying high into the moonlit heavens, the two pass onto Arvanaith as a shooting silver star.

Saddened by their founder's loss, the people of Sharlarion enter into 100 days of mourning and celebrations. At the end of this period, just after the turning of the first leaves, Prince Cornaith Moonflower and his wife, the silver dragon, Werrymeartha ascend the thrones as co-rulers of a united people.

The High Mage Kethryllia Amarillis studies many arts during her long life, but concentrated her skills upon a single great work. For decades, this work has been the forging and enchanting of a great sword. The mystics predict that this sword, Dharasha—"Destiny"—will one day play an important role in the history of the People.

### **-24446 DR**

Under orders from Lord Ka'narlist, roving bands of corsairs, and slavers begin raiding the southern borders of Sharlarion and Occidian. At the same time the Ilythiiri merchants push for exclusive trading rights with the Sun Elves in an effort to cut out the more mercantile Moon Elves further north.

### **-24432 DR**

Amrathillia Starsong, high priestess of Sehanine, begins to have visions that put her at odds with her sorority mates. She proclaims a time of darkness and despair is approaching, and soon after leaves Sharlarion, taking 11 other priestesses with her. In time these wanderers are found wandering amongst the mightiest trees of the forest by Ong the Eldar, a treant and one of the original children of Chauntea. The founding of house Starsong begins with this fateful meeting.

### **-24400 DR**

The fiend Haeshkarr, summoned by Ka'narlist to punish Occidian for taking the side of Sharlarion during a dispute between the Moon Elven and Dark Elven nations, begins gathering Orc hordes in the proto-Galena mountains, and lays siege to Occidian. The Sun Elf city is destroyed, and Orc Horde moves on to Sharlarion next. The Elves of Sharlarion successfully defend their city from the massive Orc army, but not without their share of casualties. Tower of Magi in Sharlarion stands empty and silent. The Circle had bonded with their distant brother and sister magi of Occidian's Tower to aid and support their defence of that city. But the orcs and their Demonic and Ilythiiri allies used a proto-war mythal and broke through the magical wards, and the Occidian Tower had lay shattered. The magical backlash slew the High Magi of Sharlarion as well. The city's other defenders, the dragon riders are engaged in a titanic battle with twin great black wyrms. The silver and bronze dragons and their riders prevail but at great cost. Amongst the casualties is the

coronal, Lord Cornaith Moonflower who dies driving his lance through the heart of the largest black wyrm. But the elves have little time to mourn as the demon lead orc horde surges fourth to sack the Tintageeran Elves last great city.

Haeshkarr the Ebon Flame and his army try to capture Sharlarion but meet strong resistance by the inhabitants there. The cities defensive army is led by Kethryllia Amarillis, who wields the magical sword Dhashara. They defeat the army of orcs at great cost and finally the priest Anarallath banishes the demon Haeshkarr. But the demon reaches out for him and took the elf with him to the Demonweb Pits.

Kethryllia, who is the lover of Anarallath, followed both through the magical portal. She fights the minions of Haeshkarr and tries to find him in the unknown territory. Instead of the demon she finds the goddess Kiaransalee, who is intrigued by her wish for revenge. She helps the moon elf to find Haeshkarr, but Kethryllia must hail to her god Corellon Larethian for every victory she gains here. Finally she manages to kill Haeshkarr and flees with her lover back to Toril.

But her hailing stays not unnoticed in the realm of the Spider Queen. Lolth hears and sees her fight Haeshkarr and follows the elves back to their world and therefore learns of Toril and its inhabitants. She also sees a magical weapon worn by Kethryllia, a dagger of the archmage Ka'narlist. Lolth finds him promising and decides to seduce him out of his worship for Ghaunadaur. That is the beginning of her own plans to regain her godhood.

Following her return and victory over the demons and orcs, Lady Amarillis is chosen by the council elders to lead the city's recovery and is crowned Iyilitar, despite the protests of many members of the Durothil clan survivors from ruined Occidian, who insist that their leader, the Lord Orhtollis is the true and rightful King, of the newly proclaimed realm of Aryvandaar.

### **-23900 DR**

Fleeing from the shattered remnants of their twin cities the people of Sharlarion, Drakes peak and Occidian, begin spreading out into the forest, this migration mainly by gold elves from their ravaged metropolis leads to the establishment of the first gold elf settlements of Aryvandaar. Tired of the constant bickering and infighting, Princess Amarillis abdicates in favour of, Prince Bordarom Durothil, and leads several hundred Moon, Green, and Sun Elves south to found the community of Teutelalu.

### **-23768 DR**

With the destruction of Occidian – the city of dancing and song, the people of Aryvandaar establish “The Hill of Song”. Evaliir’don becomes home to the single greatest meeting of musical minds and lore in the north. The city is the first place where the elves establish a community devoted completely to the arts. Its mist shrouded spires barely reach the crowns of the tallest trees that surround this small city of artisans and crafters. The city is established an ancient temple to Taralen – the Songstress.

### **-23690 DR**

The Conclave of Houses elects Hamaranth Othreier as the first Coronal of the newly established Moon and Gold Elf city of Yr’chionmanthaar The City of Peaceful Reverie. Within two centuries the borders of Shantel Othreier are established and the new realm in proclaimed.

### **-23600 DR**

Led by the explorer Kelledyr Taurntyrith, Moon Elves from Shantel Othreier found Ardeep as the population of their burgeoning realm seeks new places to settle. The Conclave of Lords in Yr’chionthaar appoints Kelledyr and the first Laranlor of the new colony realm.

Lady Amrathillia Starsong's daughter, the priestess/seer Aphrael finds the order of the Sisters of the Veiled Choir. These reclusive seers become renowned for their prophetic abilities, and their visions revealed in an unending Chorus of song. The first seekers of these seers are followers of the Lord of Time, who come tracking a time nexus. They in turn are invited to stay by Ong the Younger, where upon they establish the Temple Beyond Time, acting as guardians for the secrets revealed by the sisters of the Veiled Choir.



### -23150 DR

Whilst on a pilgrimage to visit the Seers of the Veiled Choir, Lord Bordarom Durothil and most of his entourage vanish amongst the mist shrouded boughs of the Deep Forest west of Teutelalu. The few survivors tell of meeting a ghostly elf like being sitting astride a great war horse and surrounded by ghostly hunting cooshee. Arcane Trackers following on in their Lords wake discover a previously unknown doorway to the Unseelie realm. Refusing to go further, they seal the portal, a cleft in a Cliffside of the Lost Peaks. Mourning their prince's demise, the people of Aryvandaar hold the Sun Court, allowing all eligible candidates to put forth their claim to the throne. At the end of

100 days, the Late Ilyilitar's nephew, the court elects Prince Durnhelm Durothil as the newest Iyilitar and Araegisses of Aryvandaar's various city states and settlements.

### -23100 DR

Establishment of the first gold and moon elf settlements of Syòrpiir. With the increasing numbers of Fair Folk appearing on their northern borders, the Ilythiiri begin raiding newly emergent settlements in earnest. These raids serve dual purposes; to fill the coffles of the southern slave markets, and also to destabilise these emerging realms so that Ilythiiri can maintain its dominance in the south.

### -22900 DR

#### The Age of Founding

The elf settlement of Illefarn is founded by Laranlor Savrael Moonglaemer and his clan after rejecting the social order as set down by the hardline Durothil rulers of Sharlarion. His people are joined by several Green, Moon and dark Elf clans seeking a life of peace and harmony away from the racial tensions building within Sharlarion. The émigré's move first to Ardeep before heading north across the Dessarin to establish the first settlement of Illefarn, Sarthandor.

### -22650 DR

The Green Elf community of Everanshee, (Westwood) is founded as the population of Sarthandor begins to swell with newly arrived Green, Dark, Star, Ghost and Moon migrants from Aryvandaar. It becomes the seat of Illefarn's Armathers and Duskblades. The principality of Rilithar is proclaimed.

### -22590DR

Green and Dark Elves establish the tree city of Aluvindaar (Uluvin), which becomes a place of learning and high art.

## **-22500 DR**

Establishment of the moon elf settlements of Orishaar. Moon, Dark and Green elves from Aryvandaar with sponsorship from Shantel Othreier, migrate south via swan and dragon ship. Led by the great grand-daughter of Sharlario Moonflower, the Duchess Allejandra Moonflower, Moon Elves from Yr'chionmanthaar help their kin establish the settlements of Orlothia and Shaarril in the Forest of Orishaar. The collective heads of the three founding clans, Moonflower, Amarillis and Hawksong, with Angharradh's blessing select Princess Allejandra as the realms first High Queen. Trade begins almost immediately as rare herbs, timbers fruits and other forest products begin flowing north in exchange for much needed supplies to help establish the Shantel Othreien colony. Iyilitar Durnhelm Durothil, travels south to give his blessing to his niece's latest undertaking. He is more than pleased with the progress of the latest colonial addition to 'His' ever expanding realm.

## **-22300 DR**

Despite the objections of Lord Durnhelm, Green, Moon and Ghost Elf Selutaar establish a High Magic circle north of Illefarn's border, joining a Dark and Green Elf community already living there, they lay down a mythal renaming the place in honour of the Dark Elven Laranlas who established the colony, Illyanna Melarn, Myth Iliyannar is born. The principality of Iliyanbruuen is created. The selutaar of Sharlarion immediately begin working to undermine the works of this perceived threat to their dominance of all things arcane.

## **-22051 DR**

Dabbling in ancient forbidden magics discovered in fey mound tombs deep within the western woods, Gaerondyll Durothil, the youngest sister of the Iyilitar, unwittingly unleashes a Nightstalker within the lower halls of Durothil Keep. The violent battle that ensues, shakes the castle to its very foundations, and when the flaming rubble of

the Grand Mages tower is cleared, the smashed and bloody remains of Lord Durnhelm, his blade jammed into the skull of the hideous undead serpent, are found locked together in. Lady Gaerondyll escapes into the mountains to the north with several arcane trackers in pursuit. In the confusion of the Prince's unexpected demise, the ambitious high mage, Amnestrillya Durothil, the eldest daughter of Lord Durnhelm, rallies her followers to have herself elected as the next Iyilitar and Grand High Mage of the realm. Despite loud protests from other noble houses, she is seen as the natural successor to the much loved Durnhelm and is soon grudgingly accepted by the rulers of the rival Elven houses.

## **-21790 DR**

Barely into the third century of her reign, the Princess Amnestrillya dies suddenly in child birth, despite the best efforts of all the high priests of the realm. Seen as a punishment by the Seldarine for her perceived usurpation of the throne, Lady Amnestrillya is interred with full family honours in an unmarked tomb deep beneath the Lost Peaks in western Aryvandaar. After 100 days of deliberations, the Council of Electors selects, the current Laranlor of Teutelalu, Gathorn Durothil – Moonflower as the next Iyilitar of the Great Forest Realm.

## **-21548 DR**

Driven south and west by an army of Sun and Moon Elven knights from Tiru'telardon, (after ravaging Aryvandaar's north western frontier settlements), a horde of orcs and gnolls lead by a fiendish frost giant named Hrothgar Ullaefson pours out of the Sword Mountains and lays siege to Aluvindaar, Tell'aran Moonglaemer leads the forces of Illefarn, along with Moon Elf knights of Ardeep led by Laranlor Arytha Taurntyrith. The climactic battle at Aluv's Ford sees the horde of nearly 90000 beings driven into the raging waters of the Dessarin River, and drowned by the druid summoned water elementals.

## **-21400 DR**

The exodus of Green Elven clans driven south by the ever expanding influence of the Sun and Moon Elf clans of Aryvandaar and her vassal realm, sees the establishment of the green elf settlements of Thearnytaar.

## **-21327 DR**

Seeking an end to the pious hypocrisy of house Othreier, the Conclave of House Lords elects the leader of the rebel forces, Kylandor Durothil as the Coronal to restore order to a restive empire. He immediately sets about putting his stamp upon things by granting pardons to those who opposed him and immediately ordering the arrests and executions of the Aryvandaaran mercenaries who fought for them. Kylandor's second act is to close off Shantel Othreier from the outside world. He then sets in place a rigid class based social structure that locks people into their current roles and social status for millennia.

Alarmed by his cousin's violent and xenophobic behaviour, Iyilitar Gathorn Durothil immediately expels all of the Sunstar-Durothils from Aryvandaar, seizing their estates and exiling all those with connections to this rebellious arm of the family. Frequent borders raids and clashes begin between the twin realms as Lord Gathorn attempts to impose trade and travel sanctions against his rebellious kin to the south.

## **-21214 DR**

On the brink of bringing about a political solution to the fractious relationship between Aryvandaar and its southern province Shantel Othreier, Lord Gathorn is kidnapped and executed by separatists from southern Shantel Othreier on the eve of the treaty signing with the rebellious southern nobles. The Araegisses of Sharlarion leads Sharlarion's forces south across the border to bring the rebels to justice. After a series of lightning raids the leader of the treasonous nobles, Vurylltaar Vyshaan and most of his followers are killed in a dramatic

battle in the hills above Troll Claw Ford. Upon her successful return, Araegisses Princess Bellnaera Durothil is chosen as the next Iyilitar of Aryvandaar.

## **-21156 DR**

Shyraeia Kilvarin Ghost/Green Elf leads Green, Ghost and Moon Elf clans migrating from Aryvandaar north of the Sword Mountains, establishing the settlement of Sharandar. Amongst the first acts of the Clan Selutaar is to raise a theur-crystal and granite, many spired fortress to protect the fledgling settlement against the roving bands of orcs, goblins, gnolls and trolls.

## **-21003 DR**

A born warrior, Ulthyrr Moonglaemer begins a crusade to clean out the trolls of the northern Sword Mountains. After all but eradicating the mountain trolls of the region Ulthyrr is killed in single combat with the troll king Kargulstuth on the slopes of Mount Gaelgard. In turn the troll king is immolated in the fire magic of Corselutaar Aghera Moonglaemer, who then claims the Coronet and title of Iyilitar of Illefarn.



## **-21000 DR**

Establishment of the green elf settlements of Eiellûr. Several dozen trade caravans from Aryvandaar go missing on their way south to these newly established communities. Arcane Trackers from Illefarn and Orishaar fail to find any trace within their realms and efforts to enlist the Green Elves in the search come to nothing. On the 15<sup>th</sup> of Nightall, a haggard Sister of the Heavenly Choir stumbles into

Sharlarion babbling about an army of Dark Fey boiling up out of the caverns beneath the Temple Beyond Time. With her dying breath, Andrabelle Niedre, utters a prophecy so disturbing and profound that Iyilitar Bellnaera immediately summons her war council and every dragon and griffon rider within 1000 miles.

Within a month every available warrior, spellblade, spell slinger, dragon and griffon rider is assembled on the Plains of Sharlarion's Dream. Alongside them are hundreds of knights, priests, paladins and selutaar from all across the realm. Scouts returning from Starsong Hill report thousands of Dark Eladrin, Goblins, Fomorians, Night Centaurs and a thousand other nightmares from the Unseelie realms, lead by the Son of the Dark Queen, Prince Morodoron 'The Scarlet Scourge'.

### **-20900 DR**

The first Dark Fey war has run almost non-stop for 200 years. In that time thousands of elves and fey beings from both sides have been captured, transformed or enslaved. In the only open battle of the war, the two massive armies, stand face to face upon the Plain of Dreams beneath the glittering walls of ancient Sharlarion. Whilst Prince Morodoron and Lady Bellnaera battle for supremacy in a one on one duel before the gathered armies, Aryvandaar's and Illefarn's combined high priests and selutaar unleash a ritual of holy myriad that banishes the entire dark fey army to the plane of positive energy. Trapped without his arcane supporters, the Dark Prince attacks Lady Bellnaera with a flurry of blows, decapitating her and her griffon mount. He then flees before the gathered elves can recover from their shock at the sudden end to the conflict. The War Leader of Aryvandaar, Lord Allachness Nierde assumes command of the combined armies and is in turn chosen by the army's officers as the next Iyilitar of the ever expanding realm.

### **-20762 DR**

Whilst investigating the roots of her ancestors, Iyilitar & Corselutaar Aghera Moonglaemer stumbles across a reference to a mystical city of fey named Karador. Opening a gate to the world of her ancestors, Aghera discovers the true peril her people face and why they fled in the first place when she gains an audience with fey Queen Kilaeflaess. Confronted with the truth for the first time Aghera is killed whilst attempting to flee. Lost to the fey realm Aghera Moonglaemer becomes a Faernshee, a Banshee Rider, hunting down and slaying any Leshay she sees. Back in Sarthandor chaos ensues as an army of Leshay descend upon the city, determined to wipe out those who may know the truth of the fey perfidy. A battle lasting many days in which much of the city is laid waste, only with the timely arrival of dragon riding dusk knights and selutaar from Aryvandaar are the Leshay are driven back to their home world.

### **-20561 DR**

A trade delegation from Ilythiir arrives in Sarthandor, attempting to establish a monopoly in the Spice and rare timbers trade with the merchants of Illefarn and Aryvandaar. A scuffle breaks out between them and the trade representatives of Orishaar and several Ilythiiri are killed. Seeking to avoid a diplomatic disaster Illefarn promises to honour equal trade terms with both realms, but the ambassador from Ilythiir Korliyttil Do'urden, leaves swearing revenge for the insults his people have suffered. On his way back to his quarters the trade ambassador is approached by agents from Aryvandaar who make an offer to him and his ruler that they find very difficult to refuse.

### **-20505 DR**

Lord Allachness Nierde announces his intentions to make his final journey to Arvanaith along with his wife and brother on the night of the summer solstice. At the gathering of the Flaming Suns, hundreds of invited nobles witness the final moments of the

realms highest ranked nobles. At the moment of their combined ascension, something goes drastically wrong as a demon unlike any seen before appears amongst the floating elves and consumes them in virulent amethyst flames. As quickly as it came the fiend vanishes without trace, leaving behind thousands of tiny spiders who begin poisoning all those gathered, dozens are killed before the last spiders are destroyed. Alarmed at this sudden attack the council of electors chooses from amongst the many candidates, the Dusk Knight, Fel'garron Nierde as the newest Iyilitar of Aryvandaar.

#### **-20285 DR**

Whilst at a trade conference in Quentallis on Orlumbor, Iyilitar Vaeldath is slain along with ambassadors from Ilythiir and Orishaar in a magical explosion that rips apart the Laranlor's palace that is being used for the negotiations. The Ilythiiri blame dissidents from Orishaar but the reality is much darker as the assassins sponsored by a little known Gold Elf house in Sharlarion, get clean away.

#### **-20279 DR**

Caravans from Orishaar and Ilythiir begin to vanish enroute to Aryvandaar and the other northern realms. Investigations by Arcane Trackers and Scouts from both realms find evidence that points to each realm being to blame for the others mercantile troubles. Agents' provocateur from House Niedre continue this campaign of sabotage in order to allow Aryvandaar to gain greater trade and military concessions from both realms as an arms race begins.

#### **-20214 DR**

Ambassador Kassfator Niedre and Lord Paffroth Baenre sign a secret treaty allowing for the trade in war captives, arms and equipment and arcane secrets. Amongst the secrets traded are Ilythiiri Death Lances to Sharlarion, and the secret of creating limited size war mythals to the high magi of New Attornash. In another stroke of genius, designed to keep the two

realms at each other's throats and out of the trade wars, Iyilitar Fel'garron Nierde sends privateers and mercenary companies under Orishaaran banners to raid Ilythiiri merchant ships and to raid Ilythiiri coastal and border communities so as to inflame the relationship between the two realms. Meanwhile mercantile traffic between Aryvandaar's ports and the southern kingdoms increases tenfold.

#### **-20200 DR**

Aryvandaaran mercenaries posing as Orishaaran raiders begin flushing out and driving off isolated Dark and Green Elf clans in the southern forests and grass lands of Orishaar. The fleeing elves move into lands claimed by Ilythiir and in many cases are butchered or enslaved by the xenophobic southern elves. Many of the captured elves are secretly trafficked north to work until death within the mines operated by house Niedre in the southern Grypeak Mountains, right within the shadow of the ruins of the an ancient draconic citadel.



#### **-20081 DR**

Lord Fel'garron Nierde in a show of unity with his southern allies host a grand gala upon the Plain of Dreams. Ambassadors and nobles from all the major Elven realms except Keltormir are in attendance. At the height of the celebrations a brawl erupts between bravos from Attornash

and the ambassador of Orishaar's entourage. What starts out as a simple fist fight soon turns deadly as blades, bows and wands are drawn and the festival quickly becomes a free for all battle ground. Infinitely satisfied with the results of his efforts to set the leaders of the various realms at each other's throats, Lord Fel'garron Nierde fails to notice his brother's dagger until it pierces his heart. This ruby tipped dagger of Ilythiiri design pulses with deadly energies as it drains the spirit from the dying elf. When order is finally restored and the many brawlers arrested or slain. A new Iyilitar, Lady Amluriel Nierde, the wife of the dead ruler's brother is placed upon the Wierwood Throne.

### **-20000 DR**

Orishaar and the southern dark elf nation of Ilythiir begin skirmishes that continue on and off for the next seven millennia when Aryvandaaran mercenaries posing as Orishaaran troops attack the closest Baenre border outposts. In the ensuing battles becoming known as the New Moon Wars, a large strip of rainforest is burned out becoming the no-elf's land, known to both realms as "The Nek". Many see-saw battles are fought by both realms as the border area becomes a hotly contested wasteland populated by the restless undead of unclaimed battles.

### **-19999 DR**

A plague of incurable black-lung disease sweeps through the High Forest and its sister realms striking down the very young, and the very old without discrimination. Many members of ruling noble families are lost as Sharlarion, Moonwater and Occidian are hardest hit by this ravenous plague. Lady Amluriel Nierde's husband, Haran'gond Neidre is taken along with the heads of most of the 12 ruling clans. This opens the way for the more ambitious clans to gain sway in the great games of the council. Amongst those to gain from this sudden calamity are the Vyshaan and Dlardrageth clans. Interestingly enough, Iyilitar Amluriel

Nierde, her lover and children are untouched by the ravages of the black-lung plague.

### **-19782 DR**

A group of pacifist, some would say heretical Green, Ghost, Moon and Dark Elves who worship Erewan (Chauntea) move north-west from Myth Iliyannar, establishing the colony of Llewyrrael in the newly named principality of LLewyrrwood, north of Mount Hotenow. They are joined by elves from Aryvandaar who show an increasing objection to the growing darkness prevalent in Neidre dominated Sharlarion and Occidian.

### **-19674 DR**

The port city of Ardmantor is founded at the mouth of the Dessarin River, 5 miles west south west of where Deepwater Bay now stands. This new port quickly establishes itself as a safe haven where customs are light and the heavy hand of Sharlarion's ruler is yet to be fully felt.

### **-19600 DR**

After a violent and at times vicious holy-war involving worshippers of Elistraee and Angharradh against demon worshipping zealots led by Lord Ka'narlist Hune. The surviving followers of the dark dancer flee north to escape the clutches of the cannibalistic scions of the clan. After decades of wandering the several thousand survivors find refuge within the southern forests of Aryvandaar. They first appear in the Grayvale in the year -19526 DR.

### **-19480 DR**

After settling in south western Aryvandaar, many dark and Green Elf clans begin to intermarry with many of the less bigoted Sun Elf clans. This causes much friction amongst the ruling classes within Sharlarion who call for tighter restrictions on the movements and rights of their southern kin. This in turn leads to a decree from Lady Amluriel Niedre that all southern immigrants (and their kin) must register with the local authorities. This

stringent ruling is strictly enforced, particularly amongst the Dark and Ghost Elves of the Sharrvenaar and Grayvale forests.

#### **-19464 DR**

An adventurous group of Green, Moon and Dark Elf clans migrate to the far northern woods and begin the colony of Khalarvae (head waters of the Shining Creek in Lurkwood). Within a decade the city and principality of the same name is proclaimed, making Khalarvae the northern most province of the Empire.

#### **-19200 DR**

A defiant group of Ghost, Green and Dark Elves refusing to bow to the demands of an increasingly xenophobic regime begin openly defying the registration laws. Hundreds are rounded up in a series of purges all across the southern and eastern forests. Those elves and any found to be linked with them are then taken into the catacombs beneath Durothil Keep, never to be heard from again. Years later a small number are recorded as being galley slaves in Orishaaran Biremes and Dragon ships, but none ever sets foot beneath the whisper boughs of their homeland ever again. Almost un-noticed in this age of bloody strife is the passing of the aged and little loved dowager Iyilitar, Lady Amluriel Niedre. Her passing is mourned by few, as her vicious and hedonistic son, the Duke Koahloff Niedre of Occidian, has his mother murdered and quickly assumes the throne after having spent centuries filling the council of electors with his supporters.

#### **-19178 DR**

Aryvandaaran miners and crystalomancers discover a previously unknown mineral that revolutionises the creation of magical towers. Chardalyn: These rare black stones naturally absorb and release magic, with larger stones able to hold more potent spells. Found only in the northern Sword Coast, they require no magical preparation to function and yet are able to be grown into the most potent beacons of arcane might yet established by the selutaar

of Aryvandaar and Illefarn. Iyilitar Koahloff Niedre immediately places a trade embargo upon the export of the stone to any of the southern realm. Yet despite this a plethora of new towers and citadels spring up all over the southern coasts of the Great Sun Sea.



#### **-19116 DR**

The realms relative peace is shattered by a massive orc horde that lumbers down from the Spine of the World. Tiru'telardon is over run and Occidian threatened, but the combined might of Aryvandaar's armies drives the horde west in to Illefarn's waiting arms which in the end is saved by the timely arrival of the Dragons of Sarthandor and their riders.

#### **-19003 DR**

The winds of change begin to blow through the corridors of power as many of the elders of the more established clans make their final journeys to Arvanaith. With the coming into power of younger and more inquisitive house members to positions of power it is not long before Clan Neidre's perfidy is brought into the light. Arcane Trackers, and inquisitors from the Temples of Corellon discover that most of the Neidre nobles secretly worship the Darkness Bringer. In an act of swift justice the Neidre's and their closest supporters, clans Vyshaan, Dlardrageth, Cralnober and Le'Quelle are stripped of their lands and titles and exiled to the ruins of Tiru'telardon. The Laranlas of Moonwater, the Duchess Disyrentia Moonflower, arrests and has executed the entire Neidre clan and most of their followers.

The few survivors are exiled upon pain of death many fleeing east to lands unknown. Many appear later within the forces of Ilythiir and are responsible for some of the worst atrocities committed in the name of Ghaunadaur.

### **-1880 DR**

Relations between Ilythiir and Orishaar continue to deteriorate. Things are not helped by covert interference from Aryvandaar. Iyilitar Synnoria attempts to bring both parties to the peace table without much success. Tensions increase within Aryvandaar as well as civil unrest amongst the 'low-caste' Green and Dark Elven populations leads to a general exodus from the empire to Illefarn, Ardeep, Shantel Othreier and Keltormir.

### **-1880 DR**

After centuries of friction and discrimination the southern clans led by the High Mage Filraen Olrythii (the son of Duke Velkanar Olrythii who led the rebels against clan Hune), head south into the previously lightly inhabited Miyeratma Plateau. This leads to the establishment of the first Elvish settlements of Miyeritar, by green and dark elves due to political differences with the gold elves of Aryvandaar. Despite protests from Iyilitar Leumynn and the rulers of Aryvandaar, High Magi from Miyeritar (The Great Sapphire Forest), Illefarn, Shantel Othreier and Ardeep use high magic and raise a city on the eastern shores of the Evendim. They go further establishing a series of watch towers and the Grand Fortress of Durnever at the head of the Highstar Falls.

Laranlor Filraen Olrythii is selected as the first Coronal with the laying of a mythal and the raising of a rulers tower complex within the newly established city of Myth Olriith.

Determined to make amends for the previous centuries of tyranny and oppression, Iyilitar Disyrentia Moonflower grants a charter creating the Grand Duchy of Miyeritar, and the letters patent name Filraen Olrythii the first to hold the title of Grand Duke of Miyeritar.

Relations between the two noble houses are at first filled with tense suspicion. However before long many of the more liberal minded amongst Aryvandaar's citizens are freely doing business with their more inward looking cousins to the south.

### **-18700 DR**

Celebrations are held in the capital Sarthandor as Iyilitar Leumynn marries the gold elf Kylara Durothil, (Grand Daughter of Clovis Vyshaan of Sharlarion). The Iyilitar and his new bride immediately go on a royal tour of the realm, stopping for a time in Khalarvaal to oversee its rebuilding.

-18569 DR

Relations between Illefarn and Aryvandaar enjoy a period of detente. This profitable era of peace and tranquillity is helped along by the growing romantic relationship between Iyilitars of the two realms. Within 5 years a child is born, a princess named Dannalora. To avoid any diplomatic difficulties the child is sent south to live with her relatives, the ruling family of Shantel Othreier.

### **-18551 DR**

Shocked and dismayed that a Moon Elven house should be ruling in their stead, disaffected members of the Durothil clan begin plotting to discredit and bring down the current ruler Lady Disyrentia Moonflower and her entire family.

### **-18550 DR**

Noble unrest grows against the Iyilitar of Illefarn as he continues to spend more and more time in Sharlarion, becoming a ruler in name only. Upon his return to Illefarn he seems manic and out of control. The Iyilitar of Illefarn begins to issue increasingly paranoid and outrageous decrees against those he perceives as his enemies. His irrational fears focus upon the Ghost Elf clans whom he accuses of being the cause of much of the trouble Illefarn has been having. The persecution of the Ghost

Elves begins in earnest in the heart of the duchy.

### **-18521 DR**

Whilst touring around his realm with his wife and entourage Iyilitar Leumynn stops in a Ghost Elf village near Everanshee, to oversee its destruction. Having rounded up all of the adults, Leumynn is about to order their executions when confronted by a child of about 8 who accuses him of being a tyrant and butcher. Just as the royal guards are about to grab the young girl, she and all about her are consumed as she releases a Dark Sphere hidden within the folds of the dress. Even before his ashes are cold, Leumynn's daughter Aestar Le'Quella seizes power, ordering the extermination of all Ghost Elves within the empire. Whilst here decrees are carried out there is little enthusiasm for the task. Aestar hires in mercenaries from Aryvandaar as her personal guard and security force.

### **-18499 DR**

Civil war breaks out amongst the different principalities of Illefarn. Mercenaries from Aryvandaar pour into the capital, Sarthandor to protect the Iyilitar and her family. and Kalarvaal gather their forces preparing to march upon the capital. Volunteers from Ardeep, Aryvandaar and Miyeritar flock to both banners preparing for war.

### **-18498 DR**

#### **The Battle of Illefarn's Shame**

After a short yet bitter campaign 150000 rebels lead by the Moon Elf General Kelytha Amarillis finally confront Iyilitar Aestar and 75000 royalists and their Aryvandaaran mercenaries in the lightly wooded Larch Hills north of Sarthandor. By day's end Aestra Le'Quella and another 45000 elves lie dead or dying giving the name Red Larch to the hills in which the battle is fought. Kelytha Amarillis is chosen by acclamation of the gathered troops as the first Moon Elf Coronel (they do away with the title

Iyilitar) of Illefarn. His first act is to make a vow that never again would Elvish blood be spilled by the people of Illefarn.

### **-18341 DR**

Long saddened by the chaotic demise and death of her former lover, the disgraced Grand Duke Aestar Le'Quella, and having to battle the rebellious machinations of disaffected nobles at home, the aging Iyilitar, Lady Disyrentia Moonflower takes her own life. Shocked by such a turn of events, the Grand High Mage, Princess Fallon'gyr Moonflower, Lady Disyrentia's niece is elected the next ruler of Aryvandaar. Like her cousin in Illefarn, Princess Fallon's first act is to renounce the title of Iyilitar. Later, much to the dismay of many of the more ancient and traditionalist houses she grants full independence to the realms of Sharlarion, Illerfarn and Miyeritar.



### **-17900 DR**

After a thousand years of paranoia Ayaga's increasingly racist policies once again bring Shantel Othreier to the brink of civil war. Green elves are banned from owning property within the larger city's their nobles dispossessed of their lands in favour of Ayaga's lackeys. A resistance movement springs up amongst the liberal minded Moon Elves of Teu'alumista who rally behind the banner of a previously unheard of Moon Elf Bard, Korinnialass Moonflower (a great.....great grand-daughter of Sharlarion Moonflower and the wielder of his family blade.)

Sensing an opportunity to right past wrongs and bring peace to a former province, Coronal Fallon'gyr Moonflower begins slipping companies of Moon and Sun Elf irregulars along with supplies of arms and supplies to the rebels led by her niece, Korinnia Moonflower.

### **-17888 DR**

#### **The War of the Waxing Moon & Setting Sun**

Ayaga 'The Lame' is killed whilst laying siege to the rebellious city of Fhaorhaven. Suddenly surrounded by a legion of Aryvandaaran spellswords, arcane archers and high magi, he and much of his besieging force are wiped away in a giant Tornado that sweeps into the area, whilst leaving the city untouched. Leading a relief column from Seluvandaar to help lift the siege Korinnialass Moonflower's Moon Elf forces arrive in time to see a large group of Sharn banishing a horde of devils and yugoloths back to the Nine Hells.

### **-17865 DR**

Disgruntled survivors from the Siege of Fhaorhaven, manage to sneak into Sharlarion and unleash a stolen key stone and war mythal upon Durothil Keep. The resultant detonation levels most of the old keep killing not just the Coronal but also 9000 innocent bystanders as well. The only surviving member of the Moonflowers of Sharlarion is the child protégé, Princess Oluvaera Moonflower. The precocious 12 year is a talented high mage with awesome mind powers besides; said to be born of an assignation between her mother, Princess Dallandyra Moonflower and an avatar of Lord Corellon himself. The child, seen as a blessed disciple of the Moon Lord himself is chosen as the next Coronal of a shocked and grieving nation.

### **-17853 DR**

Acting on a vision from her father, the child Coronal, calls for a Grand Court of Sun and Stars, summoning all of the nobles from the

ten kingdoms. There she decrees that the people will build a new city at the place where the Corellon first appeared to the Green Elves of the Laughing Hollow. Her mysterious and somewhat whimsical decree is at first treated as the ramblings of a mad genius. However before long other selutaar and priests begin having similar visions.

### **-17800 DR**

Establishment of the great elf settlements of Keltormir by moon and green elves, seeking peace and simple lives away from the strife of the other elf realms.

### **-17600 DR**

#### **The Sundering**

Hundreds of High Mages assemble in the heartland of Faerûn at the Gathering Place.

*"Gold and Silver and Green, set aside their constant rivalries to seek a combined deliverance from their dark Elven foes. They gathered in the very heartland of Faerun by the hundreds, the High Magi of the Elven people. All the fair races of elves—except for the sea folk, whose magic had long ago dwindled almost to nothing—sent the best and most powerful of their mages to the Gathering Place. Upon a broad plain, a place set aside long ago for this use, the Elven mages met to prepare for the greatest spell casting any of them had ever known. On the land surrounding this place, farm villages and a trading community had grown with the sole purpose of preparing for and supporting this event.*

*The elves of Gathering Place—for so it had been known since the childhood of the most ancient elves still walking in mortal form—had made this day their life's work. Though there were hundreds of magi, each found a carefully-prepared welcome that would do honour to a Seldarine avatar. For centuries the elves who made Gathering Place their home had laboured to build a Tower greater than any their world had seen before. Fashioned from white granite*

*that reflected the elusive colours of the sky, it stood taller than the most venerable oak. A large, curving stairway wound its way up the entire inner wall of the Tower, and onto each stair was carved a stone seat, and the name of the mage who would occupy it. Together, these mages would cast a single spell.*

*Never before had so many High Magi gathered in one place. Together they had the power to destroy worlds—or to create one. From the fabric of magic, from the very Weave itself, the elves had planned to fashion a new and wondrous homeland, a place that was theirs alone.*

*Not every elf on Faerun applauded this vision. Tensions between the Ilythiiri and the fair elves of the north were increasing with each season that passed. The decision to exclude the dark-Elven mages from this great spell-tapestry only served to increase the animosity between the races. Yet the Gold elves, in particular, were adamant. They would create an island kingdom. This place, which the oracles had named Evermeet, was to be a place where no dark elf might follow, a haven for the children of Corellon Larethian.*

*The dark-Elven followers of the goddess Elistraee found in this a particularly poignant irony, but their voices were drowned by the insistent chorus of Gold elves seeking a return to the glories of Faerie. There were also protests from those who studied the ancient lore, for they were made uneasy by the tales their ancestors had passed down through the centuries. The story of lost Tintageer, destroyed by a spell so powerful that its wake could swallow a mighty island, was told as a cautionary tale in every village. But most of the elves thought of this as little more than a legend. And even if it were true, what had that to do with them? They had complete confidence in their magic, and in the visions of the elders who saw an island homeland as the People's true destiny. Ignoring the lesson learned from the destruction of Tintageer centuries earlier, they cast a spell of Elven High Magic designed to create a glorious elf homeland. On the Day of*

*Birthing, the magic reaches its apex as the spell extends both back and forward in the mists of time.” Elaine Cunningham – Evermeet ©*



Faerûn, the one land, is sundered apart by the unbridled force of the Sundering. As a result, hundreds of cities are washed away, thousands of elves lie dead, and the face of Toril is changed forever. The name Faerûn, no longer the One Land, is given to the largest continent. Surrounded by vast expanses of water, the island of Evermeet, thought to be a piece of Arvandor and a bridge between worlds, breaks the surface of the Trackless Sea.

Blessed by the goddess Angharradh, verdant forests and wildlife soon flourish across the island. Corellon Larethian wards Evermeet against Lolth, Malar, and the other powers of the anti-Seldarine and entrusts a unique seed to the Fair Folk of the isle. The seed soon sprouts, growing into a miniature tree known as the *Tree of Souls*. Over time, the souls of ancient elves who choose to stay on Toril, rather than pass on to Arvandor, merge into the *Tree of Souls*, slowly augmenting its power. Prophecies reveal that the *Tree of Souls* will someday be planted on Faerûn when the Fair Folk finally return to the mainland after a period of exile on the Green Isle.

Half of the coastal forest communities of Ardeep, Shantel Othreier and Keltormir are destroyed and hurled into the sea. The coastal cities of Ardmantor, Ursyllashyr, Silversgate, and Quentallis are completely annihilated resulting in the deaths of over 500000 Moon, Green, Gold, Star and Dark Elves. Many other cities without mythal protection are severely damaged with the loss of hundreds of thousands of lives. Many question the wisdom

of the Ar'selutaar, and more than a few are assassinated in revenge for the mighty art they have wrought.

A violent series of earth quakes and a huge tsunami sweeps away the port cities of Attornash and Aelaviir, along with countless other cities, towns and settlements. High Queen Calantha and most of her court are killed when the Queen's Crystal Palace explodes destroying 1/3 of the city of Myth Lurue, despite the Magi's extra protections. Orishaar's new High Queen, Yvetth Hawksong decrees that she will rebuild Aelaviir, making better and grander than before. The surviving Ilythiiri retreat south to consolidate their losses.



On the very eve that High King Ka'narlist is preparing to lead an army of Dark Elves, Demons and their slaves against the realm of Aryvandaar to the north, Atorrnash is destroyed during the changes and earthquakes following the Sundering. The mortal body of Ka'narlist and his armies are swept away by the terrible floods, and the wondrous city of Atorrnash is reduced to legend. In the aftershocks of the destruction of Atorrnash and the loss of much of their military might, the serving Ilythiiri

leaders band together and the Alliance of Laranlors is formed.

*"By invoking the Ever'Sakkatien to concentrate the Weave in a single location, our ancestors might inadvertently have lessened the strength of the Weave elsewhere in this world, producing consequences that continue to haunt us today... By concentrating the Weave on these fair shores, did they deprive themselves and their descendants of their natural connection to the Weave elsewhere on Faerûn? I submit that we must ponder these questions and consider the possible cost when we seek to erect new defences for our beloved Evermeet."* Grand Master Laeroth Runemaster.GHoTR.

Taking advantage to the ruinous chaos that follows the summoning of the Green Isle from the islands of Tintageer, nobles and soldiers of houses loyal to clan Durothil move quickly to seize the throne of Aryvandaar. They quickly move to restore order and fill the power vacuum filled by the disappearance of Princess Oluvaera and almost every selutaar of the kingdom. The newest Coronal of Aryvandaar is Prince Puavaal Durothil, Duke of Occidian.

## -17261 DR

### The War of Three Crowns

After a series of stunning victories, the forces of Fhaormista and Miyerimista, under the leadership of Coronal Korinnialass Moonflower, begin laying siege to Yr'chionmanthaar in an attempt to bring about an end to the war. Right at the moment of victory, the besiegers become the besieged when a force of Gold, Moon and Dark Elf mercenaries from Aryvandaar, led by an up and coming general Rilvo'saar Vyshaan attack the Moonflower armies from the rear. Caught between a hammer and anvil, the forces of Fhaormista and Miyerimista are routed. After a lengthy chase across the Green Fields which sees the sacking and burning of Firewine Bridge by Aryvandaaran mercenaries, the scattered forces of Fhaormista and Miyerimista, reunite under the boughs of the ancient trees of the Cloak

Woods, and alongside Citadel of Shadows, home of the greatest Sharn Elders, the Children of Tharizdun.

### **The Age of the Waxing Moon**

In a fateful reversal of fortune Sunkyrrin Durothil and her troops are forced to surrender with her death on the blade of Shilvanthor Olrythii of Miyeritar, after a lengthy forest battle. In the nick of time relief forces from Ardeep and Miyeritar arrive to save the beleaguered Moonflower army. The realm is once again united under one ruler, signalling a second Golden (or in this case) Silver Age of Shantel Othreier. Diplomatic relations between Aryvandaar and Shantel Othreier reach an all-time low as the growing feud between houses Durothil and Moonflower deteriorate even further.

In response to the involvement of Aryvandaaran troops in the internal affairs of the realm, House Moonflower imposes travel and trade sanctions upon Aryvandaaran citizens, merchants and trade.

### **-17234 DR**

The Lore Lords of Aryvandaar, shocked and saddened by the disastrous losses inflicted by the Sundering create their own record keeping device by summoning and sacrificing an Eldar Treant. Hidden in the dense woods of Unicorn Run, this small copse of magic oaks was planted by the elves of Aryvandaar to bare mute witness to the triumphs and follies of the people. The leaves of these trees change colour 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. The Sorrow Wood serves as a living recorder of Elven history. These trees, whose roots are said to touch the roots of every other tree in the High Forest. The elves name this grove the Sorrow Wood because the history it relates is full of sadness, death, and war.

### **-17217 DR**

As commanded by Coronal Puavaal, Duke of Occidian the Sun Elves of the duchy begin building "The Watchers of the North" upon the northern edge of the Horn Hills. Each tower is garrisoned by a detachment of soldiers and spellblades whose job it is to keep watch over the northern approaches to the realm and to send exact information back to Occidian's Citadel so that accurate plans can be drawn up to counter any impending invasion.

### **-17208 DR**

Leading a grand conclave of high magi from all across the realms, Coronal Puavaal Durothil and many other elders gather upon Evermeet to raise the new capital of their collective realms. It is Puavaal Durothil's dream that one of his descendants will one day become High King of all the peoples of Faerun, just as it once was in Tintageer.

*"Nearly four hundred years had passed since the first ships from Aryvandaar had sailed past the mountainous island outpost known as Sumbrar and into the deep, sheltering bay on Evermeet's southern shore. Here, at the mouth of the Ardulith river, they had founded Leuthilspur, "Forest Home." From gem and crystal, from living stone and mighty ancient trees, the High Magi of Aryvandaar brought forth in the forests of Evermeet a city to rival any in the kingdoms of Faerun. These buildings of Leuthilspur grew from the land itself, increasing in size as the years passed to accommodate the growing clans who dwelt within, as well as the settlers who came later. Even in its infancy, Leuthilspur was a city of incomparable beauty. Spiralling towers leaped toward the sky like graceful dancers, and even the common roadways were fashioned from gems coaxed from the hidden depths."*

From "Evermeet by Elaine Cunningham"®.

### **-17195 DR**

Having secured his peoples and families place upon mainland Faerun, Duke Puavaal journeys to Deepwater Bay and hence to Evermeet,

there to spend the rest of his days in peace and harmony with his fellow Sun Elves free from the taint of war and aggression that plagues the mainland Elf realms. Before departing into the west forever, Duke Puavaal makes sure his daughter, the Dusk Knight Priestess, princess Romlynnda Durothil is crowned the newest ruler of Aryvandaar.

### -17100 DR

#### The War of Three Leaves



Aryvandaaran raiders, operating out of portals set within the Three Leaf realms and posing as Green Elf knights begin raiding Ilythiiri villages, farms and caravans all along the Green Crescent. The raids are vicious and bloody, leaving few survivors. In retaliation the unification of the Satywood is thwarted by Ilythiiri spies and assassins, killing their leaders and framing opposing heirs, driving the Three Leaf realms to a multi-front war. Ilythiir's influence is not discovered for centuries, and Aryvandaar's provocation is never revealed.

### -17008 DR

Lord Selakiir marries the daughter of Illefarn's coronal, in a ceremony celebrated by thousands of people all around Myth Olriith. The diplomatic marriage brings many trade benefits, but also raises the ire of certain Sun Elf noble houses of Aryvandaar, who up until now had considered Miyeritar a vassal realm, with their Coronal as overlord. Publically at least Lady Romlynnda Durothil attends the wedding along with many of the nobles most loyal to her house and clan.

### -16997 DR

Encouraged by a secret agreement with Aryvandaar, and backed by Moon and Dark Elven sell swords from the High Forest, Orishaaran marines, heavy infantry and eagle riders invade Thearyntaar coasts, quickly taking the cities of Calaeum and Inpriath. Before long the entire realm is within Orishaaran hands. The Moon Elven nobles welcome their southern cousins with open arms, whilst those of Dark and Green Elven descent are chased from their positions of power. Before long, Thearyntaar becomes the first jewel in Orishaar's imperial crown.

### -16875 DR

Under Teuivae's patronage the practice of Spell Singers, Bards and Magi linking portals to lore gains great favour and begins to rival the networks established by Aryvandaar for scope, but not purpose. The Song Knights over sea their creation and use, establishing trade posts and chapter houses wherever the portals emerge. Coronal Romlynnda Durothil forbids the use of Illefarn portal networks by Aryvandaaran commoners, restricting portal use to military, nobles and merchants. This creates a lot of friction amongst the lower classes as travel between realms is suddenly restricted to the rich and influential only.

### -16800 DR

#### End of the War of Three Leaves

Thearnytaar, Eiellûr, and Syörpiir remain separate realms after peace is restored, though each of the three continues skirmishes among themselves and with Ilythiir for centuries. Coronal Adelindor manages to bring all of the warring parties together, thrashing out a peace deal between the realms. Despite protests from their Vyshaan and Dlardragethan sponsors, Orishaar agrees to withdraw its forces from Thearyntaar in return for recognition of its suzerainty over the realm.

### **-16614 DR**

Admiral Hethrass Shyr leads the Coronal's fleet in a running battle with the pirates of Orishaar and Ilythiir. After several years of costly sea warfare, the fleet tracks down and traps the pirates of the Shining Sea in their hidden base just 50 miles north of the city of New Attornash. Joined by a mighty fleet of Swan and Dragon Ships from Deepwater Bay, the combined forces lay siege for 100 days, when High Magi from Ketallass unleash a tsunami that wipes out the remnant pirate fleet and their nigh impregnable fortress. In response Ilythiiri slavers increase their raids across the border into the eastern reaches of Shantel Othreier. There they gather thousands of fresh slaves for the markets and mines of the empire. Playing off both sides, Aryvandaaran slavers purchase many thousands of these slaves to work in the Graypeak Mines. The mine owners grow frighteningly rich and powerful supplying weapons, mercenaries and magical devices to both side of the war whilst using their profits to purchase more slaves so they can create more weapons and armour to perpetuate their wars.

### **-16536 DR**

Oenthal of Ardeep and Suoressa of Illefarn gather a host of elves to battle the on-rushing Green Tusk horde. A highly organised and motivated army of Forest Orcs lead by the ½ Orc Cambion Callaborros Shee-Slayer. The two forces meet at the confluence of the Dessarin and Laughing Flow rivers. The resultant bloodbath sees the deaths of thousands of elves and at least 50000 forest orcs. Pursued south and west by dragon and griffon riding spell blades and high magi from Aryvandaar, Illefarn and Ardeep, the surviving horde is all but annihilated. This is the first time in more than 500 years that all three realms have united against a common foe. Noticeable by their absence are the forces from Tiru'telardon and Occidian, the noble seats of those houses loyal to the opponents of the Durothil clan.



### **-16400 DR**

Whilst out hunting Great White Titanothera in the Moondark Vale the Coronal and her party are crushed beneath the rampaging horns and hooves of herd of the giant rhino like beasts. Shocked at this senseless waste of life, the people of Sharlarion go into 100 days of mourning before the Council of Electors (dominated by Vyshaan sympathisers) chooses the popular but politically weak Prince El'pellen Durothil, the former coronal's youngest son as the 20th ruler of Aryvandaar.

### **-16237 DR**

Coronal Suoressa Amarillis and most of the ruling Conclave are slain when a Flight of Green and Black Dragons attacks Sarthandor, laying waste to much of the country side around the city as well as the city itself. The Dragon Flight is eventually driven off when its leaders, 4 Great Black and Green Wyrms are slain by the Laranlor Shashanta Stilmyst of Rilithar and his host of Griffon riding Armathers from Everanshee. With few ruling nobles of talent left within the capital, Shashanta is elected by the surviving populace and his gathered troops as the next Coronal of Illefarn.

An extension of the flight, dominated by Blue and Red Wyrms sweeps down the Delimbyr Vale, after laying waste to the settlements of the upper vale the dragons are finally stopped by dragon riders and arcane archers from the Citadel of the Shining falls. Amongst those

killed is Gethren Durothil, the Coronal's eldest son and heir to the throne. Lost amongst the detritus of battle is the Durothil family blade, the one brought by the original Prince Durothil from Tintageer. Without it the Durothils claim to the throne is seen by many nobles to be tainted and their opponents become much more vocal at court.

### -16177 DR

#### **The Burning Heart**

After an unusually long drought large areas of the plateau's central conifer forests are ravaged by wild fires that open up a large swathe of calcrete based grass lands in the very heart of the realm. These pastures become an integral part of Miyeritar's Moonhorse and Auroch breeding programs.

### -15944 DR

A young Lord Ivosaar joins the Hidden Society of the Sacred Sun, an order of nobles dedicated to the overthrow of the Durothil's and the misguided followers of Corellon, Ivosaar quickly finds his way into positions of influence and power.

### -15632 DR

#### **The War of Green Death**

Bred up and then unleashed by forces loyal to house Vyshaan, a horde of Forest Orcs and Goblins pours through the Dragons Teeth from the wild forests of Pellandfaar. Numbering more than 500000, this horde known as the Green Death, sweeps away hundreds of lesser hamlets and steadings before troops and high magi slaughter them upon the high plains of Kahyraphaal. This attack severely weakens Miyeritar's eastern defences for the next 500 years as a generation of Dark and Green Elf Border Runners and their villages are wiped from the face of Faerun.

### -15615 DR

In his early researches on forbidden arcane and daemonic texts, he stumbles upon mention of an unholy text known to a few planar sages as "The Book of Keeping". After centuries of research and perfecting his methods, Lord Ivosaar feels confident that he can summon a Daemon Lord and bind it to his will. The summoning works better than the ambitious mage could ever have hoped for and after a violent struggle the elf finds himself the master of an insipid Arcanoloth named Pexattorix.

### -15602 DR

Armed with the mightiest arcane weapons and protections he can beg, borrow, buy or steal, Ivosaar Vyshaan ventures forth to a scorched and blasted rubble strewn valley deep in the heart of the Barrens of Doom and Despair. Intrigued by the brazen temerity of this intruder Malkizid allows him access to the Tower Screaming, and there is forged a relationship where by each gains what they most desire; power, knowledge and most importantly - revenge.

### -15302 DR

After 3 centuries away and armed with his own copy of the Book of Keeping, Ivosaar Vyshaan emerges from the Tower Screaming a drastically altered being. Gone is the waif thin elf with the straggly white hair and pallid complexion. In his place is a towering being of awesome might and power, a mating of elf blood with daemon – the first Daemon Fey.

### -15300 DR

#### **The Bloody Suns Ascension**

After a bloodless coup the Sun Elf Vyshaan clan rises to power in Aryvandaar under Coronal Ivósaar Vyshaan. Exiled from the realm, the Durothils and Moonflowers along with thousands of their followers begin migrating west and south into Illefarn and Miyeritar. The

new migrants are warmly welcomed by Coronal Isylmyth, but with greater caution by the clan lords of the 12 cities. Many of the Sun Elf migrants settle within the cities of Caelpiir and Leurethil in northern Miyeritar.

One of Ivósaar's first acts is to seek Laranlas Arafel's hand in marriage as a way of expanding Aryvandaar's territory and resource base by gaining access to the Mines of Darthyllaar and Ardeep's sea ports. His offer is politely declined, but he keeps persisting. Ruathay politely declines saying that to marry Ivósaar would be to break Kelytha's Vow. Stymied in his early plans to create an empire Coronal Ivósaar looks for new ways to expand his reach and power. Over thousands of years, Malkizid has played a subtle role in many of the troubles of the elves. He was a secret patron of the Vyshaantar overlords of Aryvandaar, teaching them many secrets of powerful magic and encouraging their aggression against the other Elven realms of the First Flowering.

### **-15243 DR**

Whilst flying to a secret meeting of Swan Sisters in the Star Peaks of Aryvandaar, Coronal Ruashay is hunted down and slain by a polymorphed, bronze dragon riding Kellathil Vyshaan, (Ivósaar's son). Her death goes unremarked for several days until her sorority sisters come to Sarthandor looking for their queen. Eventually divinations reveal her fate, but not who the dragon, or rider actually were. The Aradoness of Illefarn, Karendil Ildacer is elected Coronal as a bulwark against Vyshaan aggression in these increasingly uncertain times.

Lord Ivósaar sends his condolences to the new Coronal with many gifts of friendship. His overtures of peace are met with caution. In response, Coronal Karendil sends a delegation of his own, including Amraphael Moonflower, and the High Knight Satherntyr Amarillis to oversee the peace and trade negotiations between the two rival powers.

### **-15100 DR**

Led to a previously unknown high mountain valley well to the south of Sharlarion by servants of the Branded King, Lord Ivósaar establishes the last redoubt of clan Vyshaan, the hidden fortress city of Veldaoresk, as their own private playground. Situated upon three granite tors at the centre of a vast and ancient caldera the citadel with its 12 soaring spires and imposing battlements is surrounded by mist covered woodlands, open fields, orchards, gardens, and vineyards upon the lower slopes of the surrounding mountains. Accessed only via a hidden road and carefully guarded portals the city is a direct reflection of the one found in the realm of Malkizid.

### **-15064 DR**

To avoid questions about his uncommon longevity and apparent agelessness Ivósaar stages his own death, paid Dark Elf assassins storm his summer palace, a cathedral like series of spires in the southern Starmounts. The citadels central tower is destroyed and along with it Lord Ivósaar's body. After 100 days of mourning and the hunting down and slaying of the "Ilythiiri" culprits, the little known youngest 'son' of the late Coronal, Prince Riilvas Vyshaan is crowned the second Ar'coronal of the realm. Ruling from the shadows, Lord Ivósaar continues to be the power behind the throne acting as Sharlarion's Grand High Mage, Helvaasth Tragoran. The relationship between Malkizid and his chief lieutenant continues to evolve and it is not long before Lord Ivósaar introduces his 12 most loyal followers to the possibilities of working with the Branded King.

### **-15004 DR**

Finally unhinged by his dreams of impending doom, Lord Isylmyth abdicates in favour of his daughter, the High Priestess of Eilstraee, Filfaere Olrythii. Her first act is to marry Prince Allaghon Moonflower of Ardeep, much to the vehement protestations of Lord Riilvas Vyshaan. Looking for a suitable bride for his

wayward son, the Sable Shadow King, sends 'envoys' to Orishaar, and Keltormir with instructions of not to return without a bride for the Ar'coronal.

### **-14899 DR**

Laranlas Arafel Mrhulaedir is found murdered in her bedroom along with her husband and their four youngest children. A visiting ambassador from Ilythiir is blamed for the assassination and promptly executed for the crime. As'kkalyl Mrhulaedir, her conniving and scheming younger brother, ascends to the throne and promptly marries Riilvas Vyshaan's second daughter Farashraea, cementing Ardeep's ties to Aryvandaar. The Coronal and Lords of Shantel Othreier immediately order their troops to cross the Chionthar River and occupy southern Ardeep below the Delimbyr, and garrison Orlumbar Island. In response Riilvas Vyshaan orders his own troops to begin building watchtowers along the northern bank of the Delimbyr.

### **-14800 DR**

A clan moot of religious leaders decides to rededicate the original temple to Corellon at the Gathering Place within the Misty Vale on the outskirts of Auglathla. With a gathering of high magi, high priests, clan leaders and many common folk. The place where Corellon first appeared to the Green Elves and lead them out of slavery and ignorance is rededicated to all the people and the mighty 11 columned thuerystal cathedral with its interwoven tree branch dome of faceted multihued windows is regrown for the spiritual glory of all the people of the Sun, Moon and Stars. Ar'coronal Riilvas immediately sends a delegation of the highest ranking and most troublesome priests in Aryvandaar south to begin a new religious community far away from the political intrigues of Sharlarion. In their place the high priests and followers of Labelas, (and secretly members of the Order of Branded Knights) are appointed to fill the religious power vacuum created by this religious exodus.

### **-14799 DR**

The rulers of the realms bordering Aryvandaar become increasingly alarmed at the apparent build-up of arms and magical might going on within the Great Forests boundaries. Merchants and travellers report strange arcane happenings in the lands around Sharlarion, and in particular where the ancient caldera and granite plugs of long dormant volcanoes poke their stony heads through the forests leafy floor.

Coronal Ballonyr travels north to Aelinthaldaar to a meeting of rulers to discuss the growing menace brewing in Aryvandaar. Both Lord Ballonyr and Lord Karendil Ildacer agree to step up their efforts to curb growing Vyshaan power through peaceful means, whilst reinforcing their ties with Miyeritar.

Lord Ivosaar and a circle of his most trusted high magi (his brothers and cousins) construct their first Telthulkilir; a great multifaceted, crystal orb set in an iron stand that gives off an brilliant emerald glow from deep within its heart.

### **-14798 DR**

The stand-off between the two Empires ends abruptly when As'kkalyl Mrhulaedir and his bride die by dragon fire when a red dragon controlled by a Vyshaan Selutaar, breaks loose and kills the Laranlor whilst on a state visit to Sharlarion in Aryvandaar. A rebellion amongst the common folk of Ardeep unseats the Vyshaan sympathisers and a commoner and leader of the rebellion, Eshcalon Moondark from northern Iliyanbruен is elected Laranlor by the populace of Deepening Moon. Whilst mourning the loss of his daughter, and the loss of his new colony, Coronal Riilvas Vyshaan backs away from all-out war when Keltormir, Shantel Othreier and Miyeritar recognise Eshcalon's selection and right to rule.

## **-14702 DR**

Barely into her majority, young Queen Amberlinn is murdered on her wedding night along with her husband, a Dark/Moon Elf prince of Miyeritar, Murtanaor Olryth, third son of the ruling house of Miyeritar. The assassins, a group of radical gold elves from house Marstarym, are tracked back to Illefarn by Royal Scouts and High magi, but there the trail goes cold. Queen Amellin's niece, Crown Princess, Hyoreen Moonflower, the Moon Knight Leader, leads retributive raids into Ilythiir and Aryvandaar as she tracks down her aunts killers.



In response to these 'unprovoked' raids Coronal Riilvas orders teams or raiders and his fleets of corsairs to begin raiding merchant caravans and fleets to help bring the Miyeritan economy to its knees and isolate it from the other allied realms. Before long millions of gold pieces worth of booty and slaves is flowing into Aryvandaar's coffers via these raids. Amongst those taken into slavery is the young Dark Elven Princess Sinfanarya Do'Urdennaar, the niece of Miyeritar's Coronal.

## **-14778 DR**

Coronal Filfaere is ruthlessly assassinated by Vyshaan agents posing as religious pilgrims from Caelpiir. The assassins are all killed but not before one points the finger at dissident Sun Elves unhappy with Miyeritan rule. In her place, her brother, Elendar Olrythii, the high priest of Corellon in Auglathla is crowned the 9th ruler of Miyeritar. Miyeritarran Dusk Knights send a stern warning by sending back to Sharlarion the heads of every member of the

city's trade delegation and the headless bodies of every Aryvandaaran spy they can lay their hands upon.

## **-14700 DR**

Coronal Riilvas begins attempts to diplomatically and peacefully annex Miyeritar bringing this renegade duchy back into his realm, and under his personal control. Acting upon the directions of Lord Ivosaar, Aryvandaaran historians discover a link between the family and the Olrythii, the ruling house of Miyeritar. Always ambitious, the members of House Vyshaan see this connection as the perfect excuse to claim rulership over Miyeritar.

With their constitutional monarchy with real power residing with the 12 Laranlors/Laranlars, the Lords and Ladies laughingly reject the Vyshaan claims, heaping scorn upon their overly ambitious neighbours. Coronal Karendil Ildacer of Illefarn steps in to guarantee the sovereignty and independence of Miyeritar, backing his cousin, the Dark/Moon Elf Coronal Sethmor Olriith.

## **-14628 DR**

The personal tower of the Coronal situated high in the Coral Palace of Sarthandor explodes killing the Coronal and his wife. The murderers are tracked down to Occidian in the High Forest where they are trapped before killing themselves in a terrible misuse of High Magic that consumes every living thing within a 1 mile radius. (What is not known is that most of the assassins escape using the city's well hidden portal network, back to Sharlarion and the palace of the Vyshaan Coronal.) Outraged at this blatant misuse of his gifts, Lord Ivosaar immediately orders the arrest and execution of all those involved in the plot. The resultant purge sees the deaths of hundreds of younger nobles and their supporters. Most are simply put to death, whilst those held responsible are sent to the Barrens of Doom and Despair for much greater torments.

## **-14480 DR**

Sensing a political opportunity, Coronal Riilvas offers up his niece, the high magi Amberlinna Auglamyr as a potential consort for Coronal Jalynfein. Surprisingly he agrees, and a grand marriage ceremony is held within the Cathedral of Auglathla. The wedding is attended by many notables from both realms, most notably the elder lords and ladies of the 12 great houses of Aryvandaar, but noticeable by their absence are many of the clan rulers of the 12 cities of Miyeritar.

## **-14462 DR**

In direct defiance of the grasping desires of Aryvandaar's Coronal, Mhaomiir Ildacer of Illefarn marries Alanael Nasadra a noble of Miyeritar, further cementing the ties between the two nations. Much intermarriage and trade flows between the two nations using the portal network maintained and established by Illefarn's and Miyeritar's Spell Singers and Song Knights.

## **-14399 DR**

Vyshaan troops posing as Lady Amberlinna's personal guard manage to take over all royal guard duties within the royal capital, Myth Olriith. It isn't long before the High Mage Lady Amberlinna is ruling in her husband's name as he is seen less and less in public life. Suspicions about the Princess's allegiance begin to circulate and any found getting too close to the truth suddenly find themselves in the Gray Vale mines.

## **-14327 DR**

The surviving members of House Olryth of Miyeritar after hiding out for many years, are openly welcomed within Myth Lurue, by Queen Hyoreen, in turn she marries Prince Daartandath cementing the close ties between the two realms in their opposition to the naked Vyshaan aggression. This marriage also mollifies Ilythiir's rulers somewhat signalling a new age

of uneasy peace and co-operation between the two rival empires.

## **-14285 DR**

### **The War of Burning Leaves**

In a growing secessionist movement, and upon the orders of Ar'coronal Riilvas, the clan holdings of Miyeritaran nobles in Caelpiir and Leurethil are attacked and burnt to the ground, the occupants slaughtered or enslaved. Citing peace keeping needs, Aryvandaar sends troops into restore order. Despite the protests of the clan elders, the rulers council cannot agree to a unified response. In a sign of tacit support Coronal Jalynfein allows the two cities to secede to Aryvandaaran rule. Almost immediately those elves who openly oppose Vyshaan rule are rounded up, shipped off to the Gray Vale mines and their estates and property seized by officials of the crown and redistributed to those families loyal to the state.

## **-14164 DR**

A series of royal ambassadors from Aryvandaar begin lobbying the Rulers Council, arguing the Vyshaan right to Miyeritar's throne. When it is explained to them that the coronal's position is largely ceremonial, the ambassadors are dumbfounded. In the end, despite years of fruitless diplomatic efforts they always leave empty handed. An enraged Prince Riilvas begins making preparations for a more direct approach to gaining control over the rebellious former duchy and its resources. His first move is to begin a campaign of disinformation about his intentions. Games are announced and a Full Court of the Sun and Stars is summoned to the Gathering Place to thrash out the political differences emerging between the different Elven realms. All leaders attend, even individual city state heads from Ilythiir. After 78 days of pointless arguments a breakthrough is made when Aryvandaar agrees to dismantle its southern fortifications and agrees to allow Miyeritaran merchants to once again use its seas ports and portal networks for travel and

trade. In turn the 12 lords of Miyeritar agree to listen carefully to Prince Riilvas' arguments for unification.

### **-14161 DR**

As part of the peace agreement thrashed out at the Gathering Place, Prince Riilvas marries the Moon Elf Princess, Miina Olryth-Karim, a cousin of the former rulers of Miyeritar. Lord Riilvas hopes that one of his offspring from the marriage will go onto inherit the throne and remove the Council of 12 Lords from Miyeritar once and for all.

### **-14099 DR**

Expecting the birth of his first child, a son, Lord Riilvas hurries back to Sharlarion from Tiru'telardon, a major mishap occurs within the portal nexus he and his guards are travelling through and every one of them disappears without trace. Evidence produced by arcane trackers points to assassins from Ilythiir using demonic powers to disguise their forms. The child born to Princess Miina is named Illósaar Vyshaan is named Ar'coronal elect, but until his majority at 90 the Ar'selutaar'Aryvandaar and great uncle to the heir, Golvath Vyshaan rules in his stead as regent.

### **-14058 DR**

#### **Second Siege of Morynath**

Another massive uprising of Forest Orcs from the east pours forth into the Dragons Teeth uplands. Lady Althea leads the united forces of the northern clans against the onrushing horde. In a series of running battles, the elves are driven back to the safety of the walls of Morynath where a siege lasting many moons begins.

Taking advantage of the chaos ensuing within embattled Miyeritar, units of Sharlarion's elite Sable Sun Guards begin crossing Aryvandaar's southern border. They soon establish clandestine portal networks and caches of

stores and weapons, laid down against a time of coming war.

### **-14050 DR**

Coronal Everlain establishes a series of border forts and watch towers all along the northern and eastern scarps. The greatest of these are Raelin's Tor and Tor Irador, two multi-towered and mighty walled citadels dedicated to war, defence and the creation and wielding of magics dedicated to war and defence. Each is surrounded by a mighty mythal enabling it to withstand the ravages of demons, giants goblinoids and wyrms. In response Regent Golvath Vyshaan orders his crystalomancers and geomancers to start rebuilding the watch towers and citadels guarding all of its southern holdings.

### **-14009 DR**

With the Ascension of her mother to Arvandor, Har'yinthryll Moonflower becomes the next Coronal of Shantel Othreier. In a political move designed to secure the empires long term security, Har'yinthryll almost immediately enters into a political marriage with her long term love, Aiatavaar Olryth, the third son of the ruling house of Miyeritar. This marriage raises the ire of Illósaar Vyshaan of Aryvandaar, who has been attempting to win Har'yin's hand in marriage himself.

### **-14000 DR**

Lord Haldin together with the combined Clan Lords of the 12 cities signs a declaration, rejecting once and for all, all Vyshaan claims over the throne of Miyeritar. To the ruling lords the declaration is mostly symbolic given the lack of real power the coronal wields, except as a council chair and leader in times of war. In response Regent Golvath Vyshaan formally ejects Miyeritar's ambassador and its trade delegates. Also merchants and businesses with Miyeritan connections are ordered to cease trading with the realm or have their goods and assets seized. This certain build up to war sees

the migration of tens of thousands of people to other realms away from the front lines.

### **-13872 DR**

Having just reached his majority, Illósaar provokes an argument with his council of advisors when the idealistic young Prince suggests that they open peace talks with the 12 Lords and give up their claims to the Sapphire Throne. Fearing a loss of power and position, Lord Ivosaar has the Ar'coronal arrested and tried for high treason. In his place the twelve clan heads on the Council of Electors crown, the ruthless and venal high mage, Prince Iyillvaas Vyshaan as the 24<sup>th</sup> ruler of the High Forest realm.

### **-13861 DR**



Lord Zakah is found dead in his private chapel his throat slit and his heart cut out. The culprit, a disgruntled former royal advisor claims that Lord Zakah had kidnapped his wife and married her against her will. The clan Lords agree with this version of the story and do not punish the offending noble, (who is later found dead with his own throat slit in turn). Lord Zakah's youngest brother, Prince Fedorn Berilan is crowned the next ruler of the realm.

### **-13800 DR**

Frustrated by the Coronal's constant refusal to hand the throne over to the Vyshaan, Prince Iyillvaas sends his assassins to remove this obstacle. In a vicious fight, the assassins manage to blow up the Coronal's summer residence in Myth Evaliir killing him and most of his family, along with themselves. This is the first use of an early war mythal. The test is considered an outstanding success even with the deaths of all involved with the casting. Angered at this open display of aggression the Council of Lords ejects all Sun Elves with any

connections to Aryvandaar and immediately sends troops north to reclaim the lost cities of Caelpiir and Leurethil. The cities fall after a short but bloody campaign, the reoccupied citadels are fortified against the coming storm and new watch towers and border citadels are built to guard the northern approaches to the Plateau.

### **-13752 DR**

The Grand High Mage of Occidian, Travarán Mythrantiades, is one of the few residents of Aryvandaar to speak against the aggressive Vyshaantar policies, as they begin their rise to power. Because Travarán is one of the leaders of Aryvandaar's Tower of Selutaar, he has a broad audience. The wizard soon learns of a plot instigated by Prince Iyillvaas to have him silenced, forever, and decides to exile himself from Aryvandaar. Working with students he trusts, Travarán fakes his own death, and secretly flees.

### **-13727 DR**

In an apparent building accident, Coronal Infaeril is killed when a falling marble column lands upon her carriage as repairs are being made to the Grand Palace of Sarthandor. In another apparent co-incidence, Infaeril's younger brother the Sharlarion sponsored Lord Meneleth is on hand with all of his supporters to assume the crown almost immediately upon receiving news of his sister's death. There are rumblings throughout the empire as talk of the rise of another Leumynn Le'Quella and an emergency regional Conclave is held in far off Myth Iliannar to decide the issue.

### **-13700 DR**

Whilst the Lords are debating the merits of Meneleth's right to rule, he is brutally assassinated by his nephew, the cruel and greedy Manarith Snowdark, in a coup in which he claims that Meneleth murdered his mother, the late Infaeril Snowdark. The insane Lord Manarith, (who's grandmother is a Dlardrageth), begins filling important court and

military positions with his sycophant supporters, (all of whom are secretly vetted and approved by Lord Prince Iyillvaas in Sharlarion).

### **-13672 DR**

After a short and hate filled reign, the life of Manarith the Bloody is cut mercifully short by his equally ambitious son, Menelauth Snowdark. Menelauth begins a building programme within the capital that threatens to bankrupt his noble supporters. In fear of an uprising from amongst his peers, Coronal Menelauth hires Gold Elf Mercenaries from Aryvandaar to help enforce his edicts. Meanwhile out in the provinces, the Conclave of Lords, who have been running the realm from outside the capital, make a decision that they hope will restore peace to the Empire.

### **-13699 DR**

For the first time in its history, the Conclave of Lords calls upon the Corselutaar, and the combined High Magic Circles to arrest the Coronal on charges of High Treason against the people of Illefarn. After his trial, Menelauth is immediately executed, and his remains dropped into Mount Hotenow. The commander of the Aryvandaaran mercenaries is given two options. Lady Arnwynn Auglamyr chooses to leave the realm peacefully under escort.

### **-13578 DR**

Lord Fedorn proves to be a poor choice of ruler often away for years at a time pursuing his love of music in distant Sharlarion as a guest of the Coronal there. The final straw comes when Lord Fedorn declares his fealty to Iyillvaas Vyshaan. The Ar'coronal grants Fedorn, the title of Lord Protector of the Realm, and Grand Duke of Keltormir, even though the title is not recognised in that realm, or by its people.

### **-13500 DR**

Lord Fedorn lands in southern Keltormir with a force of mercenaries from Aryvandaar and

Orishaar supported by privateers sponsored by Aryvandaar. The mercenary army quickly seizes Myth Caercil and surrounds Berkaddynn hoping to break its resistance quickly and force the hand of the council of regents. Accompanying the regular troops from Aryvandaar is a legion of tiefling elves and their daemonic servants and war hounds.

### **-13499 DR**

After a lengthy siege in which thousands of Green and Moon Elves are slain by magic supplied by Lord Malkizid and his minions from Sharlarion, Berkaddynn finally surrenders. At the command of the Dusk Knight General, Lady Arnwynn Auglamyr the mercenaries put all of the defending troops to the sword before Lord Fedorn can regain control. He then declares the ruined city his new capital, thus beginning nearly 200 years of civil unrest and war.

### **-13461 DR**

As tensions rise between the Aryvandaar and Miyeritar, more and more small clans and families move into 'safer realms. Many noble families begin moving their wealth into holdings in Illefarn, Ardeep and Shantel Othreier. After a long and peaceful reign Har'yin, wanting to spend her remaining years with her husband in Miyeritar, abdicates in favour of her nephew Y'termista Othreier of Ardeep. Har'yins abdication opens the way for a return of a lesser branch of the original ruling family to power and influence. The Conclave of Lords has long argued that Har'yin and Aiatavaar's children cannot inherit due to both their connections with the rulers of Miyeritar and there less than desirable bloodlines.

### **-13456 DR**

After 40 years of stalemate Lord Fedorn leads his army of mercenaries and newly converted loyalists north to lay siege to Ketallass. The fleet of privateers, reinforced by disguised swanships from Deepwater Bay manage to blockade the harbour and raze much of the fleet based in Ketallass to the waterline. In the capital

Damarhynn, the council of regents appoints Senorra Berilan as Araegisses and then calls for aid from its allies Illefarn and Ilythiir. Both nations send troops and ships to support their beleaguered ally.

Alerted to the arrival of reinforcements from Ilythiir, General, Lady Arnwynn Auglamyr leads an army of Sun and Green Elves south to battle the oncoming dark elves.

### -13452 DR

Lord Feldorns troops take Ketallass in a bloody victory that leave much if the city and harbour a smouldering ruin. Whilst this happening Vyshaan privateers attack and sink a fleet from Illefarn attempting to relieve the besieged forces of Keltormir. The Council of Regents forces retreat to Damarhynn to regroup after this disastrous defeat.

### -13449 DR

Commanded by Lady Arnwynn Auglamyr, Lord Feldorns forces launch a series of surprise attacks on the lands and communities around Dryrathon. Rather than risk a fate similar to Berkaddynn and Ketallass the Lords of the city surrender without drawing a single bow or blade. With this victory Lord Feldorn manages to persuade enough clan lords that he is their rightful lord. Meanwhile pursued by forces from Aryvandaar, the rebel clans lead by Senorra Berilan retreat north into the Tethir Highlands from which they continue to wage a guerrilla war.

### -13439 DR

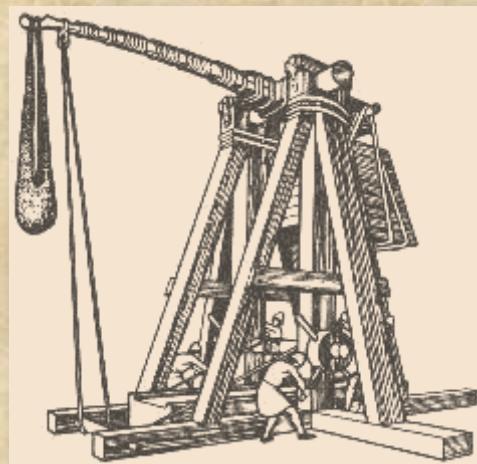
With backing from Ilythiir, the principality of Mir declares its independence from Keltormir. With continued warfare in the north and constant attacks by privateers operating under Illefarn's banner, Lord Feldorn is in no position to do anything about Mirs rebellious moves. With Lord Feldorn having run out of gold, and with their slave coffles over flowing with captives, General Arnwynn Auglamyr orders the bulk of her troops back home. Left in place is a

tiefling body guard led by the Dusk Knight Deth'rveyth Vyshaan

### -13334 DR

#### The Rising Storm

Border watchers and spies note a sudden building boom within the normally sleepy Aryvandaaran border village of Arkerym. It takes a number of years, but it soon becomes apparent that a serious military build-up is taking place upon Miyeritar's northern, and most fortified border. In response the Hawksong clan is charged with the rebuilding and fortifying of their clan holdings, Hawksong Tor. Once completed the citadels' huge adamantium gates and watch towers block the Everway, the only road through the Red Cliffs as it bypasses the thundering cataracts of the Evendim Falls.



Unable to deal with the pressures of her office, the frail and winsome Coronal Maerlaenna abdicates in favour of the Darksong Knight Menzonberra Melarn, her cousin and a distant relative of the Olrythii clan. With this change in dynasties the evergreen Coronal Ivósaar Vyshaan pushes his claims to the Miyeritan throne, claiming that the Melarns' are in reality Ilythiiri pretenders with no real claim to power. Citing complex, and recently recovered genealogies the ambassadors from Sharlarion continue their push to have the Melarn removed from the Sapphire Throne. Responding to request for genealogical records from the south, scholars from Attornash arrive

with countless house and clan records proving beyond doubt the Melarns right to rule.

### **-13331 DR**

High Queen Amnesshaa and her husband, High Prince Falengarth are killed when the ship they are on is lost in a violent hurricane that smashes the combined fleets of Aryvandaar and Orishaar as they sail west to attack Ilythiir in an aborted surprise invasion. The High Magi of the Darkmoon, and Shade Drake Circles having called up the storm that destroys the fleets then lead an army of demonic allies, slave troops and dark elves through several portals to attack the very heart lands of Aryvandaar in a savage raid that leaves swathes of forest burning and thousands of innocent villagers dead or enslaved. Shocked at having their own tactics used against them, the combined spellswards, archmagi, priest and selutaar of Occidian, Moonwater, Tiru'telardon and Sharlarion unleash the Fhaor'faer'telmor. Such is the might of this working that almost every tree and shrub connected to the Auramycos rises up to slay and consume the invaders. Not one demon or dark elf escapes the slaughter whilst most slaves are transformed into forest spirits or consumed by the Myconids to feed their young.

### **-13254 DR**

After 200 years of relative peace, Coronal Feldorn is killed in a riding accident whilst riding along cliff tops near the newly re-built Ketallass. Before the Council of Clan Lords can meet to select a new ruler, Senorra Berilan marches into the capital Damarhynn, and with support of the Princess of Mir, Galladaria Melarn and the King of Orishaar, and Coronal of Illefarn, she declares herself Coronal and has all of the clan lords arrested and imprisoned for their treasonous acts. The Aryvandaaran Honour Guards, so long the neutral force in Keltormirran politics are rounded up, disarmed and sent packing via a series portal back to Occidian with strict orders never to set foot upon Keltor' soil upon pain of death...(or worse).

### **-13231 DR**

### **The Moon Wars**

Despite repeated efforts to open up their trade restrictions, the scions of Syorpiir continually reject Orishaaran overtures to access their markets in Baerglimm. At the secret urging of Prince Iyillvaas Vyshaan, High Queen Kentyshia declares war on Syorpiir and orders her fleet and its troops to invade, and capture the port city of Baerglimm. In the battles that follow much of the forest around the city is destroyed. Alongside Orishaar's own troops a contingent of Vyshaan Sun Knights and Battle Magi are stationed within the captured ruler's citadel. Sensing a shift in the balance of power, Lord Brorn sends dark Elven raiders deep into Syorpiir's hinterlands to raid and disrupt Vyshaan forces whilst providing arms and logistical support to the besieged Syorpiiran warriors.

### **-13229 DR**

### **Battle of Glen Elythell**

An invading force of Orishaaran heavy infantry and Vyshaan knights, supported by mercenaries from Ilythiir is decimated as it attempts to cross the fords of Gildalaer. A combination of Green Elf archery and Druidic elemental magic kills hundreds of the invaders as they make two attempts to cross the river at two different points. The very river waters rise up to prevent the invading forces from crossing into the deeper forest. Back in Olothin'thel, the High Council enters a dangerous period of political infighting and manoeuvring as it becomes clear that some noble House are secretly supporting Aryvandaar whilst others are actively opposed to their interference in southern affairs.

### **-13221 DR**

In an act of retaliation by unknown forces, Ar'coronal Iyillvaas Vyshaan and much of the royal household are slain when a meteor slams into the royal swanship as it is flying north to

inspect the resettlement of Daoreska. Further shards from a collision between a Moon Tear and a stray asteroid sees hundreds of large shards, some the size of wagons, plough into Torils surface for many months. Many see these as the anger of the gods at what has happened to the high ideals and practises of the people. Quick to seize this unexpected opportunity, the throne is quickly filled by a pragmatic merchant-mage, the canny and affable Prince Verentas Vyshaan. Expecting a frivolous and foppish pretender, the court is soon shocked to see the Princes steely resolve when he has executed all of his elder brothers children and wives. Thus sealing the succession for his own progeny.

### **-13200 DR**

#### **The War of Moonlight and Shadows**

At Lord Ivósaar's' instigation skirmishing and trade interference starts between Aryvandaar and Miyeritar. Not wanting anything to do with Aryvandaar or the coming war, several more Dark and Green elf houses head east, across the Great Star Sea and into the mists of time. They are later referred to as the lost ones, those that Corellon forgot. Despite being warned off by Shantel Othreier and Ithrathyll of Ardeep, the Vyshaantar conduct a dirty little trade war on foreign soil. They often cross the border to attack Miyeritari caravans and frequently clash with Ardeep's border patrols and Song Knight portal guardians. . Lord Brorn sends agents and mercenaries north to spy upon the Vyshaan and to assist their peace loving northern cousins in their growing trade war with the Sun Elves.

### **-13005 DR**

Lord Brorn is slain in a minor skirmish with Vyshaan raiders whilst on a secret visit north to attend a war council with his cousins in Miyeritar. What is not known is that the raiders are in fact a group of highly motivated assassins lead by Prince Verentas Vyshaan himself. No longer considered a foppish dandy, the Ar'coronal has proven himself to be as ruthless a ruler as he was a merchant. Ever the

pragmatist, Prince Verentas orders his elite Sun and Dusk Knights to begin hunting down the members of Miyeritar's 12 Ruling families; this includes acts of regicide which the Ar'coronal sanctions. Chief amongst their targets are members of the Durothil, Olrythii and Moonflower clans.

### **-13126 DR**

#### **The War of the Hammered Skulls**

Bread within the mines of the Graypeaks by unscrupulous slave masters, the crossing , tieflings, goblins and elves with dwarves and hobgoblins in huge numbers sees a new horde of orcs pour in from the Graypeaks over running the surface steadings of the dwarves and bypassing the impregnable walls of Tor Iriador before sweeping west and south and out onto the Kahyraphaal Plains besieging the glittering spires of Faer'telmir and razing many of the surrounding hamlets and steadings. Lead by four of Malkizids' Nycaloth Generals this horde manages to breach the red granite walls of the city. It is then wiped out through the excessive use of high magic that leaves much of the surrounding country side bare of trees but covered in abundant grass and scrub land.

### **-13070 DR**

Coronal Menzonberra is killed leading a charge against Sun and Moon Elf raiders operating out of bases near Caelpiir. While labelled as mere bandits by authorities in Sharlarion, suspicious generals in Myth Orlith manage to question several of the survivors who quite happily point the finger at Coronal Verentas Vyshaan. In retaliation Moon, Green and Dark Elven mercenaries travel north into Aryvandaar raiding and pillaging as they go. These raiders are only stopped by companies of Dusk and Sun Knights upon the banks of the lower Dessarin River. The few captives are interrogated then sent east to the silver mines of the Gray Vale.

### **-13000 DR**

The Moondark Mountains are struck by a series of terrible earth quakes that cause much death and destruction to all of Aryvandaar's northern cities and towns. Hundreds are killed and many thousands more made homeless. Only those Green and Moon Elves living the nomadic life of the wild forest dwellers are spared from this catastrophe. Whilst attempting to recover the wounded and trapped, a horde of displaced goblinoids and giant-kin sweeps down from the Turn Stone Pass, the horde succeeds in over running the ruined city of Sharlarion. Most of the people are saved because they are either out in the forest or have already fled via the portal nEXI that dot the city. Amongst those slain in defence of the ruins is Ar'coronal Verentas Vyshaan and most of his personal tiefling honour guard. Aftershocks continue for many weeks, during which time the people live amongst the trees in rapidly grown tree dwellings to the south and west of Sharlarion. This city becomes known as Teuvaelthaar – The Moon Forest Vale. It remains the seat of the new Ar'coronal, the noble traditionalist, Prince Haldondyr Vyshaan, for many years until the new, grander, brighter Sharlarion is completed.



### **-12890 DR**

Trade between Illefarn and Orishaar increases as dark and Green Elf families and whole clans begin migrating first to Illefarn, and then east using the portal network they migrate first to the Far Inner Sea, and from there into the uncertain mists of history never to be seen or heard from again. Curious about this sudden exodus of potential slaves, Prince Halondyr

orders several teams of Sun Elf raiders, led by the Dusk Knight, Lady Gwenarryn Le'Quella to find the final destination of these emigrants and send back a location so that it can be raided for slaves, specimens for experiments and press ganged militias for Aryvandaar's upcoming wars.

### **-12727 DR**

After a long, and at times tumultuous reign, Laranlas Ithrathyll Moondark succumbs to the rare draconic disease, white scale rot. A minor annoyance in wyrms, always fatal in the half-breed offspring. Elected and approved by the Conclave to replace her is Ardeep's next Laranlas, Ithrathyll Moondark's daughter, the renowned warrior-poet Rebekante Moondark. On the night after Laranlas Ithrathyll's internment the barrow is raided and after a ferocious battle with the ladies honour guard, the great horde is whisked away by a band of Dark Elven mercenaries. In later months many of the lesser trinkets are found within the flea markets of Teuvaelthaar, Moonwater and Tiru'telardon. Of the priceless trinkets most do not resurface until after the end of the 5<sup>th</sup> Crown War.

### **-12722 DR**

Coronal Valas marries Duchess Geldara Hune of Ilythiir, thus establishing a military as well as political connection between the two realms. Immediately there is a marked increase in traffic and trade between the two nations, a development that the scheming Vyshaantar are quick to take advantage of.

### **-12588 DR**

Despite the increase in trade, a large number of caravans and merchant ships go missing as Vyshaan raiders and corsairs attempts to isolate and starve Miyeritar gather pace. Miyeritan merchants take to transporting their goods to Ardeep and thence to Shantel Othreier, Ilythiir and Orishaar. In response, fleets of corsairs from the Dragon Isles range far and wide in their search for ships carrying Miyeritarian

citizens, intelligence and contraband. Many seas battles go unreported as countless vessels are scuttled and their passengers end up as shark food or slaves.

### **-12585 DR**

At Prince Ivósaar's behest, Malkizid arranges an assassination of a menacing rival as a result Coronal Ilereste Felmiir is found torn apart in her private study high in the Rulers Tower in Sarthandor Palace. Witnesses report a huge demonic being with bat like wings emerging from the balcony of the study. Further investigations reveal the creature to be a Nyctaloth, but who sent it and why is not discovered until much later. Ilereste's youngest brother passes the election trials and becomes the next Coronal of Illefarn. Despite the growing tensions between Aryvandaar and Miyeritar, and the simmering trade war between Ilythiir and Orishaar, Coronal Iriador Felmiir is determined to preserve the Peace of Kelytha at all costs.

### **-12472 DR**

#### **Wars of the Lunar Eclipse**

Seeking to further his claim to the throne of Orishaar, Prince Haldondyr Vyshaan sends a fleet of ships hired in Illefarn, and full of heavy shock troops and mercenaries to invade the port city of Aelaviir. The fleet is met at the mouth of the Gorolan Strait by corsairs and marines from Aelaviir and Harnost. The running battles sees more than 300 ships sunk and thousands of elves burned or drowned. The Vyshaan mercenary fleet retires in disarray but the surviving corsair ships are in no state to pursue them.

### **-12455 DR**

Still thirsting for revenge after his fleets disastrous rout at the first Battle of Gorolan Strait, Aryvandaar's Ar'coronal Prince Haldondyr Vyshaan, leads a second larger fleet south from Deepwater. Whilst laid up at

anchor within the Dragon Isles, a typhoon and enormous size sweeps up from the south west destroying all 1000 ships and drowning most of the elves onboard. Amongst the casualties is Prince Haldondyr Vyshaan drowned whilst in full battle armour as he heroically tries to save his flag ship, the "Azure Dragon's Pearl". The sudden death of Prince Halondyr opens up the way for his ambitiously ruthless cousin, the sorcerer priest of Labelas, Prince Kellorm Vyshaan. The new Ar'coronal is a fierce believer in the superiority of Sun Elven culture, and places great emphasis on his families claims to the thrones of Sharlarion, Orishaar, Miyeritar, Ardeep and even Illefarn.

### **-12436 DR**

The Paladin-Laranlas Rebekante' Moondark dies whilst battling Moon and Gold Elf Vyshaantar mercenaries blocking the Trade Way caravan route to Shantel Othreier, at the Third Battle for Trollclaw Ford. The mercenaries are routed but at great cost. Rebekante's son Orlothil Moondark assumes command of the Ardeep forces in the field as Araegisses, and is later confirmed as the next Laranlor of Ardeep.

### **-12360 DR**

Laranlor Orlothil Moondark is visited in his reverie by an aspect of Angharradh, in his reverential state he is shown a vision of the future and tasked with preventing a great cataclysm from taking place. Accepting he becomes a Holy Disciple of the Triune Goddess. Upon awakening the next day, Orlothil calls a special session of the Laranlor's council, there he tells them of his vision, and as proof draws a sword gifted to him by the Triune Lady. With nervous applause Orlothil declares a Holy Crusade against those who would invade Ardeep and her mother country, Shantel Othreier. The first victims of this 'Holy Crusade' are dark Elven families with connections to Ilythiir and several steadings of Sun Elves who owe their allegiance to the Ar'coronal in Sharlarion.

Extremely satisfied with the way their long term plots and schemes are progressing, Lord Ivosaar and his liege, Lord Malkizid begin putting in place the next stage of their grandiose plans for domination, destruction and genocidal revenge. Chief amongst their targets are the followers of Houses Durothil and Ilythiir. It is through their mutual destruction that the Daemonic Lords plan to strike at their most hated foes, Corellon and Araushnee.

### **-12323 DR**

The Vyshaan dream of a pure, unblemished homeland continues as emigrating clans of Green, Dark and Ghost elves continue to pour across the border into Illefarn and Ardeep. In response Vyshaan troopers disguised as bandits attack the fleeing refugees spreading terror as they do. The Araegisses of Illefarn commands the Song Knights to guard those seeking refuge across the border and to escort them through the portal networks to their kin across the seas. Whole communities of Dark, Green and Ghost Elves are driven out of the southern and western reaches of the High Forest, it is only within the Starmounts that any effective resistance continues as clans of wild Green and Dark Elves harry Aryvandaaran settlements and caravans.

### **-12200 DR**

In preparation for the invasions of Miyeritar, Shantel Othreier, Orishaar and Illefarn, Aryvandaaran magi and geomancers begin construction on a series of watch towers, each sited over a portal nexus. This portal highway is linked to a vast cavern network beneath the citadel of Arkerym on the slopes on Mount Evendim. Further the network links to most of the others already created by the Vyshaan and their forebears. It soon becomes apparent that such a vast network will need a way of being monitored, organised and defended. The task for solving this problem falls to the young protégée Daalaveir Moonbow a young high mage of precocious talent and the arrogance to match.

### **The Age of Kin Slaying Kin**

### **Rise of the Vyshaantar Empire**

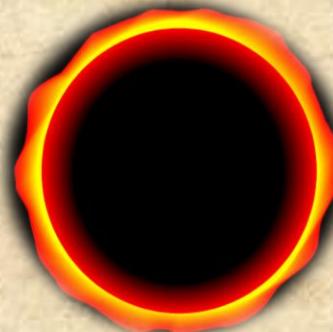
### **-12004 DR (30th of Nightal)**

Through his mouth piece the Ar'coronal, Lord Ivosaar Vyshaan makes one last attempt to gain control of Miyeritar through political means. Not really expecting a positive response he is not surprised when his nephews calls are rejected. In turn, T'loron Starleaf, ambassador of the High Council of Miyeritar, and Selutaar of Faer'telmiir, is arrested and imprisoned beneath Sharlarion Tor. Prince Ivosaar orders his seneschal, Lord Calovis Le'Quella-Durothil to begin final preparations for the invasion and subjugation of Miyeritar. As the call goes out, nearly 400,000 Sun Elves gather for the assault dispersing to various points around the realm via the growing portal networks.

### **-12,000 DR**

### **The Crown Wars Begin/Rise of the Vyshaantar**

The rulers of Aryvandaar marshal the troops of the Great Forest and marches on Miyeritar, heralding the start of the heinous crimes known to most as the Crown Wars.



### **10th of Hammer - The start of the First Crown War**

After centuries of fruitless diplomacy, the impatient, grasping Dark Lord of, Prince Ivosaar Vyshaan orders the armies of Aryvandaar to attack Miyeritar. Whilst directing the war, his nephew Ar'coronal Kellorm Vyshaan begins putting political pressure on Shantel Othreier to join them or suffer the same fate. In response

volunteers from Illefarn, Ardeep and Shantel Othreier flood across the border to oppose the naked Vyshaantar aggression. . The appeasers on the Coronal's council (Gold and Moon Elf traders and Priests) urge unification with Aryvandaar to stem any further violence and disruption to trade. Sponsored by agents provocateur more extreme elements begin to plot the increasingly feckless and unpopular Coronal's downfall.

High Magi from Sharlarion and half a dozen other cities teleport into Miyeritar and begin casting a series of Myriad Rituals. In one fell swoop the cities of Myth Olriith, Morynath and Faeryeldur are destroyed by the Vyshaanti's use of war mythals. In the space of a few hours, more than 100000 Miyeritari are slain as they sleep. Alongside the destruction of the cities, war mythals are used to destroy Hawksong Tor and Tor Iriador, thus opening the way for Aryvandaar's armies to advance across the formerly impregnable northern frontier.

Alarmed at this sudden upturn in violence Lord Darathlyn sends companies of troops and specialist battle magi north to begin co-ordinating Miyeritar's resistance to the invasion. It isn't long before Ilythiiri guerrillas are involved with clashes with Aryvandaaran regulars along Miyeritar's northern border.

### The First Crown War

#### -1199 DR

Led by daemon tainted Dusk Knights and almost 500 000 warriors and spell slingers the might of Aryvandaar is unleashed upon the people of the Sapphire Forest Plateau. After the fall of most of the border watch towers and the largest cities of the northern realm and most of the realms greatest warriors, it falls to smaller bands of knights and militias to hold the Vyshaantar at bay whilst the Miyeritarian regroup in the forests to the south and west. After 29 months of savage guerrilla warfare, the gathered hosts of Miyeritar meet upon the sweeping Plains of Kahyraphaal. There in shimmering armour and gambesons of a million

hues, the pride and joy of a mighty nation thundered forth to drive the invaders from their home. Pouring forth to meet them from the blasted ruins of Myth Olriith and Faer'telmiir came a horde of undead, forest orcs, goblins, hill giants, and daemons led by dark priests of the Branded King and selutaar from the 12 great houses of Aryvandaar.

After 101 days of running battles the last dying members of the monstrous horde are put to the sword and flame. Having spent the flower of their strength in a series of wasteful battles the battered remnant offer little resistance to the main host of Aryvandaar as it emerges from suddenly revealed portals east of the Evendim Hills. The shattered forces of Miyeritar melt away before the Golden onslaught to once again begin their bloody guerrilla campaign.

#### -1196 DR

Whilst out patrolling the border near Red Larch Hill, with a brigade of Armathers and Spellblades, Coronal Iriador Felmiir comes across a flood of Green and Dark Elf refugees being attacked by wyvern riding raiders from the High Forest. In the ensuing battle most of the refugees are saved, and all the raiders slain but at the cost of Coronal Iriador and 25 of his best knights. Needing a strong leader in this time of conflict the Conclave of Lords elects the current Araegisses, Gyrllass Aleth to be the war Time Coronal and charge him with keeping Kelytha's Peace at all costs whilst protecting the lives of all who seek Illefarn's protection.

Ar'coronal Kellorm Vyshaan sends envoys to Illefarn's rulers warning them to stay out of what he considers an internal matter or risk the same fate as the Dark and Green Elves of the Sapphire Woods. Despite this dire threat, more militant elements within Illefarn's nobility begin offering shelter and aid to the many refugees pouring across the border. It is not long before several armed militias are operating in the border areas between the two realms.

## **-11992 DR**

### **The Massacre at Daelyth's Dagger**

Daelyth's Dagger, a hidden redoubt within the Lost Peaks and a fortress of the Green Elves, dating back to the height of the Dragon Wars is the scene of a terrible massacre as renegade bands of Elves (Moon, Green, Ghost and Gold) fight to the last against Vyshaan oppression. The Dagger is a deep dell, 15 miles inside the central valley between the two Lost Peaks, with old fortifications overlooking the valley floor is covered with the blood and bodies of more than 15000 rebellious Elven warriors and their families.

## **-11985 DR**

### **The Mist Lords War**

After consolidating their hold on the northern provinces, the Vyshaantar are surprised and shocked when their garrison at Auglathla is slaughtered to the last Elf by a dozen clans of Dark and Green Elves who boil up from under the city via an underground river system. In the west, Ilythiiri reinforcements begin a concerted campaign to disrupt Vyshaan supply lines by attacking military caravans and remote garrisons.

## **-11980 DR**

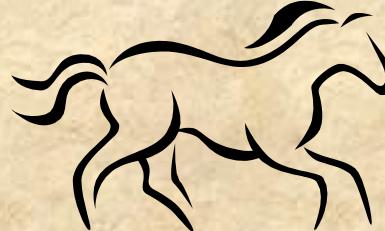
The first serious clash between soldiers from Aryvandaar and Keltormirran forces fighting under Miyeritaran colours occurs in the woods east of the gathering place. A legion of heavy infantry and archers is attacked by Keltormirran eagle riders and spellblades resulting in a woodland massacre of the disguised Vyshaan regulars. This set back sees a host of Vyshaan dragon and griffon riders swoop down from the western plateau unleashing a fire storm that ravages the woods more miles around the ancient holy city. When the conflagration ends the woods surrounding the city are a ruin of charred trunks and fallen logs. Of the Green and Moon Elven defenders only ashen bones

remain of the several thousand people and other fey races who once called the city home.

Even the hard bitten Lord Ivosaar is shocked and dismayed at the wanton destruction of this most holy place. He immediately orders his high magi to restore the city and its forests to their former glory and then forbids any further military action within the city's precincts. As punishment the offending dragon riders and their red wyrms are sent south to harry the forces of Keltormir and Ilythiir.

## **-11950 DR**

### **The War of the Horse Lords**



Again making use of the pre-invasion portal nexus, Vyshaan forces appear upon the northern end of the Duskvale and begin marching south towards the city of Duthorvandor, and its herds of Moonhorses and Aurachs. They are met at the Silverwing Crossings by the combined forces of Durthorvandor and Laervaryndaar. Almost 2000000 Elves & Centaurs clash upon the rolling pastures of the verdant valley. By sunset of the third day, the surviving forces of Miyeritar are in full retreat as the Sun Elves make use of Red and white wyrms disguised as Gold and Silver Dragons ridden by battle and high magi to massacre much of the nobility of the two cities in attendance at the battle.

## **-11864 DR**

After 40 years of continuous siege Myth Evaliir finally surrenders. Somewhat suspicious at this sudden capitulation, Vyshaan troops enter a city garrisoned by just a few hundred troops (all volunteers). The vast majority of the city's population manages to escape via a vast network of tunnels and portals established by the far seeing Coronal Menzonberra so many

years before. In a rage, Lord Durothil has all the surviving prisoners crucified, their bodies left to rot on the walls of the city until the birds pick their bones clean. The city is then stripped of all useful weapons and items which are then shipped back to Occidian and Tiru'telardon for reuse and distribution amongst the most loyal and worthy retainers of the 12 Great Houses.

### -11823 DR

After more than 170 years of vicious guerrilla warfare, the Miyeritari are forced back to their last major stronghold by daemon tainted sons of Vyshaan using high magic with a distinctive daemonic taint. The Vyshaan arts are brutally subtle, often transforming entire villages and companies of elves into stones, trees or minor animals of the forests and plains. The use of wyrms and daemons to deal with the more recalcitrant Miyeritaran sees many massacres go unrecorded as entire communities and their warriors are wiped off of the map. Retaliatory Ilythiiri tactics and Miyeritarian desperation has seen them alienate many of their allies in Illefarn and Shantel Othreier. All the time that the Ilythiiri are acting to reinforce their northern cousins, certain elements within Aryvandaar continue to supply them with weapons and supplies in exchange for slaves for use in the construction of Aryvandaaran War Golems and other monstrosities of Vyshaan creation.

### -11817 DR

#### The Daemons Bane War

Assembled before the mighty blue granite walls of Myth Ahkerynnar 12000 centaurs and Elven cavalry, supported by 5000 dwarven artillerists and nearly 20000 Elven archers and infantry confront the combined armies of Aryvandaar. At first the Miyeritari are triumphant, as they drive the Sun Elves and their auxiliaries from the field. However it is a pyrrhic victory as Aryvandaar's vast numbers and use of demonic magics more than counters the greater fighting spirit of the Miyeritari and the dirty tricks of their Ilythiiri allies. Soon the battle field belongs

to the Vyshaan and Ar'coronal Kellorm Vyshaan takes personal control of the final subjugation of Miyeritar's capital, the fortress like, mythal clad city of Myth Ahkerynnar.

### -11800 DR

Seeking to further his schemes of domination and revenge Lord Ivosaar provokes a war with Ilythiir as Miyeritar is militarily occupied and annexed by Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Illefarn, despite its officially neutral stance, provide secret safe havens for Miyeritari refugees whilst the clans of Keltormir offer active help in the form of arms equipment and shelter to their northern cousins. Many Green, Moon, Ghost and even a few Sun Elven refugees make their way to the southern forests and safety.

Nobles from Ardeep send out the call for volunteers, and thousands of warriors take ship from Baerglimm, Harnost, Thearyntaar and Aelaviir and head north to fight for the liberation of Miyeritar. This severely weakens Orishaar's southern defences but with her gaze shifts northwards she relies upon the non-aggression treaty with Ilythiir and the garrison of Porathoss to protect her southern borders. Many elves of Ardeep and Illefarn, provide weapons for Miyeritari freedom fighters. Shantel Othreier, Illefarn and Ardeep continue to provide covert support for Miyeritar despite official protests from Aryvandaar.

Even as a policy of occupation and containment is put in place the Vyshaan begin the construction of occupational forts all across the conquered lands of the Sapphire Wood Plateau. Each fort is placed in troublesome areas so that Aryvandaaran forces can more easily deal with insurgents, rebels, and other disruptive elements. Each occupational fort is a walled compound built of mortar and brick woven with various spell-resistance effects and strengthening magic. Within the walls are a barracks suitable for a company of sun elf soldiers, an eyrie for twelve griffons, and a small, separate tower for Aryvandaaran battle

mages. Priests of various faiths are stationed at each fort to supply the soldiers with food, drink, and healing, and the wizards use their divination magic to sniff out troublemakers before they can incite the local populace to rebellion. The system is surprisingly effective in that a relatively small body of soldiers can pacify large swaths of territory while the main force engage Miyeritar's irregular troops on the battlefield.

### -11791 DR

A victim of his own arrogance, Ar'coronal Kellorm Vyshaan is killed whilst out flying alone upon his Silver Wyrm, Arrondyteraxith. The pair are ambushed by a flight of blue dragons hunting from the eastern plains. The Prince and his mount put up a fierce and spirited defence, slaying seven blues before a great Royal Blue Wyrm of immense size swoops down and swallows the pair whole. With the Ar'coronals disappearance, the Dark and Green Elves of Miyeritar rally around the Dusk Knight Kiira Meklarran and begin attacking occupational forts and supply caravans in the east of the country. After weeks of chaos Lord Ivosaar returns and appoints, his grandson, the Sun Knight – selutaar, Prince Avossar Vyshaan, Marshall of the eastern armies, as the newest Ar'coronal of the empire.

### -11700 DR

#### The Second Crown War

The Second Crown War flares up in answer to the aggression of Aryvandaar. Armed with their own battle horrors and mighty magics secretly supplied to them by Vyshaan agents, forces from Ilythiir rise up and viciously strike out at any that support Aryvandaar. Its nearest neighbour of Orishaar, as a major trade partner with Aryvandaar, is invaded by Dark Elven ground forces and most of its major settlements are destroyed swiftly in a series of brutal surprise attack of Red and Black Dragons ridden by Dark Elves (using Dragon Orbs supplied to them by a mysterious benefactor), These aerial attacks are supported by an army

of Dark Elves and their demonic allies. Nearly 1 million Dark and Green Elven troops, along with countless goblin and gnolls slaves pour north out of the Misty Vale, the Green Elves there turning a blind eye rather than risk death or enslavement. The first city to fall is Argentyr with its reduced garrison and mines. The upper city is burned to the ground by Dark Elven High Magi riding dominated red, blue and green dragons Elves (using Dragon Orbs supplied to them by a mysterious benefactor). Survivors flee down through the mines and east to Porathoss, but arrive too late to spare the rest of the realm from the flames of war.

Many refugees of Moon, Green and Dark Elf stock arrive in Fhaorenhaven having fled by ship from the burning port city of Myth Shilltaar. They are eventually settled in Fhaorenhaven and Seluvandaar. Refugees from western Orishaar begin pouring across the Gorlan Straits and into Keltormir where they receive a warm yet guarded welcome. Most make their way to Mir and the safety of its now mighty walls.



Secretly summoned by Vyshaan mages (to teach the recalcitrant Othreien a lesson) and controlled using forbidden Dragon Orbs, a clan of Red Dragons set the southern expanse of Shantel Othreier aflame, separating the soon-to-be-called Wyrmwood from its greater body, the mighty arcane archer, Tethir Hawkmoon, kin of Keltormir Aerselynn (soon to be called "the Dragon slayer"), single-handedly slays two of Aryvandaar's ancient red wyrms at Keltor's Wall and saves many elves of his own Keltormir and Shantel Othreier. Tethir's stand earns the elves the respect of the dragons, who have previously dismissed them as ignorant, two-

footed cattle. The Green Elven tree city of Suldassulantaar is consumed in the conflagration, but not before Tethir's efforts save most of its inhabitants.

### -11690 DR

With the fall of Aelaviir, and many Moon and Green Elves pressed into service, the forces of Ilythiir move east laying siege to Ar'telforlynn, whilst the stubborn resistance of the people of Merriath, sees the Ilythiiri high magi unleash a war mythal that erases all trace of the city and its people. With the destruction of Meriath, High Queen Illandrea Moonflower, offers her realms unconditional surrender, even as the southern forests of Orishaar are being razed to the ground to root out those who choose to defy the queens edict.

Satisfied at the progress of Ilythiirs subjugation of his enemies, Lord Ivosaar, orders companies of Dusk and Sun Knights south to begin organising raids against Keltormirs border forces so as to ease the way for Ilythiirs forces and to remove any potential leaders before they can organise an effective resistance.

### -11557 DR

#### The Battle of Baerdynn Hill

After more than 200 years leading a guerrilla resistance, Lord Alton is killed in a raid by Vyshaan Duskblades and dragons on his forces hidden redoubt within the ruins of Faerteldur. In retaliation Ilythiiri High Mages working in nearby Myth Ahkerynnar manage to unleash a horde of yugoloth and demons to massacre the triumphant Sun Elves. This attack upon the elves is suddenly turned around as Lord Malkizid 'buys' the services of the Yugoloth Lord who then set the daemons loose upon the dark elves. The battle is results in the deaths of dozens of powerful lords and ladies from both sides of the war as the nether world hordes turn upon all the gathered elves. In an unprecedented moment of unity, warriors and spell blades from Aryvandaar and Ilythiir, briefly

unite upon Baerdynn Hill to drive off the last of the demonic horde.

### -11500 DR

Thearnytaar and Eiellûr band together with the Dark Elves of Srisaragoth and declare war on Ilythiir, decrying the Ilythiir's use of fire and wanton destruction far more than the power plays of the northern elves. They fight a holding action within and around the Glades of Sargoth preventing the Ilythiiri from advancing north. Lord Darathlyn Aelryth disappears in the fighting around Sargoth and the Ilythiiri retreat in disarray. The stalled advance of the Ilythiiri leads to a leadership change back in the capital Attornash as nobles backing house Sethomir crown its patriarch the newest Ar'coronal of the empire. At Araushnee's bidding, Lord Geirildin Sethomiir coronal and head of the Ilythiiri house Sethomiir summons the balor Wendonai to help him against the Aryvandaar and to help him maintain a leading position amongst the other dark Elven clans.

### -11490 DR

#### The Second Wyrms Teeth War

Volunteers continue to pour into the Dragons Teeth and hidden redoubts within the Misty vale. Many are sent by Clan Hune to help reorganise the shattered resistance. A split develops between the eastern and western forces. In the Misty Vale Coronal Anshalee leads a concerted resistance from the last remaining independent city. Backed up by Ardeep and troops from Shantel Othreier, the Vyshaan adopt a policy of containment and surround the vale with a string of occupational forts and watch towers. In the west they concentrate their efforts to root out the Clan Hune sponsored rebels led by Laranlor Darathlyn Aelryth from the Fortress of Raelin's Tor.

## -11450 DR

### The Sable Wars

Thearnytaar and Eiellûr, with minimal assistance from Keltormir and Shantel Othreier, largely thanks to the continuing threat posed by Aryvandaar, invade Ilythiir, intent on destroying or reforming the dark elves before more realms fall. Supplied by the ever pragmatic Corsairs of Harnost the forces of Thearyntaar and Eiellûr advance south, using Harnost as a staging point before invading northern Orishaar, bypassing the ruins of Aelaviir and massacring the treacherous Green Elves of the Misty Vale as they attempt to make a stand at the Ford of Rivers Bend. After months of battling the occupiers of Orishaar and their goblinoid allies, the invading elves of Thearyntaar and Eiellûr along with a contingent of marines from Harnost are surrounded and destroyed by a huge horde of Vyshaan summoned Demons & Yugoloth and dragons ridden by Ilythiiri High Magi at the Third Battle of the Nek.

More than half their forces are decimated by the corrupt magics of the dark elves who make use of War Mythals (and other fell weapons and magic), supplied to them by agents of the Vyshaan who continue to use the Ilythiir as a cat's paw to further their own plans for Empire. The evil of the Dark Elven leadership makes them the perfect bogey monsters for the Vyshaan leadership.

## -11445 DR

### The Treaty of Rebekante\*

After waging a successful defensive war against all Vyshaan attempts to invade, cross through or occupy Ardeep territory, Orlothil Moondark finally brings the distracted rulers of Aryvandaar to the negotiating table. At the sight of his mother's death, Orlothil forces the local Aryvandaaran general, F'leraldar Goadulphyn to sign a non-aggression pact securing the trading rights and freedoms of Ardeep's people, whilst at the same time setting a mutually agreeable border, and allowing Aryvandaar's merchants free access to

Ardeep and Shantel Othreier's port facilities. Agreeing to this 'pause' in proceedings against Ardeep, Lord Ivosaar sets in place his plans for the complete domination of the western kingdoms, and Lord Malkizids' plans for the complete destruction of the Dark Elven followers of Araushnee.

## -11353 DR

A secret army of demons and yugoloth emerges from hidden portals supporting the eastern Miyeritaran resistance forces in their assault upon the occupied citadel of Vaelnath. The savagery of their attack leaves the forces under lady Anshalee outraged. A mini civil war erupts in the hills around Lake Elloran as the Olrythii Elves battle to drive off the Ilythiiri forces of House Aelryth. In the bloody chaos that follows, Lady Anshalee is slain by Darathlyn Aelryth and all effective resistance in the east collapses. Auglathla and the Mist Vale are ceded to Ardeep in return for a cessation of hostilities along Aryvandaar's south-western borders. Lady Kiarra Olrythii Coronal Anshalee's daughter and heir continues to lead a token resistance from the caverns beneath Kraanfaor, as the Vyshaantar, led by Coronal Avossar make eliminating her their top priority.



## -11300 DR

### The End of the First Crown War

After the capture and execution of Miyeritar's last Coronal, Lady Kiarra, all organised resistance collapses. Isolated pockets continue to trouble the Vyshaan troops but are seen as little more than fleas on the back of a dragon.

The First Crown War ends with Miyeritar conquered by Aryvandaar. After the capture and execution of Miyeritar's last Coronal, Lady Kiarra by Prince Avossar Vyshaan, all organised resistance collapses. Isolated pockets continue to trouble the Vyshaan troops but are seen as little more than flees on the back of a dragon. The First Crown War ends with Miyeritar conquered by Aryvandaar but Ardeep manages to maintain its independence thanks to the Treaty forged 45 years before. Coronal Faernoss continues to attempt a diplomatic solution to the Miyeritarian problem with little success. Determined to maintain Illefarn's neutrality, he never the less advocates covert support for the resistance fighters who camp in his realm.

### **-11299 DR**

#### **The Gem Keepers War**

With the collapse of a central government it falls to the few remaining free high magi and nobles to organise the resistance to Vyshaantar occupation. Led by the Grand High Mages of Faer'telmiir, Myth Olriith and Myth Olkiir, the rebels meet at the citadel of Kraanfaor and vow to liberate their ravaged land and its people or die in the attempt. To prevent loss of knowledge and lore gathered over millennia the gathered magi and priests from over 100 families begin recording their stories within lore gems provided to them for this purpose. The subterranean halls and chambers beneath Kraanfaor citadel become a hub of rebel activity as the gathered selutaar lay down their most potent mythal shunting the chambers into a pocket dimension undetectable by those not of the blood of the 100 families in attendance.

### **-11200 DR**

Prompted to move against skirmishing attacks by Aryvandaaran Dusk Knights disguised as Orishaaran sell swords, the forces of Ilythiir begin raiding and skirmishing along Keltormir's southern borders in a series of probing attacks. Coronal Flynn leads his troops from Myth Liirae and a company from Citadel Bellave clash

repeatedly with the Ilythiiri raiders before driving back into Orishaar and the Alimir Mountains. In the running battles Lord Flynn is captured and taken back to New Attornash for questioning. With his loss the Lords of Mir and Sarennestar begin stepping up patrols along their eastern borders while strengthening the defences of their clan citadels and fortresses. In Damarhynn, the clan lords elect Araegisses Wyarastra Suldusk as the newest Coronal, thus beginning the 15th rysar of Keltormir. Thanks in large part to the magics supplied by the Vyshaan, the elf realms of Thearnytaar, Eiellûr, Syorpiir and Orishaar around the Lake of Steam are by this time all destroyed by Ilythiiri. The Ilythiiri dark elves move on toward Keltormir.

### **-11172 DR**

Laranlor Elladyr is lost when the ship he is on goes down with all hands in a violent hurricane (conjured up by Vyshaan agents), near the Dragons Maw (Asavir's Channel). The fleet he is leading, was bringing arms, equipment, supplies and fresh troops to Shantel Othreier and Keltormir as they battle Ilythiiri invaders along their southern and eastern borders. Elediyr's younger brother, and current Araegisses, Ilitharath Moondark, assumes the crown in his brother's stead.

### **-11125 DR**

Rebels led by Darathlyn Aelryth advance into southern Aryvandaar and begin raiding and burning smaller steadings and tree villages. With the final defeat of Miyeritar and the appalling losses suffered by Ilythiirs expeditionary forces, angry nobles attack & sacrifice Lord Geirildin Sethomiir's lieutenant in the Ar'coronals' absence. Finding himself cut off and exiled, the former emperor, maintains his holdings in Arathmault expanding his worship of Ghaunadaur in an attempt to gain the Slime Lord's favour and more power in the process. General, Olorae Aelryth, the High Priestess of Lolth in Orrbvanaal, seizes power with the full backing of the other high priestesses of the empire. Eventually many of the raiders are

caught and punished by companies of irate Aryvandaaran irregulars, using the ‘Blood Eagle’ as punishment to send the Ilythiiri a message, the 2000 captives are killed one by one in a bloody ceremony that lasts a full 30 days. (A method of torture and execution that was performed by cutting the ribs of the victim by the spine and breaking the ribs so they resembled blood-stained wings.)

Horrified at such an act of barbarity, the local people band together to drive away the last Miyeritaran rebels to prevent an equally bloody retaliatory strike by the Dark Elves and their supporters.



#### -11087 DR

The on again – off again warfare of Miyeritar’s occupation sees a large army kept tied down by hit & run tactics of the dark elves. The unexpected passing of Ar’coronal Prince Avossar Vyshaan, catches everyone by surprise as he is the first Vyshaan ruler to die peacefully during his reverie. The Lords tiefling body guard carries their lords remains deep into the Lost Peaks and inter their prince within the hidden tombs of the most ancient lords and ladies of Aryvandaar. He is the only Vyshaan lord to be buried here and his tomb and those who buried him are soon forgotten in the growing threat of open war with Ilythiir. Lord Ivosaar wants his youngest son Prince Sh’taranaar to inherit the throne, but is overruled by Lord Malkizid who insists the Sorcerer-half daemon, Prince Astragom Vyshaan be placed upon the throne.

Sensing his hold upon power beginning to slip, an increasingly paranoid Lord Ivosaar retreats to his redoubt hidden deep within the bowels of an extinct volcano in the western Moondark Mountains.

#### -11086 DR

Campaigning in the south eastern forests of Keltormir, Laranlor Ilitharath Moondark leads a group of Crusaders from Ardeep, Illefarn, Shantel Othreier and Keltormir in a Grand Crusade against the demon worshipping infidels of Ilythiir.

#### -11050 DR

Ynloeth Othreier is chosen as the new Coronal of Shantel Othreier. His first act is to repudiate all Vyshaan claims to the thrones of both Shantel Othreier and Miyeritar. In the annals of Elven history he becomes known as Ynloeth the Indomitable and Ynloeth the Great.

#### -10997 DR

Fearing resurgence in Vyshaan and Ilythiiri aggression, Coronal Caerta orders the construction of a series of watch towers along the Dessarin border with Aryvandaar, and sponsors the construction of watch towers along the peaks of the Troll Hills, linked by a specifically dedicated portal network and garrisoned by experienced troops and contingents of Song Knights and Spell Blades.

#### -10906 DR

In response to continual nuisance raids by Dark, Moon and Green Elves from within the Dragons Teeth, troops from Aryvandaar sweep through the hills using cannoloths to flush out and massacre hidden enclaves of rebels and refugees. Many others are taken prisoner. When the highland clearings are finished, over 25000 refugees are rounded up, and either murdered or enslaved. The surviving rebels flee into the wild, orc infested Pellindfaar Forest.

## **-10900 DR**

### **The War of Liberation**

The Third Crown War erupts as accords finally fail between Shantel Othreier and Aryvandaar. Agents of Ynloeth learn of the Vyshaan perfidy in the Sable Wars and their role in the defeats of Thearnytaar and Eiellûr. Border skirmishes begin between small patrols, and then full scale war erupts with Ynloeth's sacking of the fortress city of Nikerym on Aryvandaar's southern border. Malkizid, the fallen solar, becomes the secret patron of the Vyshaan lords. At his sons invitation, Malkizid openly becomes the tutor & master of the Vyshaantar high mages and teaches them many terrible secrets of high magic whilst binding their spirits to himself and his dark fey servitors. The Third Crown war begins. The Vyshaantar Empire, invades Shantel Othreier.

### **The Third Crown War**

After a successful campaign against the Dark Elves of Ilythiir, Laranlor Ilitharath repels a raiding force of Gold Elves out of the Woods of Sharrven, and then joins Shantel Othreier's Coronal Ynloeth as his forces as they sack the Fortress of Arkerym and the nearby Aryvandaaran city of Nikerym on Aryvandaar's southern border. It is during this attack that the Ar'coronals Ynloeth and Astragom come face to face for the first time. Locked together in furious combat the two war-lords trade spells and blows for many hours before in desperation, surrounded by a horde of daemons, Lord Ynloeth unleashes his most potent weapon, a Moonstaff. The shattering blow levels ten city blocks wiping out most of the defenders and the daemonic Prince Astragom. Out raged at the death of his son, Malkizid swears vengeance against the line of Ynloeth for 100 generations. Illefarn officially declares its neutrality whilst allowing troops from Ardeep and Shantel Othreier access to its portals and intelligence networks.

Stepping up to take advantage of Malkizids' grief and rage, Lord Ivosaar quickly has his

youngest son, the Grand High Mage of Sharlarion, Prince Merhandesh Vyshaan crowned as the 10<sup>th</sup> Ar'coronal of the Vyshaan Empire.

## **-10837 DR**

### **Battle of the Bloody Swords**

Using its own extensive portal network underneath the capital Sharlarion, the rulers of Aryvandaar send troops and High Magi south to destroy enemy troop concentrations alongside the Delimbyr where it crosses their western border with Ardeep. An army of 20000 Gold Elves emerges from previously hidden portal doors within the Sword Hills. Killed in the battle (really a massacre) besides the 34000 Dark, Star, Moon, Gold and Green Elf troops, are many Laranlyrr (Lords & Ladies) of the resistance as well as several experienced generals and Caerta Silverspear who had simply come along trying to arrange a truce between the different warring parties.

Seeing the disorganised way in which the troops had emerged from the portal network in a haphazard and militarily dangerous manner, Ar'coronal Merhandesh Vyshaan orders his brothers, sons, nephews, cousins and uncles to begin researching a way to join all the separate portal networks into one manageable network over which he and his kin would have complete control.

## **-10792 DR**

### **The First Battle of Three Rivers**

Lord Geverth Moonshadow, High Marshal of Aryvandaar's southern armies, launches a campaign to try to conquer Shantel Othreiers northern settlements. After several small gains his army is soundly defeated at the first Battle of Three Rivers, when the combined hosts of Ardeep, Shantel Othriere and an army of Green Elf archers from Keltormir drives the Sun and Moon Elves from the field, leaving thousands of dead and wounded behind. In retaliation, raiding bands of daemons and flocks of

daemonic wyverns are unleashed upon the populated border regions. They cause much panic and mayhem but no real damage to the functionality of the army facing Lord Marshall Geverth.

## -10700 DR

### Battle of the God's Theatre

The Gods' Theatre (Present Day: The Tunlands) in eastern Shantel Othreier is the site of one of the largest and costliest of all the Crown Wars' battles. In an effort to finally bring an end to the war with Shantel Othreier, the new Lady Marshall of the armies of Aryvandaar decides to outflank her enemies by taking her forces through a valley known simply as "The Slot". (Tunlands). Learning of this move via spies of his own Coronal Ynloeth rushes his own army north to meet the Vyshaantar at the southern entrance of the valley in a natural pound called "The Gods Theatre". Here he makes his stand with 60000 Green, Moon and Gold Elf warriors, priests and mages at his back.



In turn the host of Aryvandaar numbers nearly 120000, but despite outnumbering their enemy two to one, they find themselves trapped in a natural killing field the size of a large city. Nearly 70,000 elves die at the hands of Elven and orcish enemies, as an orc horde 100,000 strong falls upon the already-embattled elves. Aryvandaar wins the day, and occupies the northern half of Shantel Othreier. Ynloeth with his few remaining forces flees south back to the capital, ceding all the lands north of the Chionthar to its conquerors, the Vyshaantar.

## -10600 DR

### End of the Third Crown War & The Age of Never Ending Night

After decades of fighting an indecisive guerrilla war, the Coronal of Aryvandaar, Merhandesh Vyshaan, calls for peace talks to decide the issue diplomatically. Coronal Ynloeth Othreier and his counsellors are invited to attend peace talks at a little known place called Trollclaw Ford. Ynloeth agrees, but suspecting a trap he takes what he considers appropriate precautions. Leaving the capital in a grand procession the Coronal's party heads north whilst Ynloeth and his body guard await their arrival before teleporting into the location of the meeting. The Coronal and his party never arrive. Just before they are ready to leave Ynloeth and his wife are ambushed in their private chambers by 3 Nycaloths who butcher the Coronal and his family before taking their bodies back to the Nine Hells, leaving the mangled bodies of magically altered dark elves in their place.

Assassinated by minions of Lord Malkizid, the death of Lord Ynloeth shakes the realm and brings the Three Moons alliance undone. Now leaderless and unprepared for this sudden reversal the counselors of Shantel Othreier dither whilst the armies of Aryvandaar pour over the Chionthar River and into the central forests. Before the month is out the Othreien forces are in full retreat and the conquest of Shantel Othreier is complete. Only Ardeep, a vassal realm of Shantel Othreierl defended by the redoubtable Ilitharath Moondark, continues to resist the Vyshaantar. Through a series of brilliant guerrilla campaigns, utilising the Illefarn portal network, Laranlor manages to keep the Vyshaantar forces at bay and in complete disarray. The regency of the realm begins and lasts for the next 100 years until the final conquest of Ardeep and the sacking and burning of the city of Deepening Moon. . Resistance movements spring up in Miyeritar and Shantel Othreier.

## **-10560 DR**

Whilst at a supposedly secret meeting of fellow resistance leaders in the southern Ardeep Forest, Ilitharath and many of his fellow conspirators are slain by a trio of yugoloth assassins sent by their Vyshaan oppressors. Ilitharath's son and a few of his followers barely escapes with their lives. With little communication coming from Yr'chionmanthaar and the Conclave of Lords, Tarospur Moondark is elected unanimously as the new Laranlor/Araegisses of Ardeep.

## **-10555 DR**

Acting upon the orders of Ar'coronal Merhandesh Vyshaan hunter-killer squads of Dusk Knights lead by Vyshaan selutaar begin a campaign to track down and destroy the last remaining high priests and selutaar loyal to Miyeritaar. At first they meet with little success as the rebel cells are too well scattered, but within a year the first of more than 35 assassinations takes place. The captured spirits of the slain are sent to the Malkizids' tower in the Barrens of Doom and Despair.

## **-10530 DR**

### **The Third Wyrms Teeth War**

Ilythiiri and Miyeritari Dark, Moon and Green Elves continue their raiding through occupied northern Miyeritar. In retaliation for the perceived betrayal, the people of the cities of Caelpiir, Leurethil and resettled Morynath are put to the sword and their homes burnt to the ground. Killed are hundreds of Sun and Moon Elf migrants who have relocated mixing freely with the survivors from Miyeritar. Horrified at these continual atrocities, Vyshaan High Magi begin looking for a way to end the bitter and costly war once and for all.

## **-10527 DR**

### **The Night of 21 Bloody Candles**

Miyeritaran rebels begin a campaign of assassination of their own. In one bloody night, the 21 occupational fortresses and their garrisons are destroyed in an orgy of violence and revenge. Vyshaan control of the plateau threatens to unravel as the local populations rise up to throw off their oppressors. Before a month has passed most of Miyeritar's hinterland is back under rebel control. It is only in the major cities that the Sun Elves maintain any sense or order and power.

The rebellion continues to grow as more and more expatriates return to attempt to free their homeland. By year's end all lands around the lakes district are once again under control of nobles loyal to House Olrythii. The campaign of selutaar assassinations comes to a grinding halt when the last of the Vyshaan death squads is captured and their blood eagled corpses teleported back to Sharlarion. In turn many Vyshaantar nobles, priests and magi are kidnapped and murdered in a campaign of increasingly dark and bloody methods.

With the rise of the Shadow Hawk rebellion, Ilythiiri mercenaries, mostly worshippers of Vhaeraun and Eilstraee begin appearing within the Sapphire Forest. Their might and magic is soon felt by the increasingly desperate and besieged Vyshaan forces.

## **-10504 DR**

Faced by a war on two fronts and an out of control rebellion within its southern provinces, the rulers of Aryvandaar decide to take decisive action to end the insurgency and bring about the defeat of their supporters once and for all. Research begins on a way to remove the combatants from the province whilst reserving the southern forests as a hunting preserve for their rightful owners, the 12 noble houses loyal to house Vyshaan.

## -10500 DR

After years of fruitless anti insurgent campaigning, Aryvandaar's full army finally invades the eleven realm of Ardeep in force. The conquering Vyshaan install Y'nlathar Othreier (Ynloeth's younger brother), on the throne of Shantel Othreier as Laranlor. His puppet government is much resented by the rank and file of Othreien nobles who plot and scheme to overthrow their new masters at every opportunity. They are in turn helped in their resistance by the Sharn of Cloak Wood and their Dark and Green elf cousins from Miyeritar.

### The Cleansing Storms



#### Killer Storm

By Mark Rain (CCL) <http://www.azrainman.com>

After years of careful planning and preparation, the high magi loyal to House Vyshaan begin their greatest casting. As the main army

marches west into Ardeep and engages the rebels within the Laughing Hollow the gathered selutaar of Aryvandaar circle the entire plateau in a series of specially prepared structures. Utilising the powers of their almost completed Portal Nexus, the gathered magi call forth a mighty mythal designed to transform all intelligent life forms upon the plateau into game animals reflective of the victim's nature. As the storm gathers and the arcane energies course through the fibre of every sentient being upon the plateau, a deeper darker force emerges to hijack the casting, adding its own malignant energies to the fray. The chief casters are their proxies are consumed by the roiling darkness that sweeps across the land. The last vision they have is of a dark skinned, silver haired dark elf in form fitting spider silk attire laughing maniacally at her triumph over Corellon, and her recalcitrant offspring, Elistraee and Vhaeraun.

Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into barren wastelands in three months. The Dark Disaster hangs over Miyeritar like a funeral shroud, and when its cloying mists and bloody rains finally dissipate, the once-proud forest has been reduced to a blasted, poisonous wasteland. Although many of Miyeritar's original inhabitants have fled long before the killing storm hits, innumerable innocents die horribly. While no proof can ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar. The fell magic proceeds unopposed because of a Vyshaantar assassination campaign that has killed or driven into exile many Miyeritari high mages in the months before. Three grand mages of Miyeritar—T'karon, Hamra, and Alunor—and 90 Dark Elven Selutaar previously hidden within the safety of Ardeep and far off Fhaorenhaven, gather in Auglathla at the cathedral of Corellon and travel to Kraanhaor Citadel in an attempt to end the destruction of their realm.

In the end they realise that they can do nothing to stop it. So depositing their collective Selu'kiira safely within the vaults beneath the collapsing citadel, the Three Corselutaar and

the Dark Elves with the help of their Eldar Sharn allies, devise the means to become Sharn and transform themselves and some willing citizens of Miyeritar into Sharn in order to preserve their civilization in the hopes that it will one day rise again. The Sharn from Miyeritar are the three grand mages and many citizens, including elves, dwarves, humans, and the guards and scouts of Miyeritar, the centaurs.

*"the first Sharns of Faerûn were in fact an inadvertent by product of the Dark Disaster—great killing storms sent against Miyeritar during the Third Crown War. As cloying mists and ichor-choked rains scoured the Great Sapphire Wood, three high mages led the last defenders of Miyeritar into the heart of the eldritch maelstrom to counter the dark ritual. Indicative of their desperation, the high mages invoked the rare and perilous Ritual of Myriad, whispered to be legend even in the days before the Sundering. With unbridled magic pounding against defensive wards, the mages joined mind and body to birth the first fhaorn'quessir—a giant-sized, tripartite being of immense power—to walk Toril in millennia."*

*Yet even as the fhaorn'quessir moved to counter the eldritch bonds of the Killing Storms, something entirely unforeseen occurred. The eldritch bonds restricting the transformative magic to the high mages of the First Circle unravelled. Unfettered, lashing tendrils of wild magic quickly enveloped the Second and Third Circles as well. With nary a moment to scream, all ninety souls, the Last Defenders of Miyeritar, were themselves subsumed into the newborn entity. With no arcane practitioners left to maintain the ritual, the fhaorn'quessir began to dissolve under the onslaught of the killing storms. Through fissures in the limestone bedrock, oily black rivulets converged and flowed, forming deep black pools of amorphous goo in the lightless caverns of the Underdark. There the formless fhaorn'quessir waited, its merged consciousnesses pondering the mystery of its existence as the centuries passed it by."*

Brian R James ©

### **-10499 DR**

Threatened with destruction the Auramycos summons millions of Myconids into a mighty army and tried to do the same with any sentient creature within hundreds of miles through strange nightmares-dreams that speak of the comfort of the mass and the hopeless chaos of individuality. This army is then unleashed upon all of the Sun Elves subterranean redoubts hidden beneath the eaves of the Great Forest. This sudden attack is in response to the Dark Disaster when much of its southern forest and fungal body is lost to the ravages of the Vyshaan Killing Storm. Thousands of elves are slain before Aryvandaar's druids and high magi bring the forests fungal infection to an end.

### **-10474 DR**

Stricken with grief and shame over the great evil her kin had inflicted upon the innocent Elves of Miyeritar, having discovered the perfidy and duplicity of the priests and High Magi from Aryvandaar and Shantel Othreier, Coronal Triel Silverspear takes her own life in Sharlarion's main public forum. She declares before the gathered crowd that the Tel'Quessir will know no peace on Faerun as long as the rank and evil stain of the Dark Disaster rests upon their collective Elven souls. With that she plunges a dagger into her heart which in turn triggers the consuming magics that remove her body too from the realm.

Upon learning of his mother's death Urloth Silverspear successfully takes up the Ruler's Sceptre and with it the Coronet of Illefarn. His first action is to order the strengthening of Illefarn's southern and eastern defences, particularly those beside known Vyshaan portal exits. Those known he orders sealed and warded against future use.

## -10464 DR



After decades of careful plotting, the last Dark Elven high magi of lost Miyeritar emerge from the shadows to bring about an act of revenge unlike any unleashed by them so far. In an open act of defiance they surround the sparkling city of Occidian and blast it and its 35000 inhabitants into fiery cinders. The ensuing conflagration destroys them and the Sun and Moon Elven Magi and Sun Knights sent to destroy them. Amongst the dead within the shattered city are the Ar'coronal and all of his immediate family and many of the Lords most ardent followers. Chief amongst those missing is the Daemon Lord Prince Ivósaar Vyshaan. When searchers return to look for survivors they find their lords charred and ashen robes and boots but little else. Free of the oppressive yoke of their aged forebear, the gathered Vyshaan lords reconvene the Council of Electors and choose the most politically acceptable and capable amongst them, the rabid, Dark Elf hating Prince Ivósaar Vyshaan II as the next Ar'coronal of the Vyshantaar Empire.

## -10460 DR

Tarospur and a band of Song Knights are slain defending the Hall of Long Silences from a Vyshaan raiding party. Having doggedly resisted Aryvandaar occupation for more than 100 years, the leaders of Aryvandaar decide that drastic action must be taken. Prince Ivósaar Vyshaan II and the Corselutaar of Sharlarion once again summon their Nycaloth assassins to remove an obstacle from the Vyshaanti's path. With the death of Tarospur Moondark the armies of Aryvandaar sack and burn the capital

city of Deepening Moon, finally conquering the elf realm of Ardeep. Prince Ivósaar Vyshaan II slays two of its rulers—Ilitharath and his grandson Tarospur—in the hundred years it takes to bring Ardeep under his control. Aryvandaaran Telegaunt Elarfindan Floschin is appointed Aradoness-Laranlor (Military Governor) of Ardeep and immediately institutes a state of martial-law.

## -10451 DR

Alarmed at the aggressive progress being made by the Lolth worshipping Dark Elves of Ilythiir, The Council of Lords consults openly with Malkizid within the confines of the Citadel of Broken Stars. During talks with the Daemon Lord and his lieutenants it is decided that the time is ripe to bring about the ultimate revenge upon the followers of the Dark Lady. Loyalist agents amongst the various high magic circles, priesthoods and noble councils begin agitating for a way to stop the relentless onslaught of the avaricious Dark Elves. A carefully managed propaganda campaign begins as the Vyshaan enlist the help of the major bardic colleges and herald lodges to spread the fear of the barbaric southerners amongst the common folk of the western realms. At the same time as this smear campaign is going on and as Vyshaan agents begin uniting the disparate political forces within the Empire and Illefarn, more martial elements of the Vyshaan war machine are continuing to supply arms and supplies to their Ilythiiri counterparts whilst at the same time continuing to take the slaves offered up by the Dark Elves.

## -10450 DR

### The Fourth Crown War

Operating on several fronts previously hidden armies of Dark Elves and their various monstrous and demonic hordes pour forth and begin Ilythiir's seething counter-attacks to avenge the fall of Miyeritar. This sudden and violent offensive sees their open use of the corrupt powers of Ghaunadaur and other dark, evil gods for the first time. The main army of

Ilythiir pours across the eastern border into Sarennestar, while a small force crosses the Strait of Galorn into the Alimir Mountains. Allied with an army from Illefarn, the Ilythiiri and Miyeritari survivors attack Vyshaan outposts in a new offensive. The southern Vyshaan garrisons and their cohorts of locally impressed auxiliaries are routed from their southern redoubts as hordes of demons, goblinoids, spider-kin and Moon, Green and Dark Elves all in service of the Dark Lady and the Mad God, push ever westwards on a eternal orgy of destruction and revenge.

#### **-10440 DR**

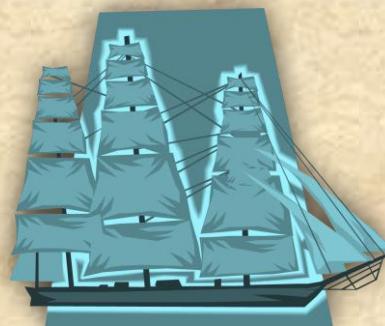
Ilythiiri forces besiege the city of Dryrathon, after 6 months of fruitless battles high magi of clan Hune unleash a war mythal that wipes the city and most of its remaining inhabitants from the face of Faerun. The city's destruction brings a pause to the war as the Coronal stops to rethink her strategy. Before long, Lord Wuleth orders the evacuation of all his remaining cities so as to minimise future loss of life. This evacuation sees thousands of elves rounded up and enslaved by Ilythiiri slaving bands. Those not sent south or sacrificed to the Mad God are trafficked northwards to work in the Grayvale silver and adamantine mines. Many more end up as the spiritual components for Vyshaan and Ilythiiri war machines.

#### **-10415 DR**

After a lull in the fighting lasting more than a decade, Ilythiiri troops move west to besiege the citadels around Mir. In a shocking reversal of fortune this southern force lead by Allyndurr Hune is all but destroyed when high magi from Mir use a stolen War Mythal against their besiegers. Forces rallying from Myth Unnohyr and Myth Novael manage to rout the southern army of Clan Hune and never again face such a threat from their eastern cousins who consider it too costly to continue their southern campaign. Thirsting for revenge, and with much of Ilythiirs' military might in the north fighting the forces of Aryvandaar, Lord Undrek Sethomiir, of Arathmault, using unholy powers

gained from the Slime Lord, slays most of the ruling nobles in Attornash, and assumes the mantle of power.

#### **-10395 DR**

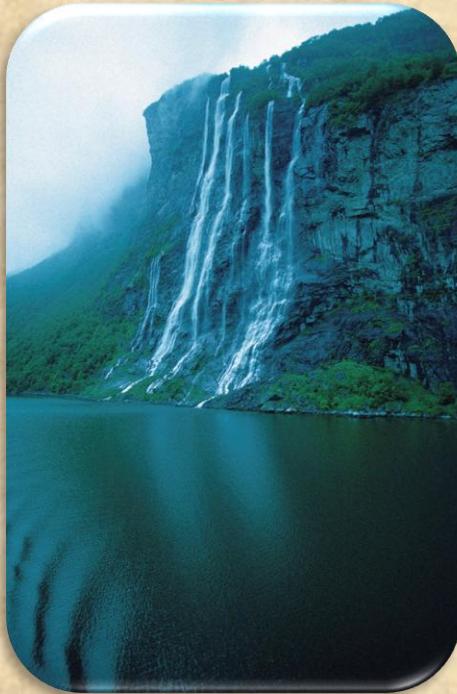


An army from Aryvandaar is landed 20 miles south of Ketallass by a fleet of Orishaaran privateers. The advancing army is met by the River Guards and Song Knights from the city at the Terrindor Crossings. The ensuing slaughter of the advancing Sun and Moon Elves causes the river to run red for many days. The forces of Keltormir win the day, but at the cost of much of their strength. Princess Larassa of Ketallass orders the city's evacuation and the fleet sets sail for their colonies in the south, taking more than 35000 Green, Moon and Dark Elves with it. A follow up force of pirates from Orishaar finds the city deserted and after sacking it, the sea going reavers burn the city to the ground.

#### **-10380 DR**

Ilythiiri forces begin attacking the communities around the abandoned city of Berkaddynn. A retreating army of Green Elf scouts and Light Infantry leads the Ilythiiri into the city where Coronal Wuleth is killed in vicious house to house fighting. A trio of High magi unleash a ritual which collapses the mythal upon the fighting armies, killing all in a cataclysmic implosion. The new Coronal, Atteroth Rilymn'taarm immediately orders a general retreat as he learns of forces from Aryvandaar are advancing from Shantel Othreier south to Keltormir to battle the relentless tide of Ilythiir's many hordes.

## -10300 DR



The elves of Keltormir, opposed on both sides by the Vyshaan of Aryvandaar and the dark Elven clan Hune of Ilythiir, strategically withdraw from eastern Keltormir, holding their lines at Highlands' Edge. Damarhynn is sacked by the forces of Aryvandaar and then fought over by forces of Ilythiir. In the end the city is laid waste. The very young, the old and infirm who were too weak to flee from the approaching armies are all put to the sword after being discovered hiding within the confines of the Tomb City. Their deaths and the magics used by both sides forever taints the mythal allowing the evils unleashed to leach into the wider woods of the Dark Heart. Many running battles are fought the length and breadth of the eastern Wealdath and great numbers of auxiliaries are sacrificed by both sides as they seek to weaken each other through a war of attrition. In the end the people of Keltormir are drive to the Dragons Head, a defensible peninsula that allows them to keep the Dark and Sun Elf armies at bay.

Fighting goes on for many months as Vyshaan forces fight a holding action in the south. The success of the Vyshaan armies delaying tactics allows their agents further time to fully rouse the Tel'Quessir anger and outrage over the

many genocidal crimes laid at Ilythiir's feet. The united Great Houses, High Magic Circles and Religions are called to a Court of Sun and Stars at the Gathering Place in Illefarn to decide the fate of the troublesome Dark Elves to the south.

## -10270 DR

### **The Stone and Claw Campaigns**

The withdrawal of Keltormir's forces to close and defend its own borders pitted the forces of Aryvandaar and Ilythiir against each other. They soon close ranks and fight incessantly for two centuries. Battles rage across the giant-infested mountains and weir-claimed plains north of Keltormir. The forest city of Suldanesellar in northern Keltormir is sacked and torched by Ilythiiri raiders riding dragons and driving a horde of goblinoids and giants before them. Vyshantaar levies drawn from the everyday populace of conquered Ardeep and Shantel Othreier are sent south to face the advancing Ilythiiri hordes. Casualties are greatest amongst these draftees and various 'jack-ups' and mutinies are the result.

## -10261 DR

Aryvandaar's plans are set back apace with the death in battle of Ar'coronal, Prince Ivósaar Vyshaan II. Caught in open battle with an army of stone and mountain giants driven onto the open plains by Ilythiiri demon-wyrms, the vanguard of Aryvandaar's eastern army is caught in column formation by the advancing giants. Eventually the behemoths are turned but not before more than 2000 Vyshaan warriors, including the Ar'coronal are slain. A hasty gathering of the Electors Council sees Prince Manalo'ash Vyshaan handed the rulers Axe and Sceptre. (The rulers blade having been lost a century before.)

## -10268 DR

Coronal Atteroeth Rilymn'taarm is killed leading Aryvandaaran forces away from the redoubts hidden in the Tethir Highlands. His scouts manage to slay hundreds of Vyshaan regulars

and keep them away from the hidden caverns and citadels located deep within the mountains. Crowned in his stead is Prince Atterothgar Fellmir of Myth Norvaell becomes the next war leader and Coronal of the much reduced realm of Keltormir. The body of the fallen coronal is seized by the Vyshaan Dusk Knight Halafondyr Nimesin and re-animated as a zombie in his service.

### **-10220 DR**

Ardeep's Aradoness-Laranlor Elarfindan Floshin is assassinated by Moon Elf freedom fighters operating in the Trollbark Forest. He is replaced by his more cautious and conciliatory brother Callondell Floshin. Despite pleas from the new Governor for clemency, the rebels responsible are publicly executed within the market clearing of ruined Deepening Moon. Further punishment is meted out when fresh levies for the war are raised and hostages are taken to serve as labour and domestics within Sharlarion and Tiru'telardon's many noble villas.

### **-10176 DR**

Laranlor Y'nlathar Othreier is slain whilst fighting Dark Elven raiders using dragons and demons to burn their way across eastern Keltormir and the south-eastern edge of the Woods of Lurue. Sensing an opportunity, nobles from Shillora quickly rebel, throwing out their former masters. In retaliation the Vyshaan allow the city to be torched by the Ilythiir as they raid their way north into the Green Fields. Peraphus Othreier is installed as Laranlor, by the Vyshaantar, selected as the most submissive and compliant of the many possible candidates for the job. The entrenched Sun Elves and their allies begin a slow withdrawal back to the northern frontiers of Shantel Othreier. There the geomancers and crystalomancers prepare a series of fortified positions designed to delay the Ilythiir and deny them domination of the Great Plains of the Othreien hinterland.

### **-10110 DR**

The purposely built fortifications garrisoned by the mightiest warriors, spellblades, arcane archers and dragon riders of the empire manage to halt the Ilythiiri advance for many years. Prompted by the urgings of Vyshaan agents who have whipped the people into a frenzy over the Ilythiir's continued destruction of the western forests, over 1,000 priests and High Mages meet at Corellons Cathedral in the heart of the Gathering Place in neutral Illefarn and spend decades in fervent prayer for salvation by Corellon Larethian and the Seldarine. The high magi loyal to Lord Malkizid begin to channel this divine energy into a gigantic key stone hidden beneath the floor of the great crystalline dome. In secret High Magi from Aryvandaar begin work on a Ritual of Myriad that will remove the Ilythiiri and their allies as the last threat to ultimate Vyshaan hegemony over the elves of Faerun.

### **-10100 DR to -10050 DR**

#### **The War of Ash and Dust**

Through enslaved dragons, armies of demons and worse, and through the use of Fire Spiders, the dark elves of Ilythiir engulf all of Shantel Othreier in flames, destroying over 70% of its trees over the course of 50 years. Coronal Atterothgar leads companies of warriors from Mir and the hidden redoubts in the Ridge on raids into southern Shantel Othreier killing hundreds of occupying soldiers from Aryvandaar.. At sea a fleet of clippers and swan ships attacks and sinks dozens of merchant and warships of Orishaar, Aryvandaar and Ilythiir keeping these nations from reinforcing their troops by sea.

### **-10110 DR**

At the secret behest of Lord Malkizid and the Vyshaan Ar'coronal, priests of Corellon working in opposition to the corrupt dark elves of Ilythiir and their continued destruction of the forested eleven homelands by fire (an eleven enemy of long-standing), over 1,000 priests and High

Mages in neutral Illefarn and other free areas spend decades in fervent prayer for salvation by Corellon Larethian and the Seldarine gods.

### **-10090 DR**

#### **The Second Battle of Three Rivers**

The southern watch towers and Green and Moon Elf communities of the Three Rivers district of Esmelvale are over run, sacked and burned by the advanced guard of the Ilythiir armies led by clan Hune. The Moon Elf city of Teu'alumista on the shores of Lake Esmel is the last to fall, most of its 32000 inhabitants killed in the flames that consume their homes. The survivors become slaves and forced labour. A relief force from Keltormir manages to rescue thousands of captured elves, carrying them to safety within the Mir Highlands via sky going swanships and newly acquired monarchs from Illefarn.

### **-10085 DR**

#### **The Fall of Myth Rua'vae (The City of Starlight)**

After three years of siege, the Gold Elf city of Myth Rua'vae, located at the eastern feet of the Cloud Peaks, is destroyed by Dark Elf Selutaar using a War Mythal. When the maelstrom that they unleash finally abates, the city and all its 52000 inhabitants is gone with not a single stone or blade of grass left standing. High Mages from Mir in turn sweep the valley of Ilythiiri with a war mythal of their own, unfortunately killing several thousand Sun and Moon Elf prisoners in the process.

### **-10075 DR**

#### **The Slaughter of Greenheart Vale**

After consolidating their hold over southern Shantel Othreier, the Hune armies push forward again through the Green Woods and into the very centre of the realm, the Greenheart Vale. The dragons and the demonic horde that followed, spear headed by brigades

of demonic Dark Elven half-breeds, and tieflings, set almost the entire forest ablaze between the Cloudpeaks and the Chionthar River; In turn destroying the Moon and Gold Elf cities of Seluvandaar, Myth Veluthil, Teu'alumista and the only Green Elf city in the realm, Ardonvandar.

### **-10070 DR**

In the face of increasingly savage attacks by Ilythiiri forces using war mythals, enslaved dragons and hordes of demonic allies upon their outlying territories, the desperate high magi of Aryvandaar begin searching for an answer to the ravaging Dark Elven hordes. A reclusive selutaar, Tashaaravyth Evanara and his fellow clan magi begin working upon the empires greatest creation a self generating portal network they name the Fhoeldin durr, the Thousand Fold Way. The first act in the creation of this mightiest of workings is to create a heart stone, and a focus crystal to control it all.

### **-10063 DR**

#### **The Erasure of Yrch'ionmanthaar (The City of Placid Reverie)**

At the site of present day Berdusk, there once stood perhaps the most beautiful city in all the world. Shantel Othreier's capital, the brightly glowing sapphire and lapis towers of Yrch'ionmanthaar shone as a symbol of peace and contentment in an ever darkening age. The city was destroyed without warning when the Ilythiiri Selutaar unleashed their most potent Myriad Ritual the "*Shil'Tel'Orar*" This ritual effectively deconstructed and reduced all artificial constructs (including trees altered by High Magic) to their natural states. All buildings vanished, reduced to component matter. This ritual also unleashed its destructive effects on any living thing except plants and trees, which it restored to full natural health. Within the space of 10 hours, Yrch'ionmanthaar and almost its entire population were no more.

## -10050 DR

### The Battle of Screaming Trees

Alarmed and horrified at the wanton destruction unleashed by clan Hune, the Vyshaantar dispatched 100 000 troops led by the puppet Coronal Peraphus Othreier. Confident of victory Peraphus sends his eagle and dragon riders ahead to counter the aerial forces of Ilythiir. Forming up on the Plains of Sama, (south of modern day Elturel) the army of Aryvandaar, a shining mass of mithral clad warriors, is smashed to charred cinders by the treacherous magic of the Selutaar of clan Hune.

In light of the defeat, the ruling families of Aryvandaar urgently begin the advanced settlement of the sacred island of Evermeet.

*"The time was ripe for Evermeet to become a realm, one to which the elves could escape if need be, a haven that they could readily defend. And so the Council chose several noble clans to begin the settlement of their Elven homeland.*

*As all anticipated, House Durothil was the first to be selected. The lot fell also to two other powerful Gold elf clans, Evanara and Alenuath. Of the Moon elf houses, Amarillis, Moonflower, and Le'Quelle were chosen. It was the task of each individual house so honoured to select those members who would go to Evermeet and those who would remain behind. Nor were these nobles the only elves so chosen: Each family brought servants from among the common folk, warriors taken for the most part from less-powerful clans who owed fealty to the great noble families, and a number of elves who possessed skills in various necessary crafts. Cobblers, coopers, gem smiths and hawk masters were as important to the island kingdom as the nobles who would govern and protect them." From "Evermeet" by Elaine Cunningham<sup>©</sup>.*

While the settlement of Evermeet is underway, the increasingly desperate and power-mad Vyshaan selutaar complete the Gate Keepers Crystal and the Waymeet and immediately put

its portals to good use in the Battle of Corellons Weeping.

## -10049 DR

### Battle of Corellon's Weeping

A combined army 165000 strong made up of the free peoples of Illefarn, Ardeep, lesser settlements of Aryvandaar and the shattered remnants of the armies of Shantel Othreier meet on the plains of Corellon's Weeping, to confront the Army of Twilight (a force comprised of Dark Elves, yugoloths, devils, demons and dragons.) There on the plains halfway between the Delimbyr and the Troll Hills, they halt the Ilythiiri advance and after days of struggle, manage to all but destroy the army of Twilights Fall with the help of a Seldarine summoned host of Celestials, metallic dragons and Eladrin (Ghaels and the like).



## -10,000 DR

Always a champion of the free will of his people and bowing to their collective prayers the Seldarine respond to the arcane and divine high magic of the elves by smiting the Ilythiiri and their allies.

### Descent of the Drow

### "Araushnee's Revenge" & "The Great Betrayal of the Seldarine"

Corellon's magic, as channelled through his priests and High Mages, is redirected through the Crystalline Key Stone hidden deep beneath the Cathedral in the Heart of the Gathering Place. Whilst the magic is directed at transforming just the Ilythiiri and their Green and Moon Elf allies, the Dark Lady herself,

springs her greatest trap as her agent, the balor Wendonai, merges his essence with the Key Stone corrupting the divine magic which then transforms the dark elves, whether the corrupt Ilythiiri or Miyeritari dark and green elves, into the Drow. Whether by magic or by the weaknesses that banishes them from the sunlit lands, all Drow retreat within two month's passing into the Underdark. Seething with anger at Araushnee's and Malkizids' treacherous acts, Corellon begins sending out visions that sees Elves summoned to the site that becomes Elven Court one month after the Descent of the Drow, to settle differences and restore peace among the people. The few Green and Moon Elf survivors of Miyeritar who were not transformed do not attend the conference.

Like their kin elsewhere, the dark elves of Narathmault are transformed into Drow by the will of the Seldarine, shattering their bindings over a host of fiends who swiftly turn on their former masters. Led by Undrek of Clan Sethomiir, the Drow and their Minotaur servants are forced to flee Narathmault, travelling south and east into the underground caverns beneath the present-day Plateau of Thay. With the sudden collapse of the Ilythiiri offensive and occupation, the Princess Eminent of Harnost leads her fleet back into the harbour city of Aelaviir. The remaining Ilythiiri forces, mainly elves of mixed parentage, goblinoids, and demonic spawn such as cambions and tieflings are soon routed from the city and scattered across the realm. Within six months of her arrival, High Mage, Princess Eminent, Marash Amarillis is crowned the 24th and last High Queen of Orishaar.

## -9990 DR

### The Battles of Fallen Leaves

Less than a decade after the betrayal of the Dark Elves, the forces of Aryvandaar pour across Illefarn's northern border smashing into and destroying many of the empires northern settlements. In a campaign of violence and terror they besiege, sack and burn Llewyrvaal,

Khalarvaal and Myth Iliyannar. Refugees fleeing from the advancing Vyshaan armies find refuge through the portal network to the Moonshaes, and the Shattered remnants of Shantel Othreier (the Cloakwood and Wood of Sharp Teeth).

## -9980 DR

### The Siege of Sarthandor

In a move designed to split the realm and divide its forces, lead by Prince Manalo'ash Vyshaan a second army emerges through newly created Waymeet portals in the southern Sword Mountains. With the majority of Illefarn's armies engaged in the north, the troops from Aryvandaar quickly over run the fortress city of Everanshee and begin laying siege to Illefarn's capital, Sarthandor.



Aradoness-Laranlor Callondell Foshin of Ardeep dies in an apparent riding accident whilst out hunting orcs in the Sword Mountains. Despite desperate attempts to revive him, his spirit remains silently and stubbornly in Arvandor held there by the efforts of Dusk Knight Necromancers. The rabid Green and Dark Elf hating Selutaar Galltorix Foshin is appointed to replace the late Callondell as Aradon'lor (Governor) of Ardeep.

## -9979 DR

Galltorix Foshin is killed by a young but feisty Green Elf maid he is trying to subdue. She stabs him with his own blade then burns his body beyond repair in a conflagration that consumes the Aradon'lors' tree palace and the green elf too. Sensing that the Foshin have outstayed their welcome, and seeking to foster better relations with the Moon and Green elves of

Ardeep, Coronal Manalo'ash Vyshaan appoints Killithra Ealoeth as the new Aradon'la.

### **-9975 DR**

The High Magi of Aryvandaar begin tracking down and disabling the Illefarn portal network, there by slowly strangling off Sarthandor's supply and communication lines. Refugees continue to pour out of the city and into places like Sharandar and south to Keltormir via ships from the port settlement of New Ardmantor. Many of these ships run afoul of corsairs and slavers operating from the Dragon Isles. The many ships lost to these reavers yield up an huge bounty of magical items, trade goods and slaves. With such a bounty flowing into Sharlariion's coffers and mines the empire experiences a brief resurgence in wealth and power.

### **-9950 DR**

Left with little choice Coronal Elladry Moonflower surrenders Sarthandor to the forces of the Vyshaan general Talliossa Ealoeth. Forcing the evacuation of the city, Talliossa then orders his High Magi to erase Sarthandor from the surface of the world. The people watch on in horror as their former capital is reduced to ashes and dust as the Vyshaan Selutaar unleash a War mythal upon the City of Ruby Coral Spires.

### **-9940 DR**

Despite the destruction of the capital and the capture of the Coronal, the Dark Green and Moon Elves of Sharandar continue a guerrilla campaign operating from caves and hidden encampments within the Sword Mountains. Despite repeated Vyshaan attempts to root them out the rebels continue to frustrate the efforts of the occupiers to completely pacify the country.

### **-9930 DR**

Taking a personal hand in the suppression of the rebels within the Sword Mountains Ar'coronal Manalo'ash Vyshaan leads many attacks on refugee villages and encampments in an attempt to draw the rebels into open battle. Despite the death and capture of hundreds of innocents the rebels maintain their elusive hit and run tactics. In a nameless village high in the Scimitarvael, Prince Manalo'ash is slain by a stray arrow that pierces his heart and sprouts roots becoming a gigantic hangman tree that then proceeds to consume any elf its roots and branches can reach. Dumbfounded at his elder brothers stupidity, the effete High priest of Labelas, and head of the Dusk Knight order, Prince Avalash'kaar Vyshaan becomes the 13<sup>th</sup> Ar'coronal of the Vyshantaar Empire.

### **-9923 DR**

Just seven years into his reign, and with Vyshaan fortunes quickly sliding as Prince Avalash'kaar spends all his time in court entertaining his sycophantic and feckless followers, The Ar'coronals reign comes to a violent and sudden end on the end of his cousins' sword. Retaking control of Vyshaan forces and fortunes is the sociopathic Dusk Knight Seneschal Prince Giilvas Vyshaan. He and his brothers along with their many sons rest back control from the Durothil-Vyshaan branch of the family restoring the line of Lord Ivosaar Vyshaan to the throne of the empire that bears his name.

### **-9914 DR**

#### **Battle of Larchford**

Believing that they are there to secretly meet Coronal Elladry and plan a general uprising, the leaders of the rebellion, led by the Song knight Adufaer Strongbow are ambushed and slain by Vyshantaar Magi and Dusk Knights at the village of Larchford (nearby present day Stonebridge). The bodies of the slain are strung up along the bridge crossing the river as a warning to others,

whilst their souls are entombed in several emeralds and buried within the Royal Crypts beneath the temple on Red Larch Hill. With the Adufaer's death, the rebellion comes to a staggering halt. The full time occupation of Illefarn begins as the last refugees flee to the Moonshaes, Shantel Othreier, Keltormir the Yuirwood and the hidden colonies beyond the Inner Sea.



### -9900 DR

Aryvandaar annexes Illefarn and Neverwinter Wood, its colony in the LLewyrrwood. Elves of both lands flee to the remnants of Shantel Othreier, occupying hidden holds in the Reaching Wood, The Wyrm Wood, and the Wood of Sharp Teeth. The vast majority of escapees find refuge in the hidden Green Elf city of Illith'arear. At the behest of Malkizid, the mad king Giilvas Vyshaan orders the murder of all the wizards and high mages who stand against him. Aryvandaar's covert persecution of High Mages and priests begins, as they attempt to destroy or control any who might somehow force their descent as they did the Drow. Many mages and priests of power find refuge within the Forests of Keltormir, and in particular the Citadel city of Mir, from where coronal Atterothgar and many high magi from across the west begin planning a campaign to disrupt Vyshaan plans and eventually re-take their lost realms. A secret alliance is forged with fallen Dark Elven houses from Mir and Miyeritar who begin to attack Vyshaantar outposts from beneath.

There are however several tribes in both Illefarn and the LLewyrrwood who refuse to flee, and spend years fighting the sun elves with fierce guerrilla tactics. Eventually they are pushed further north by the superior Aryvandaaran, whose mages scry the locations of these rebels and burn their homes with magical fire.

### -9800 DR

The Vyshantaar Empire's forces occupy all Elven realms (save Keltormir) from the High Forest of Aryvandaar to the sweltering southern forests of Ilythiir. They begin the colonization and settlement of Evermeet. Guerrilla forces operating out of southern Shantel Othreier and The Olaramomdin Mountains achieve small victories all along the eastern marches of the Vyshaan Empire allowing resistance cells to begin growing within the more populated centres of the empire.

### -9750 DR

The Riildath is settled by moon elves and gold elves of Shantel Othreier and Ardeep fleeing the persecution of the Vyshaan of Aryvandaar, becoming the realm of Lethyr. The elves of the Riildath discover the horrors of Narathmaul and resolve to clear the forest of all *N'Tel'Q uess* (non-elves) so as to safeguard them from the foul legacies of Ilythiir.

### -9600 DR

#### **The Dark Night Wars**

Miyeritari Drow (and many Green Elf and Moon Elf clans from Miyeritar), harass Vyshantaar forces over the next five centuries. This continued guerrilla warfare helps prevent their annexing Keltormir or any other lands. The early Drow civilisations make their presence known by harassing and raiding Vyshaan settlements killing and enslaving any who support their ancient enemies. Not all Dark Elves support such actions and many worshippers of Eilistraee and Angharradh flee

east in search of the ‘Lost Ones’ of ancient legend.

### **-9376 DR**

Hellynthal Ealoeth’s violent reign of terror comes to a fiery end when she and the troops and selutaar she is leading are slain when the temple they are raiding is reduced to a smoking ruin by a series of magical traps triggered by the raiders. Aradonla Hellynthal is immediately replaced by her brother, the Ar’selutaar Haldar Ealoeth an ambitious and narcissistic elf with an over inflated sense of his own importance.

### **-9200 DR**

#### **The Fifth Crown War**

After nearly a millennia of debate among the elves of Elven Court, the gold Elven clan of Vyshaan, rulers of Aryvandaar and the Vyshaantar Empire, are found to be at the heart of the problem of all the unrest. They are to be stripped of their rulership, their nobility, and their lives are declared forfeit for the betterment and reunification of the Elven races. While the Elven Court elves believe themselves to be free of corruption, the Vyshaan have spies among them, and with their warning, they marshalled their forces against the decisions of Elven Court. The Fifth Crown War began quietly but recklessly. In desperation, the mad elf king Giilvas Vyshaan despatches his Dusk and Sun Knights with orders to slay all the wizards and High Mages who stand against him, counting on the support of his High Mage sons and brothers to protect the clan. Their attacks on Illefarn and its northern colony of Llewyr succeed, and the few surviving elves flee for safety south to the remnants of Shantel Othreier or west to the then-unsettled Moonshaes.

The First Proclamation of Elven Court leads to the revolt of the nobles of Aryvandaar and the last Crown War begins. The Elven Court, the Seldarine priesthoods, and the long-hidden High Mages restore pockets of resistance and freedom across the entire Vyshantaar Empire, fragmenting the armies and nobles to limit their

coordination. Many Vyshaan followers are assassinated by Miyetari Drow and their allies in a programme that mirrors the process the Vyshaan used to weaken Miyeritar before the Dark Disaster. Suddenly threatened by hordes of demons from Araushnee’s realm, and a legion of Eladrin from Arvandor besieging his outer realm, Lord Malkizid abandons House Vyshaan and retreats to his citadel deep in the Barrens of Doom and Despair. Rebels in Ardeep begin an open rebellion, using a prophecy about the return of Ar’Laranlor Ilitharath in Ardeep’s hour of greatest need as a rallying point for the rebellion. Lady Shellorilla leads a force of knights, magi and spellblades in a crusade against Vyshaan forces in occupied Orishaar and Ilythiir.

### **-9199 DR**

Beset on all sides by open rebellion and insurrection, and having lost the support of his daemonic sponsor, Ar’coronal Giilvas Vyshaan and a band of his closest tiefling body guards fake their own deaths, and retreat into the shadows to conduct their war from the safety of the hidden Vyshaan city of Veldaoresk. Lord Giilvas installs his eldest son, the Sun Knight Paladin of Labelas, Prince El’Vhoorin Vyshaan as the 14<sup>th</sup> Ar’coronal of a much reduced Aryvandaar. The new ruler finds himself little more than a figure head as the noble heads of the 12 great houses look to Prince Giilvas for leadership in the war.

### **-9175 DR**

A conclave of Ardeep’s hidden High Magi and Priests calls upon the Seldarine for aid. In response they send back Ar’Laranlor Ilitharath to lead the revolt. In a series of stunning victories the occupying forces of Aryvandaar are driven from the forests over the next 50 years. Former Aradon’lor Haldar Ealoeth is driven south with his forces, along with the retreating Vyshaantar armies from western Shantel Othreier to the port city of Fhaorenhaven and its surrounding lands.

## **-9156 DR**

Caught up in the head long retreat from the shattered lands of Shantel Othreier, the camp of Ar'coronal El'Vhoorin Vyshaan and his host is overtaken by a legion of Miyeritaran Dark Elves and their Green Elf allies in the hills about Troll Claw Ford. The Prince is captured, blood-eagled and then beheaded, his mutilated corpse sent back to Sharlarion as a warning of things to come. Disturbed at this sudden loss of his eldest son, Prince Giilvas then places his heir apparent, the Sorcerer – Dusk Knight Prince Eltab'baer Vyshaan upon the Midnight Throne.

## **-9142 DR**

After many bloody and vicious battles the forces of Keltormir find themselves standing before the ruined walls of occupied New Attornash accepting the surrender of the Vyshaan garrison there. Of the 20000 Gold and Moon Elf prisoners taken here, less than 1 in 10 manages to return home at the end of the war. The forces under Coronal Shellorilla's command begin raising Ilythiiri citadels and cities to the ground in retaliation for the destruction they have wrought upon the western forests and their people. By the time they are finished, 11 cities and countless castles, mansions and towns are wiped from the face of the planet using high magic to sweep away the reminders of Dark Elven treachery.

## **-9080 DR**

The luckless Prince Eltab'baer has barely had enough time to consolidate his hold upon power when the swan ship he is flying in crashes into the side of a mountain whilst returning from Veldaoresk. The ship and its 40 passengers and crew are lost with all hands and investigation reveal the tooth of a gargantuan sized blue wyrm embedded in one of the wrecks shattered wings. Of the crew, only mangled and bloody remnants remain from a large dragons most recent meal.

Losing sons and patience with the way the progress of the war against Illefarn is going,

Prince Giilvas places his most trusted and loyal retainer, his third son and captain of his personal body guard, Prince El'Vagonis Vyshaan upon the throne as the 17<sup>th</sup> (and last) Ar'coronal of the empire. Armed with a new rulers blade the mighty warrior and wizard Lord El'vago' leads the remnant legions of Aryvandaar on a renewed offensive that sees the Vyshaan forces retake Moonwater, the ruins of Occidian, and Narkerymhoarth back from the advancing Moon and Green Elf armies. The speed and violence of the offensive sees Illefarn's forces retreat rapidly back across the border and onto the west banks of the Dessarin River. There they make a stand but are defeated by the Vyshaan's use of the Waymeet Portal. At the battle of the Shattered Swords, the Grand High Mage of Aryvandaar, Prince Gormvaalas Vyshaan is slain and his greatest treasure, the Gate Keepers Key captured and sent back to Illefarn's new capital for study.

## **-9007 DR**

After once again successfully driving the Vyshaantar from Illefarn the Coronal Elladry Moonflower is slain by a stray arrow to the eye shot by a young child on a practice archery range outside of Sharandar. The aged Coronal, refuses priestly aid, and dies quietly in his bed. In his place his great-great grand daughter Vaellassra Moonflower, once again takes up the Rulers Sceptre, restoring the Rule of Kelytha's peace to its rightful place.

## **-9000 DR**

### **The Return of the People & The Fall of Sharlarion**

After many resounding defeats the gathered hosts of all the remaining Elf realm are camped before Sharlarion's wall upon the Plain of Dreams. The combined might of the gathered warriors, priests, magi, arcane archers and spell blades lays siege to the city at the centre of their greatest torments and nightmares. The point of origin for most of the Tel'Quessir becomes a smoke and blood filled battle field

as heartless Vyshaan war machines, floating citadels, war crawlers, giant battle golems, draconic constructs, daemons, Elven Undead, enthralled slaves, goblinoids & giant kin, elementals, wyverns, griffons, and dragons are all unleashed upon the shining host of Illefarn and its allies.



The ensuing battle sees horrors unleashed from beneath the Keep of the Durothils. The great city's walls are breached in a dozen places as the Shining Host pours into the city of the ancestors. Vicious house to house fighting leaves much of the city in flaming ruins. Thousands of innocents die as the might of Illefarn's armies drive the few loyal nobles and their retainers back towards the Ar'coronals Keep.

*"There is a communication from Aryvandaar, Lord Durothil," she said. "You are needed in the Circle." Vhoori frowned. "Ygrainne can act as Center in my stead. Bring word to me if the message is urgent." The Elven woman bowed and hurried from the room. "Aryvandaar," Mariona said, a question in her voice. "A great and ancient kingdom, many days' travel by sea from this island," he explained. "Many of our ancestors came from this land..." an Elven warrior bolted into the room, his flaxen hair flying about him in disarray and his black eyes wild. "Vhoori, the Circle is destroyed! Every elf who cast the High Magi is gone—gone! Utterly vanished. I would not have believed it had I not been in the spell chamber and seen it with my own eyes!"*

*"Did you hear the message from Aryvandaar?" Vhoori asked in a dry whisper. "I did," the warrior said grimly. "It was a call for help from*

*the tower at Sharlarion—they wanted us to send warriors and magi through the gates at once. Then came a blast that nearly drove me mad, and then—nothing. Quite literally nothing. I was the only elf left in the chamber. What does it mean?"... You see, the Crown Wars have taken their toll, after these many centuries of warfare. The ancient kingdom of Aryvandaar has fallen.*

From "Evermeet" by Elaine Cunningham©

The Fifth Crown War ends with the utter defeat of the Vyshaan and the dissolution of Aryvandaar. The War lasts only 200 years before the madness of the Vyshaan compels even their most fervent followers to abandon them before all the elves lay dead at their hands.

Even as the armies of Arcorar lay siege to Sharlarion, the fey'ri lords of the 11 ruling houses turn upon their Vyshaan masters when the puppet Ar'coronal Lord El'Vagonis Vyshaan gates in the Devil Lord, Malkizid, the Branded King to the great summoning chamber of the Hidden City. Beset on all sides by rebellious fey'ri lords, Malkizid and his Vyshaan minions lay low the best and brightest of the 12 great families. Lacking the leadership of the ruling princes, the forces of Sharlarion resort to summoning help from far off Evermeet.

However before the high magi of Evermeet can send help they are slain and much of the city is laid waste by the combined might of their former empires surviving selutaar. The mythal is collapsed through the use of the Gate Keepers Crystal, and Elven warriors and battle magi storm into the citadel via the portals of the Waymeet. Even as high magic consumes much of Durothil Keeps upper levels, the lesser vassals and servants of house Vyshaan are fleeing through the many rat-runs leading out of the Hidden City.

In a final desperate gamble the shadowy Lord Prince Giilvas summons his 12 most loyal lieutenants to the Tower of Screams in the Barrens of Doom and Despair where the last meeting of the Great Lords took place. Listening

in with avid interest Malkizid finally decides to intercede when the lords vote to remove the Vyshaan from the throne and install one of their own, Count Saelethil Dlardrageth, as interim Ar'coronal. Siding with his patron Prince Giilvas, the daemonic servants of the Branded King along with the honour guard of Prince Giilvas turn upon the 12 lords and their followers.

In a titanic battle lasting many days, the Valley of Silken Shadows is laid waste and Lord Malkizid, mortally wounded flees for the outer planes, abandoning his shattered realm and leaving the suddenly bereft Prince Giilvas to his fate. The three surviving rulers, Lords Saelethil Dlardrageth, Nelaeryn Marstarym and Yrlessa Craulnober begin their greatest casting forcing Prince Giilvas and his surviving high magi to flee to the hidden fortress city of Veldaoresk where eventually confronted by the combined armies of all the surviving Elven realms, and a host from Arvandor, the Vyshaan including Ar'coronal El'Vagonis, and their most rabid Elven and Daemonic followers, make their final stand. Fleeing the resultant calamity, the four youngest sons of Emperor Giilvas flee westward and escape in a hidden spell jammer to quietly marshal their strength and wait such a time as they can return in glory to Faerûn.

Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace. An army of Miyeritari Drow, Green Elves and Moon Elves boils up from beneath the Vyshaan citadels unleashing stolen Vyshaan magics upon them. Many citadels are taken from within before the united Elven Court forces can reach them. Others explode in spectacular fashion killing attackers and defenders alike as the Vyshaan Selutaar give up in vengeful despair.

With the death and disappearance of the last scions of House Vyshaan, the Fifth Crown War also cancel's the growing monarchical ambitions of the Vyshaan loyalists in Evermeet, since the Vyshaan managed to send word of the fall of their empire via High Magic. In order to keep the chaos of the Wars off Evermeet's

shores, those closest to the Vyshaan denounce their former overlords either leaving to join their comrades or abandoning them to their fates. In the end the dozen or so lesser Vyshaan nobles found upon the island are quietly arrested and executed their battered remains consigned to the deepest parts of the Sword Sea.

### **-8800 DR**

Years later, when the Vyshaantar are defeated and Illefarn is being re-settled, some Green Elves venture north looking for their lost kin. They travel along the Spine of the World and all the way to the glacial ice sheet known as the Great Ice Sea. There they find something that take them by surprise: elves clad in primitive furs, their hair and skin tinted in shades of gray, white and pale blue. Feasting over a still-warm corpse of a huge yeti, the creatures do not react to their approaching sylvan cousins. Suddenly, ice cracks under the feet of the expedition and they tumble down into a pit. As they shake off the disorientation, a pale face twisted by anger appears above the pit, and states emphatically: *"We have been exiled from your lands, and so shall you be exiled from ours. You are the ones who left, do not come looking for us."* That is the last this expedition ever sees of the snow elves. When they manage to climb out of the trap, their shaman attempts divinations to locate the snow elves again, but his vision are blocked by a pair of stern eyes that stared at him from the darkness. That convinces the expedition that the exiles are under Fenmarel's protection, and they return home.

### **-8726 DR**

After a lengthy siege lasting 174 years, the last bastion of Aryvandaar's power falls with the death of Haldar Ealoeth, and the surrender of the Vyshaan garrison of Fhaorenhaven. Illefarn emerges almost intact from the Crown Wars and after careful consideration by the surviving house lords, Ardeep signs a mutual co-operation pact and joins itself to Illefarn

becoming the empires southern most province. The Wandering Years of Elven colonization begins. Many elves begin migrating back to Elven Court in its eastern forest. Illefarn and Keltormir are the sole remaining civilizations to emerge intact from the Crown Wars. Drow overwhelm the dwarves of Bhaerynden and take their rift-city for their own.

### **-8600 DR**

Evereska is founded in secret upon the ruins of Veldaoresk by surviving clans of Shantel Othreier, Eiellûr, Miyeritar, and Orishaar in order to guard the final resting places of the hated Vyshaan Lords and their families. The only Lord unaccounted for within the barrow field is Prince Giilvas Vyshaan, since the end of the war he has not been sighted. The new city of the Watchful Fortress of the people stands as a guard against the re-emergence of the

Daemon tainted Vyshaan and is dedicated by the Seldarine as an elf haven in the woods east of Aryvandaar. Illefarn send crafts people, geomancers, Selutaar and troops to help the people of Evereska establish and maintain their new realm. Where once stood the Tower of Screams, a mighty bastion, an exact copy of Corellons Tower in Arvanaith sits overlooking the vale.

Despite all of this, Lord Dlardageth, a daemonic fey'ri prince, his wife Alystria Vyshaan and a small cadre of his most loyal followers and family, manage to escape fleeing east across the grass lands to the unclaimed forests there. In this place he and his kin bide their time, plotting and scheming against the time when the Vyshaan will once again rise up to reclaim that which is rightfully theirs.

# Iyilitar's/Coronal's of Sharlarion &

## Aryvandaar

### and

### Ar'coronals of the Golden Empire

Length of Reign	Ruler's Name	Race & Gender
-25400 OR to -25080 OR	Hamaran Durothil	Gold Elf Male
-25080 OR to -24500 OR	Sharlarion Moonflower	Moon Elf Male
-24500 OR to -24400 OR	Cornaith Moonflower	Moon Elf Male
-24400 OR to -23900 OR	Kechryllia Amarillis	Moon Elf Female
-23900 OR to -23150 OR	Bordarom Durothil	Gold Elf Male
-22544 OR to -22021 OR	Durnhelm Durothil	Gold Elf Male
-22021 OR to -21790 OR	Amnestrillya Durothil	Gold Elf Female
-21790 OR to -21214 OR	Gathorn Durothil	Gold Elf Male
-21214 OR to -20900 OR	Bellnaera Durothil	Gold Elf Female
-20900 OR to -20505 OR	Allachness Nierde	Gold Elf Male
-20505 OR to -20081 OR	Fel'garron Nierde	Gold Elf Male
-20018 OR to -19200 OR	Amluriel Nierde	Gold Elf Female
-19200 OR to -19003 OR	Koahloff Nierde	Gold Elf Male
-19003 OR to -18341 OR	Disyrentia Moonflower	Moon Elf Female
-18341 OR to -17865 OR	Fallon'gyr Moonflower	Moon Elf Female
-17865 OR to -17600 OR	Oluvaera Moonflower	Moon Elf Female
-17600 OR to -17195 OR	Puavaal Durothil	Gold Elf Male
-17195 OR to -16400 OR	Romlynnda Durothil	Gold Elf Female
-16400 OR to -16219 OR	Erynestra Durothil	Gold Elf Female
-16219 OR to -15300 OR	El'pellen Durothil	Gold Elf Male
-15300 OR to -11817 OR	Ivósaar Vyshaan	Gold Elf Male
-15064 OR to -14099 OR	Riilvas Vyshaan	Gold Elf Male
-14099 OR to -13872 OR	Klósaar Vyshaan	Gold Elf Male
-13872 OR to -13221 OR	Iyillvaas Vyshaan	Gold Elf Male
-13221 OR to -13000 OR	Verentas Vyshaan	Gold Elf Male
-13000 OR to -12455 OR	Haldondyr Vyshaan	Gold Elf Male
-12455 OR to -11791 OR	Kellorm Vyshaan	Gold Elf Male
-11791 OR to -11087 OR	Avossar Vyshaan	Gold Elf Male
-11087 OR to -10900 OR	Astragom Vyshaan	Gold Elf Male
-10900 OR to -10464 OR	Merhandesh Vyshaan	Gold Elf Male
-10464 OR to -10261 OR	Ivósaar Vyshaan II	Gold Elf Male
-10161 OR to -9930 OR	Manalo'ash Vyshaan	Gold Elf Male
-9930 OR to -9463 OR	Avalash'kaar Vyshaan	Gold Elf Male
-9463 OR to -9199 OR	Gilvas Vyshaan	Gold Elf Male
-9199 OR to -9156 OR	El'Vhoorin Vyshaan	Gold Elf Male
-9156 OR to -9080 OR	El'tab'baer Vyshaan	Gold Elf Male
-9080 OR to -9000 OR	El'Vagonis Vyshaan	Gold Elf Male

# Cities & Settlements of Aryvandaar

## SHARLARION



**Population:** 128000 (65% Sun Elves, 20% Moon Elves, 10% Green Elves, 3% Dark Elves, 2% others), within the city confines, another 70000 in surrounding villages, citadels, hamlets & holdings

**Products:** lore gems & other storage devices, books & scrolls, fine art & sculptures, water clocks & fountains, music & musical instruments, memory spheres, fruits & vegetables, beers & ales, wines & spirits, weapons & armour, moon horses, meats & leathers products, metals, gems & jewellery, cloth, clothing, spider silks, ropes, wood products, crystal wares, tack & harness, herbs & spices, rare fungi, unusual pets, grown buildings, weapons of warfare, useful magical potions, & items, spells & prayers, nuts & way breads, caravan supplies, portals.

**Who Rules:** the Ruling Council headed by the Iyilitar later the suzerainty of the Vyshaan Ar'coronal & council of advisors.

**Who Really Rules:** The Council of Advisors – The Iyilitar is the war leader & council chair but their roles are mainly ceremonial, later after the Vyshaan princes seized power, the dictatorial Vyshaan Suzerains declared themselves Ar'coronals of a rapidly expanding empire.

**Notable Temples:** Corellon & Sehanine, Labelas (the patron of the Sun Elves of the Durothil clan and its many branches), all the major Seldarine including many of the now forgotten lesser Seldarine whose worship faded from the realm over time. Later the Temple of Labelas dominated politics as a front for the Secret worship of the Vyshaan patron deity – The Branded King.

**Notable Magi:** Early on the Council of the Quessaar'telfaer was made up of any one capable of spinning even the lowliest of enchantments. However as time wore on and the survival of the people looked more and more likely, the nature of the council changed; at first it was dominated by the sorcerers and Fey Witches of the Amarillis and Niedre clans. But with the discovery of the Scales of the World Serpent and the guidance of the previously hidden Green Elven and Avariel Selutaars the Quessaar'telfaer grew to be dominated by Moon and Green Elven battle magi, wizards, spell singers and eventually High Magi. At the end the Grand Mage and the various schools and circles contained within the city came to control the meetings and business of the Council of the Quessaar'telfaer. In the last centuries of the Vyshantaar Empire the High Council of magi was completely dominated by Fey'ri bred Selutaar from the 12 families who'd sworn blood oaths of loyalty to their Vyshaan overlords.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Pathfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'ei'Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spell filchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society, Portal Runners Caravan Services, Shilvae Crystalomancers Society, Daoin'haor Shipwrights Guild, Blue Light Hammers – Weapon smithies & Armourers Guilds, Ashtalaer Spider Silk Spinners & Weavers Society, Chelsorrbiant Jewellers & Gem Shapers, Vyshaantar Dragon Knights

#### **Notable Locations:**

##### **Durothil Keep (Home of the Grandmage & later the Vyshaan Ar'coronals)**

Made up of the palace of the city's rulers and the tower of the city's Grand High Mage, this sparkling, 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 spiralling ascents and slender buttresses arching away from the towers, the entire palace architecture reminiscent of the lost wonders of Tintageer. Durothil Keep is the seat of government within the city. It is within the halls of this palace that the Iyilitar/Ar'coronal meets with the High Council to decide matters of import the city and the realm beyond. 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 depicting scenes from lost Tintageer. Statues of ancient heroes, many whose identities are now lost to time, occupy specially carved niches. Halls are often used as romantic backdrops for exquisite balls and fireworks. The courtyard of Durothil Keep 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 centre 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.

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

This 1000' high tall tower is a tall cylindrical, edifice of impossibly fragile construction with slender lattice work buttresses arching away from the towers base. The spire is made of glittering emerald crystal and is topped by a golden theurglass dome. In the centre 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. 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 a 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 Sharlarion's Selutaar live and work teaching students the Elven ways of using magic. This magic was enhanced by what was discovered in the Scales of the World Serpent. The discoveries found within those ancient scrolls revolutionised Elven magic and allowed them to defeat the Dragons and rip their homeland, Evermeet, from the very fabric of the fey realm. This tower and its adjoining buildings was one of the greatest centres of learning in the empire. A great library of lore rested here and only the most promising students from the other mage circles were permitted to study here. The knowledge of the Selu'taar'Sharlarion was kept in the vast lore libraries contained in extra dimensional spaces within the tower's walls. The towers greatest treasures were the personal lore gems of the realms greatest minds that contained knowledge and secrets dating back to before the elves flight from Tintageer. Amongst the many secrets stored here under the most powerful of preservative and guardian dweomers, were the 500 original golden scrolls retrieved by Lady Vyshandria, the Telthulkilir scrying orb, and Mythrien's Ring.

### **Selussa Fashion House**

The gilded gowns of this famous house of Haute couture are famous throughout the north. These gowns were made to order for a specific customer, made from high-quality, expensive fabric and sewn with extreme attention to detail and finished by the most experienced and capable seamstresses, often using time-consuming, hand-executed techniques.

### **Soaring Voices – Amphitheatre & Concert Hall**

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 centre of the bowl, natural acoustics means that everyone can hear even the faintest whisper from the centre of the stage. The theatre is decorated with a number of wonderful marble statues of famous actors, musicians and playwrights.

### **Towers of the Singing Stars**

This collection of 6 intertwining needle like spires with airy, curving buttresses is perhaps the most prestigious and prolific producer of Selutaar anywhere in the realm 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 Selutaars here are famous leaders of who have produced countless magic items and creations of wondrous beauty and awe inspiring power.

## **Everwatch Spires**

Everwatch Spires, 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 was built by the Vyshaan Coronals at the height of the third Crown War during Aryvandaar's tussle with Shantel Othreier. The two main towers contain the primary postings and command offices of the Akh'velahrn and the Ahk'faern. Tiru'tel'Vil'nikeryma uses three of its levels as armouries and many of its cellars contain a full smithies and cold forges (its smoke and heat magically transported 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 any of the other three towers. It became the home of the city's Grand Mage during the latter half of the Vyshantaar Empire. Its heavy magical shielding, (a mythal like field built into and around the structure), was strengthened and extended to the rest of the keep and is what kept much destruction from felling Everwatch during the sack of the city at the end of the fifth Crown War. The lowest levels are utilitarian offices and quarters for the Ahk'faern 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 Ahk'faern. The uppermost levels of Tiru'telfaer are the Spell Chambers, wherein massive numbers of spells are hurled.

The gate house towers each hold armouries and quarters for 2000 troops. These massive, 400' tall, crystalline towers are decorated with bas-relief carvings of Corellon, Sehanine, and the rest of the Seldarine in various life like poses amongst the woods and gardens of Arvanaith. Each tower is topped by a conical spire of many coloured theur-crystal over which flutter the pennants of the ruling clan and the personal banner of the highest ranking noble within the city at the time. The large galleries and chambers and tunnels beneath the main towers contain the major business offices of those services that keep the defences of the city and its surrounding watch towers operating. The major rooms beneath the Great Keep are the Blade Lords planning room containing a table map of the entire realm, the Great Hall and sumptuous quarters for the officers on duty. The Lower towers contain store houses, guest's quarters, the stables, and the mess hall. In all, the Everwatch Spires can collectively provide shelter for nearly 4500 persons comfortably and up to four times that number in emergencies with full use of certain magical storage spaces and safe-holds. Its shining towers of theurcrystal, marble and white granite stand tall as the first line of defence for the Jewel of the Vale.

## **The Tower of the Dawnstar**

This spiralling needle like tower is one of the most prominent features of the city. It is crafted entirely of smooth, polished blue marble, veined in red ruby and gold. The roof is a pearlescent marble dome that is highly reflective within is a planetarium used by the first Aryvandaaran astrologers to track the movements of the King Killer Star in preparation for the Laying of the Dracorage Mythal. Several windows and balconies are visible along the tower's length. The Selutaar Circle of the Dawnstar is famous for its astrologers and wyrm tamers.

## **Moondark Towers**

This imposing edifice is made up of two 300' high, spiralling, black crystal and granite, needle like towers topped by glittering silver spires. The two towers twist around each other but never quite touch. Around the base is surrounding a large marble covered bailey, lined without buildings, is a 30' high wall, cover in moon roses and set with carefully crafted wards that emit faerie fire like glows day

and night. The windows of these high soaring towers are made from stained theurglass. Curving wing like buttresses adorn the base of the tower, each topped by snarling life like eagles and griffons. The tower belongs to the Moondark clan, a reclusive and highly paranoid group of arcane practitioners whose members seem to find their way into the highest and most powerful positions in the land outside of those held by members of the 12 inner clans.

### **Dawns Promise Spires**

Built in honour of the first settlers to Evermeet, these four spiralling, white granite towers topped by glittering mother of pearl domes each represent the four noble scions of the house that travelled to Evermeet as part of the earliest settlement to that fair land. The windows of the high spires are made from lead stained theurglass scenes depicting the idyllic life of Evermeet's forests and glades. Curving wing like buttresses adorn the bases of the towers and delicate skyways link all four together at different levels. 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 lower levels of the towers.

### **Slivers of Moonlight Temple, Tower & Grove**

Slivers of Moonlight Temple, Tower & Grove is visited by the people of Sharlarion for solemn ceremonies, private worship, or simple private meditation. The weir wood trees that surround the complex magically weave their branches together creating a magical canopy above outdoor alter and moon mere. Several elder treants 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.

### **Shadowspire Citadel**

Shadowspire Citadel is an ancient Elven castle. It is a cluster of very tall, very slender cylindrical Smokey quartz towers topped by domes clear crystal that open in receding halves revealing platforms for observing the stars above.. The Aloevan elves hold many dark secrets, dabblers in the demonic arts, many of their mages and sorcerers were followers and worshipper of the Branded King who benefited greatly from his patronage as they sought to gain further power through association with devils and demons.

### **Frostfire Tor**

Frostfire Tor is a magnificent and luxurious 19 story tower. Each of its extra-dimensional chambers 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 tor has a

balcony overlooking the surrounding gardens linked to hanging stairs and fly-ways, that link to the dozen lesser spires that surround the central tower. Within the tree and flower filled garden is a large amphitheatre that doubles as an audience chamber with an alfresco a dining lounge, and all weather guest chambers.

### **Sylfrael Grove**

This grove of ancient chime oaks existed long before the city was raised and is considered sacred by the green elves and druids who worship the nature deities, Rillifane, Solonor and Aerdrie. 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. Sylfrael Grove is a collection of huge chime oak trees with platforms built among the branches and vine bridges connecting them to each other and platforms in adjoining trees.

### **White Dove Grove**

This towering grove of Ivory Barked Duskwood Trees grows straight and tall reaching almost 500' in height, high upon their dusky trunks are several Elven tree homes belonging to the elves of the White Dove healers and the temple of Naralis Analor – the healer. The trunks of the trees are dark, smooth and bare; all of their branches are in the crown of the tree. The grove radiates a continuous aura of peace and tranquillity. The healing pools at the groves dimly lit heart act as heal spells for all but the worst afflictions. No weapon may be drawn in anger here without the miscreant being teleported 500 miles from the grove. All healing and abjuration magic works at 5 levels above its casters level and at maximum effect and duration.

### **Chelsorr'briant Jewellers & Gem Shapers Halls & Subterranean Galleries**

Here can be found a squat, dark red, granite tower complex, complete arrow slits and a portcullis. This fortress like building was built by the Chelsor'daran artisans when the city was open to orc raids. Today it is home to the Jewellers & Gem Shapers guild. It acts as an artisan's workshop, store house, guild hall and residence. It is used by the gem shapers of the city who bring their wares to this spell-guarded place. Here gems are graded and jewellery stored for later sale and export. A break away branch of Crystalomancers reside here forging fine weapons and creating the fine crystal dishes, ornaments and household items whose creation is deemed unworthy of such an esteemed profession.

### **Dracos Valorum - Aerie of the Silverwing Spires**

Watching over the city from the dizzying heights of the peak of Tor'Mahatnartorian is a trio of solidly built towers, 200' wide and 500' high set in a triangular pattern about the tip of the mountain. About the outside of the towers set at 100' intervals are a series of circular landing platforms 60' wide and supported by finely wrought lattice work buttresses. The blue crystal towers grown from a collection pure night blue sapphires are home to the city's dragons and their riders and carers. Below the towers are a series of hot sand basins and sulphur pools used by the wyrms for bathing and sloughing their scaly hides at moulting time. At any one time there are more than a dozen mature dragons and their riders in residence. The armourers, smithies, leather workers, medics, dragon wranglers and all the staff required to run the aerie live within the lower levels of the towers and within the underground chambers of the mountains peak. Almost every 20 years or so a collective clutch of eggs is raised to hatching within the incubation cavern complex located beneath the highest peak to the west of the Aerie. The gathered gold, silver, bronze and copper dragons stay close to the hatching grounds to

protect the hatchlings from outside attack. (As has happened on more than one occasion). The gathered parents are there to witness the potential matching of their offspring to young elves that have been chosen to be presented to the hatchlings as possible companions and riders. Not every hatchling chooses a companion at this time, some never do. It is considered the greatest honour for a family to have a member chosen but the wyrms are very demanding and more than one elf chosen at a hatching ceremony has failed to properly care for their companion until it reaches young adulthood.

### **The Hidden City**

Created during the time of the dragon wars and later utilised during various orc and giant raids when all other defences had failed the Hidden City links all the towers of the city via tunnels, halls and galleries that are found deep beneath the streets and spires of Sharlarion. Below the winding streets of the city is a labyrinth of broad, sweeping stone-lined tunnels that form “the sub-ways” of the city. These “sub-ways” go around the “roots” of towers, not under or through them. Doors in the walls of the “sub-ways”, defended and enspelled in various ways and it’s rare for such a door to not have, at the very least, an inner “lip” that makes it impossible a door can be forced inwards without destroying the door, and a “chime” alarm that signals elsewhere whenever a door is opened, open into the subterranean entrance halls of the city towers, or into storage chambers, cellars, pantries/larders, warehouses, barracks and armouries.

Deep below the lowest cellars and basements of Durothil Keep 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 Vyshaantar to store their many artefacts and treasures. The greatest of these are the 21 Meditative Lore Crystals of House Vyshaan, 2 foot tall floating, ovoid crystals of various vibrant colours that hold the collective lore and history of the Vyshaantar and many of their Selutaar. Of the locked vaults many are storehouses of magical artefacts defended by bound demon guardians. Vyshaan high mages wrapped the vaults in magical wards, so as to protect those treasure (and mistakes) stored within the armouries, galleries, laboratories, libraries, store houses and hidden vaults. Most of the vaults hold the war machines of the Aryvandaar, 10’ tall Elven-plated battle golems, 20’ long, scorpion like, siege golems, bronze, hovering battle platforms, wracks of 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 Vyshaantar used to transport their armies across all the lands of Faerun, the most powerful of which leads to Fhoeldin’durr – the Thousand Fold Way.

### **The Moondark Road Portal Tower**

High above the city of Sharlarion is the Moondark Road that wends its way through the Turnstone Pass to the Moondark Vale. The road climbs into the foothills north of the city, winding between steep hills covered in thick pine forest. Sometimes the white ribbon of a waterfall slicing from the rocky heights above appears through the trees. After a few miles, the road rises steadily higher along the shoulders of the hills, and the trees thin out, offering broad views of the country to the east and south where the peaks rise bare and brown above the green mantle of forest covering their shoulders.

After a while, the road reaches a place where a small side trail zigzags up toward a lonely watchtower overlooking the pass. Here, a doorway of stone with a lintel carved in the shape of a flowering vine stands incongruously in the steep hillside. Like portals beneath Sharlarion, the activation words carved by the builders are hidden in the decorative carvings around its edges. The blank stone in the centre of the archway takes on a shimmering, liquid appearance when the portal is awake.

**Local Lore:** The original city was without walls. Much like its sister city, Occidian, the city of Drakes Peak, later renamed Sharlarion in honour of its founder, was a place of breath taking beauty sitting high upon Fire Drakes Peak, the former home of several Avariel clans before the coming of the Red Wyrm, Mahatnartorian, Master of the Mountains. With the dragons death the people were able to settle and expand freely throughout the place they called Vaelteldelimbyr, the Shining Vale.

Sharlarion 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 Sharlarion is a gleaming garden city of ornate citadels, towers and climbing tree covered terraces, the city guards the northern and eastern approaches of the realm. The city itself rises from the conifer covered slopes of (Fire Drake Peak), Tor' Mahatnartorian, 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 Teutelalu, The Far Forest, and Turn Stone Pass.

Visitors pass along tree lined boulevards lined with tall many balconied towers and spire topped homes that rise 10 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 from 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. The tree dwellings of the elves are quite often artificially constructed tree houses resting on platforms amongst the branches or against the tree trunks. Some tree dwellings are magically created and are actually living trees arcaneously 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. Built around the first tower to be erected, the central citadel came to be known as Durothil Keep, the original home of Prince Durothil and his descendants. By the time of Lady Kethryllia Amarillis, the central tower had become home the Grand Mage of the city, and the sprawling outer castle with its many round, slender, crystalline, towers had become, firstly the home of the first settlers and later the seat of government and home of the Coronal's, but still it retained the name of Durothil's Keep.

The city stood firm against all comers throughout the eons prior to the Crown Wars. Only three times during its long life did the city teeter on the brink of destruction. The first time was when the demon Haeshkarr led a horde of goblin-kin and giants against the elves, the Sun Elven city of Occidian was sacked and Sharlarion nearly over-run. After this the high magi gradually raised a many layered mythal over the ever expanding settlement. The next time Sharlarion faced destruction was during the first Rage of Dragons, when the Green Wyrms of the forest gathered to claim the territories of the fallen Mahatnartorian. The third and final time that the greatest city of the elves avoided destruction came about when the lesser houses turned against those great houses rabidly loyal to the Vyshaan fanatics who had led the empire to ruin. Put down, the leaders of the rebellion were sacrificed by the fey'ri priests of the Branded King whose worship had come to dominate the upper echelons of Vyshantaar Society. The increasingly paranoid Vyshantaar elite began to question their ruler's motives.

The edicts from the Elven Court rattled many a noble and saw the first schisms appear between the ruling Vyshaan and the leaders of the other 11 Great Houses. Even as the armies of Arcorar laid siege to Sharlarion, the fey'ri lords of the 11 ruling houses turned upon their Vyshaan masters when Ar'coronal Lord El'Vagonis Vyshaan gated in the Devil Lord, Malkizid, the Branded King to the great summoning chamber of the Hidden City. Beset on all sides by rebellious fey'ri lords, Malkizid and his Vyshaan minions laid low the best and brightest of the 11 great families. Lacking the leadership of the ruling princes, the forces of Sharlarion resorted to summoning help from far off Evermeet. However

before the high magi of Evermeet could send help they and much of the city was laid to waste by the combined might of their former empires surviving selutaar. The mythal was collapsed through the use of the Gate Keepers Crystal, and Elven warriors and battle magi stormed into the city via the portals of the Waymeet. Even as high magic consumed much of Durothil Keeps upper levels, the Vyshaan were fleeing through the many rat-runs leading out of the Hidden City.

# Tiru'telardon



**Population:** 18500 (Sun Elf 50%, Moon Elf 30%, Green Elf 15%, Dark Elf 3%, Other 2%)

**Products:** Moon Horses, Horses, Aurachs, Forest Bison, grains & legumes, tack & harness gear, leather goods, meat products, mithral, iron, steel, coal, rare herbs, timber goods, gems, vegetables, malachite carvings & household items, horse weapons & armour, potions & elixirs, music & musical instruments.

**Who Rules:** The hereditary Laranlas/Laranlor, and advised by a council of elders from the various major noble families, guild heads, high magi, temple elders, and wealthy merchants, in times of war an Araegisses is elected to lead the city's forces and to advise the council and ruler of the best course of action.

**Who Really Rules:** The horse lords families from which the ruling Lord/Lady must choose a partner to rule as unofficial co-regent. The Horse Lords are loyal firstly to their own clans, then to the city and finally to the state. War is rarely an option as it is bad for business, but the best cavalry armour, weapons and mounts come from the studs and workshops of this rural city.

**Notable Temples:** Tilay'fonaer – The Moon-mount of Corellon. The patron deity of city is an obscure member of the Seldarine whose worship was introduced by the only cavalry master (after all the elves then were largely a sea going people) to survive the trip to Faerun from Tintageer. There is a small temple dedicated to the Seldarine and several open air shrines devoted to the worship of the Seelie Court and other nature spirits.

**Notable Magi:** Ascadoran Lore Masters, Disciples of Bahamuntanaar, Edlaorio Life Shapers, Witches of the Emerald Sun, Gavaldian Scriers & Soothsayers.

**Notable Organisations:** Everdael Horse Breeders & Stud Masters Cabal, Eternal Blades of The Midnight Sun, Silverwood Carpenters & Tree Shapers Guild, The White Dove Sisterhood - Crypt Creators & Keepers, The Brotherhood of Fhaor'Yal Drathinmaleé, Malachite Green Carvers & Artisans Guild, Archivists of the Lord of Time, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society, Portal Runners Caravan Services, Kerrydath Crystalmancers Society, Dorshin'tyr Farmers Co-operative, Flaming Ironsppear Troll & Giant Hunters Society, Farragaldaar Miners Guild.

**Notable Locations:** Aegirath'tora – The Marshals Towers, Fhaorian Hall – Martial Academy, Glaurash'tor – Great Library & Hall of Scribes & Lore Lords, Teuvaeb'ryn Riding Academy & Bloodstock Breeders Guild Hall, Teutel'Kelythaar Meadows – Home-lands of the Moonhorse herds, Shal'anilessa

**Smithies**— Cavalry blacksmiths, leather workers, farriers, weapon smiths & armourers (also the headquarters of a company of mercenary cavalry using the same name, Tiru'adonaer – Towers of the Peaceful Moon a temple to Angharradh/Sehanine, Vandorvessaa'ril – The Vanishing Woods, Ah'kerymkiir – The Warriors of the Crystal Blade, barracks, & sentinel's tower.

**Local Lore:** The rural city of Tiru'telardon began its life as a dragon lord's settlement that commanded the approaches to the Everwood, a vast primordial forest separated from the High Forest by the Dessaar Valley. During the height of the Thousand Years War, an army of giants and their goblin-kin slaves descended from the north razing many draconic settlements to the ground before the enormous army was finally stopped within the heavily forested hills of the Everwood. The dragons were kept largely at bay by the weapons of the giants designed specifically for war against the wyrms, so the Elvish servitors of the Great Gold Wyrm, Garantorophylayr – The Golden Scourge, had to stand firm against the encroaching horde of goblins, orcs, trolls, and lesser giant-kin. The greatest of the Green Elven and half-gold dragon sorcerers, magi, and witches stood firm against the growing darkness in a star shaped citadel in the north-eastern reaches of the Everwood. From the high towers of this mighty fortress the gathered casters began weaving a spell utilising the combination of Elvish and draconic magic in a way not seen before as they sought to scour the invaders from the lands with a cleansing and renewing fire. The inferno swept across the woods to the west of Startop Citadel. Upon the verge of victory the, an unknown corruption, tore apart the joining of the two magics causing the roiling flames to consume not just the goblin & giant kin, but also the defending elves and the rich verdant forests as well. Slain also were the giants and their draconic foes. The few giantish survivors fled back north and never troubled the elves of the western high forest again. The Green Elves of Tiru'telardon were free from their masters and fled back to the city to take stock of what they had done. Before them lay the blasted ruin of their once glorious forest home of evergreens, shadowtops, and duskwoods trees. In time the green elves, ashamed at their own destructive folly, abandoned the malachite coloured towers and ramparts of the Emerald Fortress, choosing to live amongst the trees. For centuries the cursed citadel of Startop was abandoned, gradually falling into ruin, engulfed by encroaching moorland, sparse troll infested pine forest and weeds.



Long after the Green Folk had abandoned their former home, explorers from Sharlarion stumbled upon the overgrown, tree shrouded ruins of Tiru'telardon. Recognising the Elvish influence upon its largely alien architecture and despite being filled with ancient trees that had grown in amongst the largely intact towers and outbuildings the elves chose to settle within its crumbling walls. In time the city's more damaged buildings and defences were repaired, the elves discovered that the city was grown from the great malachite deposits and strengthened to the toughness of diamond. The elves delved further discovering large deposits of fine iron shot through with veins of mithral. The elves re-occupied Startop Tor, recognising it as a place of fell power connected by portals to the Fey Wilds adjacent to the realm of the Dark Queen. The watch-tower was always garrisoned by a hundred knights and battle

magi and was often a place sort by hard-pressed travellers eager to reach the shelter of the watchtower before nightfall.

The only river of note to survive the scouring of the Everwoods was a fey touched waterway known to the elves as The Laughingflow. With its headwaters bordering the realm of the dark Queen, the river and its valley were always full of fey beings and happenings. A clear, fast-flowing river with a series of waterfalls leading down to a gravel bottomed gorge and with steep banks lined with felsul, laspar and a few blue-leaf trees. Its waters were drinkable but had a sharp metallic taste rich with traces of iron. The river was home to many sylphs, nixies, and other fey water spirits.

The Forest of the ravaged land was sparse and pitiful, the landscape being filled mainly with scrub pines and became known as the Evermoors. A road was constructed that ran from Tiru'telardon to Illefarn and was known to all as the Evermoor Way, a dangerous caravan road that ran between the Silverwood and the High Forest. The city was finally laid waste during the last Crown War, when a horde of goblin-kin led by a demon touched dragon and an army of Moyeritaran dark elves who boiled up from the realm beneath seeking vengeance for their unjust exile. Every elf found within the city's bound was slaughtered and much of the city razed to its foundations.



**Population:** 25000 in city & another 30000 in surrounding farms, villas, hamlets & steadings. (Sun Elf 50%, Moon Elf 30%. Green Elf 15%, Dark Elf 3%, Other 2%)

**Products:** lore gems & other storage devices, books & scrolls, fine art & sculptures, music & musical instruments, memory spheres, fruits & vegetables, wines & spirits, weapons & armour, meats & leathers products, metals, gems & jewellery, cloth, clothing, spider silks, ropes, wood products, crystal wares, paints & supplies, steel wares, ironmongery, mithral, unusual spell components, herbs & spices, rare fungi, unusual pets, grown buildings, weapons of warfare, useful magical potions, & items, rods, staves, wands, scrying & communication devices, spells & prayers, nuts & way breads, caravan supplies, portals, made to order spells & charms, dragon eggs, dragon hide goods, heraldry & family lore, crystal ships & river boats.

**Who Rules:** Hereditary Laranlas/Laranlor & Council of community elders.

**Who Really Rules:** The city's clan elders & high magi with the local lord as a figure head.

**Notable Temples:** All the Seldarine are represented here, but the greatest temple is that built to the glory of Labelas, a hidden shrine to the Branded king exists at the deepest levels of the city regularly attended by members of the elite who sees its decadent ceremonies as a seductive and secret pleasure.

**Notable Magi:** The Starsingers of the Ruby Sun, Faer'Yal Tintag'maleé – Bladesingers of old Tintageer, Selutaar'tel'Everfaer,

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'ei'Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society, Portal Runners Caravan Services, Shilvae Crystalomancers Society, Daoin'haor Shipwrights' Guild, Blue Light Hammers – Weapon smithies & Armourers Guilds, Ashtalaer Spider Silk Spinners & Weavers Society, Chelsorrbiant Jewellers & Gem Shapers, Vyshaantar Dragon Knights, Everdael Horse Breeders & Stud Masters Cabal, Eternal Blades of The Midnight Sun, Silverwood Carpenters & Tree Shapers Guild, The White Dove Sisterhood - Crypt Creators & Keepers, The Brotherhood of Fhaor'Yal Drathinmaleé, Malachite Green Carvers & Artisans Guild, Archivists of the Lord of Time, Portal Runners Caravan Services, Kerrydath Crystalomancers Society, Dorshin'tyr Farmers Co-operative, Flaming Ironspear Troll & Giant Hunters Society, Farragaldaar Miners Guild.

**Notable Locations:** This magnificent city of silver stone was named Occidian – Flower of the Sun. Before its sacking by the Haeshkarr Horde, Occidian was home to the majority of Sun Elves and a trade rival for Sharlarion with its arms academies, schools of various kinds, libraries, theological and art schools and was a centre of Elven music and dance its wondrous festhalls, open air dance gardens, bardic, spellsinger & blade singer colleges. The rampaging horde led by the demon, Haeshkarr put an end to all that, and whilst the city was re-occupied for a time, it never again reached the heights of its former splendour and magical might. The architecture of Occidian, like its sister city favoured long, graceful towers and spires of weave wrought stone and brightly coloured crystal. Magnificent manors arched gracefully over winding tree and garden lined paths that wound their way through the abundant undergrowth street, and nearly every path ended in a park where artisans came to create works of art from stone, wood and magic. Built on twin hills overlooking the river Dessarin, Occidian's buildings were known for their beauty and grandeur as the Sun Elves of the city attempted to recapture all that was lost with the fall of Tintageer.



## Outer Defences

The city itself was without walls the defenders relying upon the city's defensive wards, and might of arms and magic. In the lands around the city were a series of 36 watch towers, each 20 miles outside of the city proper, yet linked to it via carefully hidden portals. Each silvery white, granite, cylindrical, buttressed tower was 400 feet high with a diameter of 60 feet and each was topped by a retractable clear, theurglass dome. This dome was designed to let in natural light into the open space of the top level and held a brazier for the signal fire that is always filled with oil covered logs that are ready to be

lit at a moment's notice in times of trouble and invasion. The floors of each tower were lit by stained magically hardened theurglass, rectangular windows interspersed with arrow slits. The ground floor of each tower was entered via intricately carved adamantine doors set into the hillock upon which each tower sits. These doors could be barred by thick beams of the same material. A granite staircase spiralled in a clockwise direction around the inner wall to each level of the tower. Each tower had tunnels into main cellars for food and goods storage. There were deeper, more secret tunnels within the foundations that hid the secret exits from the towers. Hidden on the ground floor several hundred metres from the base of each tower was a sally port. Each port was magically protected so as to make it indistinguishable from the landscape surrounding each tower. The walls of the towers and their tunnels were warded against disintegration, passwall, rock to mud, dimension door, phase shifting, teleportation, and gating. Those inside the tunnels & towers themselves were further protected from scrying magic and psionics.

### **Tiru'tel'Everfaer**

This 1000 foot tall tower was a tall spiralling construction with slender lace work buttresses. The tower was made of sparkling silver gilded marble and was topped by an octagonal chamber set with a burnished silver pinnacle. In the centre of this chamber was a brazier kept full of oil that was to be lit during times of trouble or when the fires of one of the other beacon towers was seen. Its flame can be seen across the western realm. Every level of this tower was illuminated providing a comforting beacon of light to the citizens of the city. At night its lambent light provided a starlight glow to the city below. The interior walls, floors and doors were also made of theurglass set on a foundation of black granite. This imposing edifice served as the central hub for the studies of magic in all its forms. A copy of the Scales of the World Serpent was kept here as a series of 500 glittering lore crystals, forming the basis of all arcane knowledge studied here. As the city fell, the tower was all but destroyed when the demon Haeshkarr, used demonic artefacts to cause the Selutaars high magic to feed back upon itself resulting in a cataclysmic explosion, thus destroying not only Tiru'tel'Everfaer, but most of Occidian's taller buildings, its upper portal network, and the high mages tower in Sharlarion as well.

### **Searching Spires of the Moon Sisters**

An intricately woven nest of seven impossibly delicate spires of the brightest diamond like crystal, these needle like towers were one of the most prominent features of the city. The swirling, intertwining towers were made entirely of sparkling white quartz, shot through with mithral veins. The secretive Sisters of Sehanine dwell within served by apprentices and servants loyal to these mysterious selutaar/priestesses. The nobles ignored the sister's mystical warnings about the eventual fall of the city. On the eve of Occidian's fall the sisters and their entire retinue, along with more than 3000 loyal followers and believers of Sehanine and Labelas, left the city for the Temple Woods, to establish a new community far from the political infighting and growing shadows being cast by the demon tainted followers ensconced within the oldest and most powerful of the great Sun Elf houses.

### Yr'tamauruil Grove



This towering grove of Flamewood Trees was a wistful reminder of the vast Flamewood forests that once graced the uplands of Tintageers many soaring peaks. These trees were cloned from a single specimen grown from a seed taken as the island realm was literally washed away. The scarlet trunked trees grew straight and tall reaching almost 1200' in height, high upon their shimmering flame coloured trunks were several Elven tree homes belonging to the gold elves of the Durothil and Niedre clans. Nestled amongst the very top branches were several aeries belonging to the clan's silver and gold dragons. Each tree had 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 were woven into near impregnable defensive redoubts. Earthen storage chambers were hewn from the stone beneath the grove nestled amongst the tightly woven root structures.

**Local Lore:** This sparkling collection of ornate towers, manor farms and tree homes sat atop a broad hilltop in deep primordial forest, a cluster of tall, thin towers with flaring bases topped with conical theurcrystal roofs and banner poles. Only a few of these towers had external doors above ground level, rather access was gained via underground galleries, halls, laneways, tunnels and chambers. Some of the more security conscious houses even used portals to keep their entrances under control. The average tower was accessed by the fortified doors and gates that were protected by stone, crystal or mithral doors. Flanking almost every entrance portal was a pair of magical guardians attuned to the dwellers within and infused with the spirits of elemental servants, fey beings or familiars. Occidian was famous as a centre of music, dancing and the arts. Its many bardic schools, spellsinger colleges, Starsingers covens, and blade singer schools meant that the arts of magic and song had a perfect home here. The bi-annual eisteddfod brought artists and musicians from all across Aryvandaar, its many musical recitals and displays of music & magic users were legendary. Many musical instruments of rare and wonderous power were created here by the mages and crafters working in concert to create instruments of renown.

Towards the end of the city's life, a quiet rot began to set in, taking hold within the very foundations of the city. A corrupt and ambitious high mage, Adravala 'the Starburst', famed as a master of invocation and summoning magic began worshipping a secretive being known only as the Branded King. After several decades of venal appeals, the 'King' appeared before his supplicant in the form of an angel with flaming black wings. He promised a paradise and desires fulfilled in return for an increase in worshippers. Before too long a small cabal of bored like minded nobles, joined Lady Adra' in her debauched revels. Soon they were joined by 'invited' guests, strange, aloof elves from far-away lands with strange, harsh accents and tattoos. The city was laid low however by one of Lolths pawns, The fiend Haeshkarr, summoned by Ka'narlist to punish Occidian for taking the side of Sharlarion during a dispute between the Moon Elven and Dark Elven nations, gathered an Orc horde in the proto- Galena mountains, and laid siege to Occidian. The Sun Elf city was destroyed, the and Orc Horde moved on to

Sharlarion. The city itself was guarded by a ward that combines illusions with repulsion, spatial distortion and slumber spells to keep intruders away. Embedded within this field were several offensive dweomers that allowed the city's high magi to hurl bolts of fire, lightning, ice and plasma at encroaching enemies. The greatest power of the ward was the ability to encase the entire city in a giant dome of force. It was this power and the unleashing of every offensive power all at once whilst the fields powers resonated in increasing violence until the entire upper structure of the city was razed to its foundations.

# Moonwater



**Population:** 12000 (Moon Elf 30%, Sun Elf 20%, Green Elf, 10%, Dark Elf 10%, Dwarves 10%, Fey Folk 10%, Dragon-kin 5%, Others 5%)

**Products:** River boats & barges, leaf boats, skiffs & small sloops, fishing gear – nets, traps etc, chandlery, range of traditional building products, cloth & sails, silken ropes, wagons & caravan goods & supplies, trail goods & clothing, hospitality & entertainment for merchants & travellers, river pilots, guards & guides, mercenaries, weapons & armour, bulk food stuffs, dry goods, meat & leather products, wood products, imported wares & rarities, warehouse suppliers, rare herb & spice merchants, unusual pets, musical instruments, exotic plants & artworks, gem merchants, money changers & lenders, merchant brokers & trade underwriters, information houses,

**Who Rules:** A council made up of the rulers of a conglomerate of rich merchant houses.

**Who Really Rules:** The Lady Teu'alu – A Silver Wyrm of indeterminate age and size, but said to be at least 5000 years of age.

**Notable Temples:** There are shrines to all the Seldarine, and to the Elven aspects of Eldath, Mystryl, Millil and Selune. There is also a small shrine dedicated to the veneration of Lord Sharlarion Moonflower, the original Elven merchant.

**Notable Magi:** The Moonflower Portal Builders & Guides, Gwynarfuth Water Elementalists, Cerwynaar Crystal-ship Growers & Shapers, Sylkohlaer Web Weavers & Mythal Creators, Moonwater College Selutaar, The Circle of Silver – Draconic High Magi.

**Notable Organisations:** Moonwater Shipwrights, Aberwynn Chandlers & Caravan Suppliers, Azure Kingfisher Pilots & Guides Society, The Skywater Merchants Council, The White Dove Healers, The Society of Teualu'Yal Drathinmaleé, The Society of the Sacred Waters, Archivists of the Lord of Time, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, Portal Runners Caravan Services, Sailors Run Sail & Rope Makers Guild, Chelsornabyrr Gem Shapers, Eternal Blades of The Midnight Sun, Edarkiaara Dragon Riders & Attendants Lodge, Delymbira River Runners Guild.

**Notable Locations:** Skywater Palace, The Shining Towers – home of the Teu’alu clan, Everfaer Ship Yards, White Dove Hospice & Healers Hall, The Moonbarrows, Sylfaer Woods, Green Briar Festhall, Shalarion Concert Hall & Amphitheatre, Citadel of the Onyx Sun, Chaulcen Grove, The Brightwaters Market & Caravanserai, The Crystal Cradles – ship growing yards, Gaffing Harbour & Slipways, Green Sentinel Spire, Griffons Run – bowyers & fletchers park & archery green, Yr’taleer Deep.

**Local Lore:** Moonwater is a famous trading hub at the heart of the Aryvan Vale. Moonwater occupies a 100' high hill that rises out of the Vale less 30 miles from Sharlarion, and handles almost all of the valleys river traffic and trade. The smooth hillock forms a 2500' long tor, which is just over 500' across at its widest point. A network of well maintained, cobbled roads connects the town with most of Aryvandaar's major population centres. The town is surrounded by a low white wall and a ring of silvery chime oaks in which have been grown large tree flets that act as the town's watch towers. The trees with their pearlescent bark sparkle in the summer sunlight. River boats, barges and wagon trains of Moon and Green Elven merchants ply the various trade ways up and down the valley, whilst horse based caravans of Elven traders move up and down the roads that connect Moonwater to the wider world.

A bustling river town of some 12000 souls ruled by a conglomerate of rich merchant houses, it thrives on the trade brought from across the empire. The town is a trade hub and nexus for all that is vibrant and interesting across the Aryvan Vale. The High Forest to the east and the Graypeak Mountains to the west act as a back drop to this picturesque community of Sun Elves, Dragons, Green Elves, Moon Elves, Dwarves, Fey Folk and the occasional human trader. Merchants, caravan guards, local crafters, stevedores, fisher folk, traders and the curious all call Moonwater home. The river boatmen ply their trade from Sharlarion in the north, all the way to Illefarn in the south. The many crystalline leaf boats and barges plying the river makes Moonwater a thriving town full of life and optimism.

### The Barrier Ward

Moonwater is an old city; its founders trace their origins back to the arrival of the first Tel'Quessir and rise of the Dragon Empires. The city itself sprang up soon after the death of the red wyrm Mahatnartorian and the adoption of Silverwing by Prince Durothil. The Silver Dragon clan and their riders' families wanted a place where they could live and work in peace away from the politics of Sharlarion and Occidian. Over time as merchants and crafters gathered to supply the wyrm-kin all that they needed, a trading post soon grew into a small town, and eventually a small city. The dragon riders came and went, but the Teu’alu Silver Dragon clan, and their riders the Moon-dragon elves lead by the dragon-knight Connabaer Estelda came to rule the city from the shadows. The problems that it has faced over its considerable existence have barely changed. Surrounding the city is a spherical ward 3000' in diameter that prevents rotting, rust, fire, extremes of weather & temperature, regulates wind & water flows, prevents outsiders, undead & evil dragons from entering and provides the inhabitants, with rude good health and long life. This also applies to the city's buildings, plants and animals as well. When floods have raged, fires have ravaged and storms have ripped apart the valley, Moonwater has stood firm against all such disasters. Only earthquakes and the odd goblin or giant army have posed any real threat to the city. However with a city ruled by a clan of Silver Wyrm Selutaar, and protected by a King Killer Shield, the city has only been sacked twice and flattened by earth quake once.

# Arkiir'alu



**Population:** 15000 (Moon Elves 60%, Sun Elves 20%, Green Elves 10%, Dark Elves 5%, Others 5%)

**Products:** Fish & shellfish, crustaceans, pearls, alluvial gold, river washed gems, river boats, fishing gear & nets, sails, barges & canoes, timber products, livestock, leather goods, bows, arrows, weapons, maps, unusual pets, fruits & vegetables, wines & spirits, garden plants & trees, rare herbs, trained giant otters & ghost hawks, giant osprey & hippogriff eggs.

**Who Rules:** The Lords & Ladies of the Water (council of prominent family heads)

**Who Really Rules:** The Starwater Clan Laranlars & the Sorority of Water Witches

**Notable Temples:** A major temples exist in this busy river town to Deep Sashelas, Rillifane Rallathil, Sehanine Moonbow, Naralis Analor, Vandria Gilmadrith & Solonor Thelandira.

**Notable Magi:** Hfar'shantyrr Water Elementalists, Mythcaliir Crystal Ship Shapers, Moonrose Life Shapers, Vanshree Water Witches, Srincanalaa High Mage Circle, Portal Creators & Shapers Guild.

**Notable Organisations:** Blue Sun Knights, Aprafaer Stevedores Guild, Baelfaar River Runners, Shilvaal Kiicaer'fhaor barge-wrights Guild, Borleaa – spear & crossbow makers, Epelthaas Sail makers & cloth merchants collective, Weavers, Pearlmon Mussel farmers & pearlers association, Golden Sun Knights, Galavaordans Hippogriff & Osprey Breeders Cabal, Storm Dancers Travelling Entertainers Guild, The White Dove Sisterhood – Healers & Crypt Keepers, The Sisterhood of Tiiralu'Yal Drathinmaleé.

**Notable Locations:** The Dragons Neck – stone cause-way leading to the shore, The Wanderers Eye – light house, The Watchers Eye – sentinel spire, The Water Barrows & Lakeside Crypts, Coldfire Hall – rulers palace & council meeting hall, Pearlmon mussel farms & pearl beds, Yr'kiiralu Dragonship Yards, The Briar Rose The Floating Market, Star Lotus festival & concert hall, Skygate Open water Theatre, The Wyrm's Bones – fishers wharf & village,

**Local Lore:** Located upon the shores of a large inland lake of clear, blue glacial melt water known as the Sarrukh Sea, Great Star Waters, Arkiir'alu, was a thriving fishing and trading town. The town was built upon stone piles at the end of a ½ mile long stone causeway out in the middle of Starwater Bay. Ships from Sharlarion's eastern port town would sail here to collect the rare pearls, bows, arrows, and leather goods. The city's large fleet of fishing smacks was a regular sight upon the sea named after the ancient saurial race whose lands the elves now occupied. The original sea began to dry out and its shores moved further north in the waning years of the fourth Crown War. The city's many stone and wooden buildings were garishly decorated and able to be seen from many miles both night and day as the many magical displays lit up individual temples, spires & manor homes with the clan or religious or house colours. Competition for the boldest and most intricate lighting display was fierce, and annual harvest tide lighting display competitions would see individuals and families spend months or even years preparing for the special events. On the still summer nights, the shimmering lights of the water

bound city would shimmer and twinkle like stars in the core of the bright night sky. The city survived several attacks by giants, dragons, phaerimm , raids by Dark Elves, and even a water born orc hoard, with little loss or damage. What laid the city low was climatic change. As the land cooled and dried, the northern ice retreated and the narrow Sarrukh Sea went with it. When the city's surrounding waters became marshlands, then ephemeral wetlands, the people stayed, but once the waters had dried up completely and the rivers ceased to flow, the last die hard fisher folk and mussel farmers migrated south to the quiet waters of the Deepening Stream, and the scenic wooded cliff tops south of Deepwater Bay.

# Evaliir'don



**Population:** 17500 (Sun Elf 30%, Moon Elf 30%, Green Elf 20%, Dark Elf 10%, Others 10%)

**Products:** music, songs, plays, musical productions, poetry, musical instruments, music using magical items, education, blade-singing, spell-singing, star-singing, wyrm-singing, elemental-singing, life-singing, seer-singing, unusual spells & enchantments, singing & dancing weapons, musical portal paths, paintings, sculptures, elemental art works, tasked elemental being powered devices, living art works, finely cut gems & jewellery, gold, silver, platinum and mithral artworks, finely crafted musical arrow heads, singing bows, fruits, vegetables, herbs, clothing, leather goods,

**Who Rules:** Council of College Masters

**Who Really Rules:** The High Caelie of Seven Grandmasters

**Notable Temples:** Temples & shrines to all the major musical gods of races attendant here, plus small working shrines dedicated to Hanali Celanil, Erevan Illesere, Kirith Sotheril, Melira Taralen, Naralis Analor, Tethrin Veraldé, Ye'Cind. Each shrine is staffed by priests & others who teach or provide specific services to the residents of the city.

**Notable Magi:** The Mist Sisters, Tarasrinalla Spellsingers, Korendraca Wyrm-Singers, Ellanora Minstrels, Aarvynsaer Gem Master Enchanters, Yr'saallon Star-Singers, Gordanfyr Elemental-Singers, Brothers of the Shattered Moon Seer-Singers, The Sisters of the White Wings Life-Singers, New Moon Blade Dancers, Kellerahsellee Fey Masters.

**Notable Organisations:** The Seven Schools of Music & Magic : Tarasrinalla, Korendraca, Ellanora, Yr'saallon, Gordanfyr, Aarvynsaer & Kellerahsellee, presided over by the seven grand masters who rule the city, Akhraua'Yal'Drathinmaleé, Ye'Cindalahl Weapon smiths, Talyn'Analor Guides of Arvanaith, Myth'taralentaer Musical instrument makers, Starsong Knights – Portal Guardians, Patherfinders of the Silver Wolf, The Twilight Knights of the Prince of Stars, Archivists of the Lord of Time.

**Notable Locations:** The Seven Spires of Music & Magic, Waerontyr Woods, Baerens Amphi-theatre, The Golden Hart Festhall, Quella'wahl Gardens, Shadowsil Academy of Light & Sound, Whitewings Hospice, Greenstar Gem Masters Halls & Caverns, The Faie Glades, The Seelie Courts Garden, The Life Singers Chapter House, Song Knight Hall, Akhkildaer Fields, Beremforth Caravanserai Portal Nexus.

**Local Lore:** Situated in the heart of the High Forest perched proudly atop a great fey mound known as The Hill of Song, Evaliir'don is home to the single greatest meeting of musical minds and lore in the north. Built around an ancient temple to Taralen – the Songstress, the city boasts several bardic colleges, a university of arts and music, and shrines to the bardic gods of all the races present within the city. Here students from all across the empire come to learn from the true masters of music, poetry, story, history, lore and song. Here can be found a large grove of Gold Leaf Trees, that are said to shed leaves covered in the words and music performed beneath their boughs, each autumn. Almost every resident here has some talent in the performing arts, and many a travelling minstrel has found a place here teaching for a season or two before moving on. The city is seated in a deep dell at the heart of a tangle of Rubywood, Chime Oak, Blue Leaf and Weirwood trees. The impenetrable animated undergrowth and warding mists surrounding the hill means that finding the city is impossible unless one knows the hidden paths and passwords. A mythal of sorts protects the city from intruders both magical and mundane.

The city was the first place where the elves established a community devoted completely to the arts. Its mist shrouded spires barely reach the crowns of the tallest trees that surround this small city of artisans and crafters. Most trees form a natural roof over much of the city, allowing year round living outdoors. The climate is cool in winter, mild and dry and summer. The towers, and manor halls, (all of which are grown from the surrounding stone) barely reach more than 200 feet above the forest floor. There muted tones of grey, ochre red, chalk white and brown, blend in beautifully with the surrounding trees and shaped and sculpted stones. It is said that several 'doorways' to the Seelie Court exist within the city's boundaries. The high number of fey creatures living within and around the city would seem to confirm this. The towers are covered in climbing ivy, moonrose and wychwood vines, their heady scents combining with the gentle faerie lights that dance continuously amongst the boughs, skyways and balconies of this fey city.

At its heart are the many colleges, schools, and conservatoria dedicated to the different schools of music and the arts. The rivalry between the different schools is fierce though well natured, and is demonstrated every two years when the city holds its Craft Masters choosing day, art show and eisteddfod. At this time the city's population more than trebles as aspirant hopefuls and lovers of the arts are drawn to the fields around the city for its great festival The Caerfynfaor. At the height of the festival apprentices and new entrants to the many schools are chosen, new journey men & women are appointed to distant houses, clans towns and courts, old ones return after 50 years to become masters or to gain a charter to establish their own schools in distant lands. The festival is chosen by many elder elves as a time to gather and make the journey to Arvanaith together. At such joyously sad occasions, as many as 200 elders may make the journey accompanied by Blessed Minions, Spirits from Arvandor and other fey folk from the Eldar Realm.

# Aethelinn



**Population:** 16500 (Sun Elves 70%, Moon Elves 15%, Green Elves 5%, Dark Elves 5%, Others 5%)

**Products:** ancient Sarrukh relics, statuary, art works, gems, mithral, silver, adamantine ingots, grown stone artefacts & buildings, meat products, skins & furs, worked leather goods, trade goods, caravan products, tents, tack & harness, dry goods, trail rations, weapons & armour.

**Who Rules:** The Amber Lord of the Eastern March – Araegisses of Aethelinn

**Who Really Rules:** The Amber Lords rule is absolute out on the frontier, but he does have a cadre of advisors, and is in constant contact with the High Council in Sharlarion

**Notable Temples:** The rule of law is such that the Sun Elves tend to dominate the faiths here. The temples to Labelas and Corellon are the most influential, with priests of both orders accompanying or leading patrols into the eastern grasslands. Priests of Naralis Analor run the house of healing and care for the fallen, Araleth Letherani's followers work to map the stars from the citadels observatory, scribes of Alathrien Druanna attempt to decipher the ancient Sarrukh texts found within Oreme, the sword masters of Tethrin Veraldé train the soldiers stationed here in the warfare of the open plains, the rangers of Solonor scour the wilderness for dangers and the priests of Sehanine guard the many tombs of the ancient dead to prevent the many nameless horrors buried there from rising again.

**Notable Magi:** Portal Lords of Ruanonoth, Eiltyriatha High Magi Circle, Wood Shapers of Tija'abrah,

**Notable Organisations:** Kethatrian Bladesingers, Shatahl'atria Duskblade Lodge, Eternal Blades of The Midnight Sun, Patherfinders of the Korlyas, The White Dove Healers, The Brothers & Sisters of Luatril' Drathinmaleé, , The Hidden Society of Koraliar, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, Gianniyan Caravan Services, Tyarath Crystalomancers Society, Cycaeribra– Weapon smithies & Armourers Guilds, Arisae'ibara Carpenters & Tree Shapers Guild,

**Notable Locations:**

**The Spire of Justice** – Prison tower & hall dedicated to the patron Vandria Gilmadrith, goddess of War, Guardianship, Justice, Grief, Vigilance, and Decision, where those awaiting judgement are kept until their fate is decided.

**The Dragons Eyes** – Sentinel Spire & home of the Dragon Knights and their mounts.

**Tiru'ahkfaer** – Tower of Magic & home to the citadels battle magi & selutaar of the Amber Sun Circle.

**The Amber Citadel** – many levelled keep of sparkling rainbow hued stone, covered with creeping vines & briars, lit by glittering gouts of faerie fire that can be seen for miles day and night. This formidable castle is home to the lord and many of the citizens of the city. It is here the garrison lives with their many followers and family members in and extended, military, archaeological and trading community.

**The Traders Market** – An open plain of lush grass surrounded by permanent stalls that are open every 10 days for trade during the autumn and spring and open 24/7 during the short summer trading season.

**Dembarynn Caravanserai** – located to the east of the Traders Market, this series of open fields stockyards, campsites, watering holes, inns, taverns, warehouses, crafters sheds smithies and

outbuildings was built to cope with the influx of people for the summer trade. The entire complex is managed by Moon Elves of the Golden Eagle Trade Consortium, and a garrison is stationed in a local stockade to keep the peace during the hectic summer months when up to 10000 extra beings come to trade with each other and the elves.

**Local Lore:** “The sarrukh built the first significant civilizations of Toril, their empires rising and falling between -35,000 DR and -33,500 DR. They met short-lived and disorganized resistance from the savages that inhabited the lands; furthermore, the sarrukh had already learned to smelt iron for steel weapons and armour, which made them virtually invincible. As sarrukh civilization expanded, they discovered that the shamans of the primitive races living in certain wilderness areas held magical lore that they had not yet encountered. The sarrukh studied these primitive forms of magic and consolidated their discoveries into a series of tomes. Upon completion, these books, which contained both easily researched magical knowledge and obscure information, were brought to Oreme, the capitol of Isstosseffil, for study, where the most magically gifted among the sarrukh and their servitor races pored over them. The sarrukh empires did not last long enough to gather the full fruits of their work, but this collection of minds grew into its own secret organization – the Ba'etith. This group's members consolidated and extrapolated the bounds of their newly found knowledge, penning the Golden Skins of the World Serpent (discovered by the Netherese centuries later and renamed the Nether Scrolls) many thousands of years after the fall of their empires. The first of their empires to fall was Okoth, collapsing circa -34,100 DR after a century of civil strife that caused many sarrukh to emigrate to different planes of existence. Isstosseffil followed suit around -33,800 DR during a war with the mysterious magical creatures known as phaerimm. During this war, the leaders of Isstosseffil rerouted the Narrow Sea, causing it to flood the Underdark (where the phaerimm resided) but also precipitating major climatological changes that doomed their own realm. Mhairshaulk was the last of the sarrukh empires to fall, its inhabitants sliding into deep hibernations circa -33,500 DR. Many sarrukh died in the collapses of their great empires, but likewise, many also survived. The sarrukh of Isstosseffil retreated into lichdom in the depths of Oreme, where they were protected by the asabis that they had once created and where they still sleep to this day.”



The Weathered Ruins of Old Oreme

When the Lady Amarillis and her companions stumbled upon the half buried ruins of old Oreme , little did they realise what they were about to discover or unleash. When she and the two fellow survivors stumbled back into Sharlarion, carrying the looted works from the old city, the nature of use by the elves was changed forever. Following in their wakes were waves of Asabis, and other undead reptilian horrors, sent to retrieve the stolen scroll. After years of conflict, the minions of the Sarrukh were finally driven back, but not before many an elf had been slain. The Elves realised the continuing threat posed by the Liches and their servants, so they erected the citadel city of Aethelinn to watch over the ruins of Oreme, and its ancient Sarrukh barrows located in the blasted wastes known to the Elves as the Blighted Hills. A central keep with five conical towers, surrounded by a circular double curtain wall, with an outer bailey over looked by menacing watch towers of grown granite, topped by shimmering silver, conical roofs stood at the centre of the fortress. The walls surrounding the keep stood 50' high and 30' thick, pierced by four gates, guarded by forbidding gate houses and tunnels blocked by heavy iron portcullises and doors of hardened oak. The inner bailey was a ¼ mile across and filled with lesser towers linked together by skyways and swing bridges that could be easily collapsed in times of invasion. Many towers had no inner stairways, rely instead upon portals and teleportation pads to allow people to move around. Outside the citadel the thickly wooded hills were inhabited by villages and steadings of stout hearted farmers and herders who supplied much of Aryvandaar's grain, cloth, meat and leather goods. Miners and treasure hunters also used the citadel as a base for exploring the ancient lands to the east and south.

Regular patrols of scouts, knights and dragon riders did much to keep the goblin-kin, reptilians, giants, and occasional human raiding band in check. The citadel marked the realms eastern boundary and soon an occasional trade moot between the elves and the barbarian tribes to the east was transformed into a regular seasonal market place and caravanserai inhabited for 3 months of the year. The elves would bring the worst of their goods to trade for trinkets, amber, rare gems & woods, tribal artefacts, spell components, animal parts and items found by the barbarians amongst the many ruins that studded the eastern grasslands. Tribes of Wemics, Firbolgs, Humans, Green Elves, Centaurs, Voadkyn, and even the occasional Stone or Storm Giant would wander in to trade with Elves. Guarded by the might and magic of the Tel'Quessir, the Aethelinn Market thrived, bringing much wealth to the Elves of the region. However, the threat of the Sarrukh and their minions was never far away and every few centuries when a new lich king stirred, the asabis and their ilk would boil forth from the hills and swamps to threaten the citadel and its outlying communities once again.

# Cathcaerlon



**Population:** 17900 (Green Elf 50%, Moon Elf 30%, Sun Elf 10%, Dark Elf 5%, Other 5%)

**Products:** Fish & eels, crustaceans, water weeds & plants, shell fish, fresh water pearls, river boats & supplies, furs & skins, leather goods, wooden articles & weapons, alluvial gold, water crystal & gems, ropes, spider silk garments & bolts of cloth, wicker work, fruits & seeds of the forest, wild game, bows, arrow shafts, fletching feathers, arrow heads, bow strings, musical instruments, memory orbs, crystals & geodes, statues, pottery & artworks, unusual pets & plants, fungi, beers & ales, companion animals.

**Who Rules:** Council of Clan Chieftains & representatives of the Coronal and various merchant families.

**Who Really Rules:** High Chiefs of the Hawksong & Hawkmoon Green Elf Clans & the Council of Clan Mothers and their spokewomen.

**Notable Temples:** Rillifane Rallathil, Angharradh, Eldath, Aerdrie Faenya, Fenmarel Mestarine, Solonor Thelandira,

**Notable Magi:** The Greenheart Servants of Mythrien Sarath, Kellferry Brotherhood of Gadhelyn the Arcane Archer, Elemental Sisters of Tarsellis Meunniduin, Life Shapers of Yr'elebrin'tel'iorthiel

**Notable Organisations:** Athriendruan Lore Keepers & Star Seekers, The K'lorbrin Gardeners & Orchardists, The Lords & Ladies of the High Huntress, Leafstar River Runners & Guides, Marakyrn bow makers guild, Song Knights of Stars & The Cross, Harath Shield Bearers, Yarethmor Trappers Lodge, Vestentayr Brewers, Lodge Mothers Council, Miyeratmaara Wyrm Hunters, Greenheart Knights & Myrmidons, Maunalaeth Trail Runners & Border Guards,

**Notable Locations:** The Velvet Cross – Citadel of the Starcross Knights, The Pearl Farms, High Huntress Lodge & Hostelry, Abwerfyl Festhall, Vaeltrynn Concert & Fest Green, Paralynn Woods, Annarath Market Glenn, Silverheart Deep – Riverside harbour & flet village, Cwmcraer Tower – Sentinel Tower & portal nexus, Letherfall Lodge – River Runners & Stevedores Guild Hall.

**Local Lore:** A rustic collection of river side lodges, flets, and tree steadings built amongst the weeping willows and evergreen willow-alders, Cathcaerlon is an ancient Green Elven village first encountered by Sharlarion and his son in their explorations of the Delimbyr Vale. The clan chiefs of the two largest clans, the Hawksong and Hawkmoons have ruled here for millennia. Whilst they acknowledge the suzerainty of Sharlarion's Coronal it is a ceremonial gesture only. The people of the Greenheart have been here long before the Sun Elves came, and they plan of being here well after history has swept them away. The oldest stories of the clans tell of a time before the war of the giants & wyrms, when the Sarrukh ruled the lands and hunted the Green Elves like vermin or deer, for sport and meat. In time their own hubris laid them low, as did the pride of the giants and the great clans of wyrms. The Sy'tel'quessar believe perhaps rightly, that they have always been here and always will be. The

settlement of Cathcaerlon has been rebuilt, abandoned, re-settled and expanded and contracted hundreds of times over the last 15 or so millennia.

At the centre of the village is an imposing watch tower surrounded by several solid stone structures. Cwmcraer tower is home to the Vyshaan garrison and the local battle magi and spell-blades who are the Coronals representatives here. The Sun Elves here join the regular Green Elven patrols and hunting parties that venture out into the southern mountains and eastern plains searching for the great herds of bison, antelope, caribou, and horses. The clan chieftains bridle under foreign rule but also realise that having the Sun Elves is to their advantage as an inordinate number of selutaar and sorcerers come from this place and its surrounding settlements, farms and steadings. The Greenheart Knights are the martial arm of the local nobility and many a blade & star singer, along with arcane archers and a few wood magi can be found amongst their secretive ranks. Unbeknownst to most outsiders, at 1/3 of the population have Lythari ancestry, and every generation at least 1 child of the wolves is born. This is seen as a great blessing upon the family yet also a mark of sadness as the Wolf Folk of the forest come to claim one of their own.

# Farsilver



**Population:** 7500 – Fortress in peace time/12500 in war time.

**Products:** weapons & armour, bows, spears, coinage & trade bars, arrows, dry food stuffs, beers & ales, lore gems, magical items & weapons useful for offense & defence, magical stones, ointments & potions, tack & harness, wagons & wagon repairs, trained war horses/eagles/pegasi/hippogriffs, aerial weapons, harness & equipment, quivers, leather armour & shields, siege equipment & heavy weapons.

**Who Rules:** The Araegisses – a hereditary lord who reports only to the Coronal and not to the Ruling Lords Council or its military arm.

**Who Really Rules:** The Marcher Lords word is absolute within the fortress and in the lands immediately around the citadel. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** Corellons priests here act as war commanders, healers, seers, advisors & tacticians, they are assisted by priests from the temples of Kirith Sotheril, Melira Taralen, Naralis Analor, Tethrin Veraldé, & Solonor Thelandira in various administrative roles.

**Notable Magi:** Battle Poets of the Kasramfel, Silver Brides of Aphraella, Sky Lords & Ladies of the Eagle's Reach, Kaerdeen Enchanters & Metal Shapers, Baerllaan'yr'shalaen – Diviners Circle, Farsilver Selutaar.

**Notable Organisations:** The Shadow Panthers – Scouts, Pathfinder & Assassins, Boneslither hunters & game wardens, Olonthae's Smithies & armourers, Shalalla's Sky Singers & lore masters & heralds,

Letteferynn, The White Dove Healers, The Brothers & Sisters of H'ei'Yal Drathinmaleé, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, Society of Firu'anae – Notable guild of spellfilchers, infiltrators and assassins, Portal Runners Caravan Services, Vysh'tatahl Dragon Knights.

**Notable Locations:** Farseer Spire, Gallows Glenn, Hetthan Deep, Farsilver Citadel, Taraneska – The Watchers Haven, Berenth market green & caravanserai, Deepdene Lake, Starfire Lake Portal.

**Local Lore:** Dating back to the earliest days of Aryvandaar and built at the time of the laying of the Dracorage Mythal, the ancient fortress of Farsilver is an ivy-clad stone tower in the south-eastern portion of the High Forest. This forbidding edifice is a southerly outpost of the realm, a trade & communication hub, a portal nexus and a projection of Sharlarion's ever expanding power. The mighty castle is a city unto itself surrounded by radiating forest tracks and trails. The central keep topped by five soaring spires, the tallest of which acts as the towers sentinel spire. The rest of the citadel is made up of smaller towers, functional buildings and sheds all made from grown stone and carefully grown and tended living wood. The citadels outer curtain wall is a vine covered black granite affair 50' high and topped with crenulated battlements interspersed with watch towers armed with heavy catapults and ballistae. The city's main connection to the outside world is through the gigantic outdoor gates in the form of very tall adamantine pillars 70' apart and covered in runes of power. These twin gates and the many smaller portals found beneath the castle. The outer bailey, nearly a ¼ mile across is used to house gathering armies who would then be transported to the point of battle by the citadels high magi who could control the gates final destinations, even if there was no gate at the other end. The citadel is shrouded in its own defensive mythal, the magical wards inside Farsilver dim any light sources and prevent magical darkness from functioning. Each of the gemstone windows in the tower's top floor function like a crystal ball with ESP, except that the user's scrying is limited to the direction the particular window is facing. Farsilver is one of seven such citadels, the other being located about the greater High Forest. Each houses its own High Magic Circle, each working towards its own goals and agendas. The Seven Citadels each not only contain the scrying rooms, that are used to watch all corners of the Vyshaan Empire, but also a great silver and crystal orb used to communicate with each of the other 6 towers. The well guarded and carefully hidden underground vaults of the towers contain storage vaults, a library, labs, living quarters for many souls, armouries, and its' own portal nexus.

# Aludelym



**Population:** 27000 (Moon Elf 40%, Sun Elf 30%, Green Elf 20%, Dark Elf 5%, Other 5%)

**Products:** Fish & eels, crustaceans, water weeds & plants, shell fish, fresh water pearls, river boats & supplies, furs & skins, leather goods, wooden articles & weapons, alluvial gold, water crystal & gems, ropes, spider silk garments & bolts of cloth, wicker work, fruits & seeds of the forest, wild game, bows, arrow shafts, fletching feathers, arrow heads, bow strings, musical instruments, memory orbs, crystals & geodes, religious statues, pottery & artworks, herbal medicines, healing balms, trail rations & supplies, tents, Elven Cloaks, Spider Silk Ropes, Elven Boots, Elven Robes.

**Who Rules:** Council of Clan Chieftains & representatives of the Coronal and various religious families.

**Who Really Rules:** The Council of Matrons – leading women of the clans who control the large clan holdings and make the decisions concerning whole clan issues.

**Notable Temples:** The people here are deeply religious and priests & druids are common amongst the everyday folk. Located in the wilderness surrounding the village are natural shrines dedicated to the following deities & powers. Each shrine is tended to by a resident representative of the power who is not necessarily a priest but still holds rank within the social hierarchy of Aludelym; Rillifane Rallathil, Angharradh, Eldath, Aerdrie Faenya, Fenmarel Mestarine, Solonor Thelandira, Melira Taralen, Naralis Analor, Erevan Ilesere, Elebrin Liothiel & Naralis Analor, Lurue.

**Notable Magi:** The Sisters of the Greenheart Moon, Afralk'yrch Beast Masters, Society of Starfire Falls, Fethrentaar Life shapers & Starsingers, Witches of the White Waters, Black Kite Battle Dancers.

**Notable Organisations:** Golden Kite Scouts, Patherfinders & Guides, The Order of the Golden Kite – Assembly of Knights loyal to the twin cities, Giant Red Kite Riders Society, Va'ranthaelles – Rapid Runners & Porters Guild, Silverhart Bowyers & Fletchers, Lytthaleel – Fur trappers & leather workers collective, Lillilium Herbalists & Healers, Merentath Brewers & Vintners, Za'quella Potters Guild, Song Knights of the Stars & Cross,

**Notable Locations:** The Kite Eyes – Sentinel Spire & home of the Giant Red Kite Riders Society and their mounts. The Great Glenn, The Pearl Fishers Wharf, Etaniothel Tree Hall, Ten Moons Oaken Circle – druids grove, Anaranwen Fields.

**Local Lore:** This quiet tree town sits at the confluence of the Starfire and Delimbyr Rivers. Perched high with carefully crafted chime oaks, giant swamp alders, glow-willows, and a few carefully tended weirwoods is the community of Aludelym. The sister village of Cathcaerlon, and located at the end of the portage road that skirts around the Shining Falls, this quiet and tranquil backwater is often considered by visitors to have been pulled straight from the realm of Faerie. Its otherworldly feel and the fey nature of its inhabitants have led many to speculate that a doorway to the Fey Realms exists nearby, (which it does). The village is made up of 5 clans of Green Elves who welcomed the Moon, Sun

and Dark Elf immigrants into their midst because they share a similar outlook on life and nature. There are only two stone structures within the village; the watch tower created by the selutaar of Sharlarion, and the docks built by the Green Elves with their own hands. All other temples, shrines, halls, dwellings, exist within the canopy and trunks of the ponderous giants that provide the people with shelter and an identity. The clan's chieftains run the day to day affairs, but it is the matrons of the clans who make the big decisions. It is they who decide with whom they will align with and it was they who allowed the Sun & Moon Elves to build their cities within the Great Green Heart. Aludelyn is considered the unofficial Green Elf capital; it is where the clan moots are held and where the Coronal's representatives come to hear the 'edicts' of the matrons. Whilst the Sun Elves of the Vyshantaar though they controlled the empire and all of its resources, a second more fluid realm of ever present Green Elves existed beneath the shadowy boughs of the Great Green Woods. They the Clans of the Green Heart were here long before the invaders arrived from Tintageer, and remained long after their hubris had consumed them and driven them away.

# Leurethil



**Population:** 21000 (Green Elf 35%, Dark Elf 30%, Moon Elf 20%, Sun Elf 10%, Other 5%)

**Products:** Horses, Moon Horses, Hunting Raptors, Hunting & War Cooshee, forest herbs & fungi, wines, spirits & ales, meat & animals products, skins, furs & leather goods, leather armour & shields, gold, silver & platinum jewellery, herbal & fungal medicines, potions & unguents, wooden products, grown & shaped tree halls & flets, tack & harness, bows, spears, arrows, spider silk bolts of cloth, sails, clothing, tents, rope, cloaks, art objects, lore storage devices utilising living crystals & wood, fruits & vegetables, unusual pets, music, poetry, songs, dances, artworks, ivory carvings, pottery, enamel ware.

**Who Rules:** The Council of Nine – The heads of the 9 most influential families meeting once every 30 days. The day to day running of the community is left to the individual family & guild heads.

**Who Really Rules:** The Lady of the Red Heart – hereditary Aradoness who commands the watch of rangers, scouts & guides whose word is law within the confines of the Red Heart Woods.

**Notable Temples:** There are major temples to Elistraee, Sehanine, Rillifane & Hanali, with shrines dedicated to Eldath, Aerdrin Faenya, Fenmarel Mestarine, Solonor Thelandira, Melira Taralen, Ereval Ilesere, Elebrin Liothiel & Naralis Analor, Lurue.

**Notable Magi:** Lords & Ladies of the Silent Moon – High Magi Circle, The Wind Dancers – Eagle Riding battle magi, Sisters of Starlight Priest/Magi of Elistraee, The Sons of the Dark Maiden – Spell Singer/Crusaders of Elistraee, Witches of Ellabetheran, G'ran'tysh Life Shapers.

**Notable Organisations:** Bluesong Minstrels, Ellynfash Tree Tenders, Grayfeather Fletchers, Arrondaer Silk Spinners & Weavers, Bellafontaen Hunters League, Pathfinders of the Red Hart, Darhtyr Potters, Hwlynn Knights, Witches of the High Wood, Crystal-Singers of Fyrwynntor, White-Moon Healers.

**Notable Locations:** **The Tree Lords Meeting Hall** – gigantic flet set amongst the carefully woven branches of 21 giant chime oaks, **Stars on Fire** – The Great Elder Treant around who the city was established and about whom a subtly powerful mythal is woven. **The Peoples Glenn** – gathering place

beneath the spreading branches of Stars on Fire and his many offspring, **Faellarynn Hall** – Home of the Melarn Clan, hereditary home of the Aradoness of Leurethil, **The Avenue of Archers** – archery green, yew & birch grove, and homes of the bowyers & fletchers of the city.

**Local Lore:** A great tree city not unlike mighty Tall Trees of latter-day Eaerlann, Leurethil was founded by the first migrants from the hot & humid south land's and settled by Dark, Green & Moon Elves fleeing religious and cultural persecution Leurethil's first inhabitants found themselves hard against the Red Heart Cliffs with no where left to go. In a heavily shaded clearing the encamped elves unknowingly awakened a sleeping giant of truly ancient origins. The third child of Chauntea, the Elder Treant Stars of Fire (her name is much, much longer) greeted the travellers, asking after their names, race and origins. Moved by the refugee's plight she invited the wanderers to settle in peace beneath her mighty boughs. In return for her boon she asked that in turn the people protect her own offspring. This partnership lasted for millennia as the great Treants seedlings found a safe and nurturing home amongst the various clans of the elves of Red Hearts Wood. In time Leurethil became the gateway for the settlement of the Great Sapphire Woods, but that is another story. Leurethil changed hands several times over the course of the Crown Wars, in the beginning it was the first settlement of Miyeritar, and later became its northern trading outpost with Aryvandaar. When the Vyshaan started interfering with Miyeritar's trade, Leurethil was firstly raided several times, burnt to the ground twice, then (after it had been re-built with stronger defences), finally occupied by Sun Elf troops from Aryvandaar. Because of its strategic location it was one of only two Miyeritari settlements to survive the Dark Disaster relatively unscathed. This was because they were fully occupied and integrated into the Vyshaan defences by the time the Selutaar of Aryvandaar unleashed their vile spells. The other settlement was 'The Gathering Place', located near to the Dawn Temple of Corellon deep, in the northern Misty Forest.

## Tiru'Orindraar



**Population:** 5000 (average garrison & support community)

**Products:** weapons & armour, siege weapons & defences, horses, wagons, wheels, chariots, tack & harness, bows, arrows, spears, warbirds, giant eagles, Cooshee battle dogs, wines & spirits, spider silk clothing & rope, leather goods, trail supplies, snares & elf-traps, battle magic items & spells, healing potions & unguents, helms & shields, meats, fruits & vegetables, trade goods.

**Who Rules:** The hereditary Araegisses of Tiru'orindraar, the Lord of the Southern Marches.

**Who Really Rules:** The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The priesthood of Corellon dominates here but there are representatives of most major faiths fulfilling different roles within the citadel and surrounding countryside. Hidden within the

bowels of the citadel is a complex dedicated to the worship of the Branded King. This citadel is one of the major centres of worship for Malkizid and many of his demon/daemon touched servants can be found here in positions of influence and power.

**Notable Magi:** The Eight Dark Selutaar of Orindaer, Fellfire Arcanists & Battle Magi.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of Yr'tiruan'Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Holy Order of the Rose & Unicorn – Paladins & Crusaders, Gelenbrethion weapon smiths & armourers, The Painted Maidens – spies ,scouts & assassins, Giants Reach siege machine engineers.

**Notable Locations:** **Tower of the Winds** – home of the grand mage and sentinel spire, **Five Ways market clearing**, **Soaring Halls of the Crimson Blades** – Knights barracks & stables& martial academy, **The Wyrms Maw** – underground storage caverns hallways, galleries, armouries, workshops, smithies & barracks, **Fellfire Spire** – battle magi & Arcanists school and dimensional practise range.

**Local Lore:** Tiru'orindraar was built originally built to protect Aryvandaar's southern borders from the constant goblin, troll and ogre incursions coming from the cave riddle karst plateau of the Sapphire Woods. Always a military base it was expanded over the years and became a solid bastion against the incursions by Miyeritari separatists over the long course of the Crown Wars. Originally built to house up to 20000 troops, the Octagonal Citadel with its many minarets and towers never fell. The mythal protecting the fortress and the portal nexus beneath it, allowed Tiru'orindraar to survive right up until the end of the Crown Wars when it was finally sacked and demolished by vengeful Dark and Green Elves who captured the fortress city from within and put every inhabitant they discovered to the sword. The extensive network of tunnels, armouries, barracks and storage caverns situated around the spider-web like, inter-city portal network allowed the Dark and Green Elves, along with the forces of the Elven Court to send vast numbers of troops right into the heart of most of Aryvandaar's cities and major settlements.

# Caelpiír



**Population:** 37000 (Sun Elf 40%, Moon Elf 40%, Green Elf 10%, Dark Elf 5%, Others 5%)

**Products:** Trade goods, timber products, skins, leather goods, furs, wagons, aerial chariots, horses & pegasi, trade portal networks, portal control devices, psionic items, priestly goods & vestments, scrolls & parchments, alluvial silver & gold, raw gems & crystals, rare insects & spell components, tapestries & rugs, herbs & medicines, plays & operas, griffon & giant raptor eggs, trail goods & foods, fossils & scrimshaw carvings, rare plants, feathers/down/quills & inks, blankets & quilts, bolts of cloth.

**Who Rules:** The Council of Exiles – a body made up of the most powerful/influential outcasts from Aryvandaaran society found living in the community.

**Who Really Rules:** The coronals appointed Araegisses who keeps this largely exiles settlement in line.

**Notable Temples:** The largest temple here is an open air market dedicated to the worship of Lavth'aerna – the Elvish aspect of the merchants deity, The Sunlife Tree – giant buttressed-root chime oak with shrines to Seldarine shaped into the spaces between its giant roots: Corellon, Labelas, Angharradh, Erevan, Fenmarel, Tethrin Veraldé, Mythrien Sarath & Darahl Firecloak.

**Notable Magi:** The Scions of Ak'laquella, The Council of Travar - exiled & unaligned high magi, Society of the Emerald Griffon, Witches of the Silver Flames, assorted individual spell casters of a variety of classes and alignments and of at least level 10 or above.

**Notable Organisations:** The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, Eth'rffynn Hunters, Col'chafhaor Portal Builders, Brotherhood of Shadows – Infiltrators, lore seekers, assassins & guides dedicated to the overthrow of Vyshaan rule.

**Notable Locations:** Kerrymf'th Watch Towers, Faaerse Sentinel Spire, The Annaranshae Open Air Market, Travaranaar Tree Hall, The Shadows Run – Hidden Trade Portal Network, Sunlife Grove & Firewine Glenn, The Wyrm's Maw – hidden prison citadel, Lake Sashreeshenfaer.



**Local Lore:** Built as a place to house political and religious exiles, the cavern complex of Caelpiir is heavily warded against both intrusion and escape. Appearing as a community of Sky Bridge linked tree halls & flets the outer community is home to the lesser exiles, both economical and political and their families. These dwellings are looked over by a series of watch towers that hose the garrison of knights & spell-blades. Not allowed to own property or participate in the daily businesses of the other cities, the citizens of Caelpiir have become astute artisans, money-lenders, musicians and merchants. This allows them to visit the many different Aryvandaaran communities, but because of the ghetto in which their families are corralled they never stay long. This has lead them to be the leading builders of secure trade portal networks separate from those built by the Vyshaan or the Song Knights of Illefarn. Hidden within the nearby mountains are the tunnels, galleries, halls, and prison that houses one of the empires great store houses. This little known complex is where the worst opponents of the Vyshaan are kept in temporal stasis as hostages and for future questioning. The Vyshaan keep no records of the complexes exact location, but all who leave here know of its existence, and their silence is the only guarantee their loved ones have of staying alive (sort of).

Located out on the edge of the western Starmounts, the community of Caelpiir bore the brunt of several vicious attacks during the Crown Wars. Always considered a 'frontier' settlement the Elves of Caelpiir have always been a fiercely independent lot with an over abundance of witches, mages and sorcerers who kept the settlement at peace with its neighbours. Caelpiir is a refuge for Elves unwelcome everywhere else. Life under occupation is relatively relaxed because the city is home to some very powerful High Mages who advise and support Araegisses. The city is also famed for the fine jewellery produced here which is sold through the finer markets of the empire. The city's merchants are canny and avaricious when it comes to spotting and driving a hard bargain. If a Sun Elf merchant is ever met upon the road, it is a fare bet that they or their ancestors originate from here.

# Morynath



**Population:** 3500/18000 (45000 during invasion) (Sun Elves 30%, Moon Elves 30%, Green Elves 20%, Dark Elves 15%, others 5%. Later during the occupation: Sun Elves 70%, Moon Elves 20%, Green Elves 10%).

**Products:** fishing gear & small boats, fish, crustaceans, shellfish & fresh water weeds & herbs, alluvial gold & silver, pottery, fine ceramics, tapestries & weavings, living plant sculptures, musical instruments, fruits & vegetables, herbs & spices, wines & ales, clothing & leather goods, furs & skins, wooden &

crystal household items & furniture. (Later during the occupation: weapons & armour, siege weapons & devices, war golems & animated constructs, magical weapons & items of war, wands & staves, war horses, pegasi & hippogriffs, fishing gear & small boats, fish, crustaceans, shellfish & fresh water weeds & herbs, alluvial gold.

**Who Rules:** Originally a council of village elders from a variety of families & occupations. Later an imposed Araegisses whose edicts were absolute and who owed allegiance only to the Ar'coronal in Sharlarion. This lord eradicated the dissident Dark, Green, Moon and Sun Elves opposed to Vyshaan rule. Their mass grave later became a fey barrow guarded by watchorn, banshee and a company of Reverend Ones who were called forth at the end of the fifth Crown War to root out the Vyshaan die-hards within the tunnels beneath Tyllathardon citadel.

**Who Really Rules:** The council elders and later the military overlord appointed by the Vyshaan Emperors.

**Notable Temples:** The Amber Lady's Grove – a circle of Sun-Yew trees dedicated to the worship of Aerdanae Ellora (a feminine aspect of Rillifane), The Palace on the Lake of Whispered Tears – A glass and marble temple of at the edge of the lake dedicated to the worship of Sarula Iliene and tended by the clan of half-nixie priestesses and druids of the Nixie Queen. During the occupation the lake was drained and the temples stone reused to build barracks for the influx of troops. The circle of Sun-Yews, the last seedlings snatched from Tintageer, were felled and turned into bows of extraordinary quality and power (a natural +3 to hit & dg with double normal range). Temples to Corellon, Labelas, Rillifane, Mythrien and Tethrin Veraldé are raised up in place of the natural temples of the local Tel'Quessir.

**Notable Magi:** The Crystal Star Circle of Selutaar, Greenheart Battle Dancers, Asterionthyr Water & Air Elementalists. Later during the occupation the Knights of the Blue Sabre – Duskblades, The Sable Sisters – Selutaar loyal to the Vyshaan, the High Inquisitors – diviners & enchanters charged with ferreting out guerrillas and rebel sympathisers.

**Notable Organisations:** Zephyr Runners – river boat builders & fishers, The Amber Glenn – farmers & orchardists, The Ilientaar Healers & Peace Makers – a group of elves dedicated to keeping the peace within the village, later they became negotiators between the occupying Vyshaan and the Miyeritaran rebels. In the end this group of pacifists became the Vyshaan occupiers most violent, vengeful and implacable foes responsible for hundreds of bloody acts or reprisal even more violent than their Vyshaan oppressors.

**Notable Locations:** The Crystal Peers – fishers wharfs & fish farms, The Sluice Gates – boat building yards & sail makers, The Gathering Grove of Asterion – market green & meeting place of the village., The Amber Lady's Grove, The Palace on the Lake of Whispered Tears, The Amber Glenn, Tyllathardon citadel & outer barracks & city., Blue Sabre Citadel, The Sable Spire – high mages tower & sentinel spire.

**Local Lore:** For much of its early existence Morynath was a secluded rural backwater with little to interest the beings of power who dominated Aryvandaar, then with the coming to power of the Vyshaan clan, Morynath's importance changed almost overnight. Situated as it is at the confluence of the Unicorn Run and the Crystal Rill, Morynath became a strategically important staging post for raiders into Miyeritar, Ardeep and Illefarn. Tyllathardon citadel was built and the formerly sleepy fishing and farming community quickly grew up around it as more and more troops and their families were moved into the area. Unbeknownst to all but the oldest families, the Lords and Ladies of Tyllathardon began dealing with the demon, Malorus'kand. It convinced the Lords Floskin to put in their lot with House Dlardrageth. Hidden deep beneath the lower levels of the citadel are several lost galleries set in a giant spoked wheel pattern spreading out from a central chamber. The many galleries are filled with a variety of war machines, weapons, armours, magical items of great power, spell stores, weapon caches, and stasis chambers filled with waiting demon tainted gold elf warriors, placed here against the day when the Vyshaan would return to power.

# Deepwater Bay



**Population:** 32000 (Moon Elf 70%, Green Elf 15%, Sun Elf 10%, Other 5%)

**Products:** Crystal swan & dragon ships, leaf ships, trade goods, ropes, sails & chandlery, pearls, fish & seafood products, oyster shell, sea-elf crafts & products, coral sculptures, caravan goods & trails supplies, horses, wagons, chariots, tack & harness, steel products, iron mongery, paintings, silk clothing & decorations, wooden & coral household items, glass products, sea, sailing, ship & weather based magical items, magical prows & navigation devices, lore crystals & books, fruits/herbs/vegetables.

**Who Rules:** The Sea Lords of Sashelaar – Group of 19 clan heads of the seafaring Moon Elf families who control the trade between Aryvandaar, and the southern kingdoms. They serve all the kingdoms of the people and guarantee free and safe passage to and from Evermeet. In turn they acknowledge the overlordship of the Ar'coronal and are guaranteed support both financial and military in times of crisis.

**Who Really Rules:** The Mistress of the Deep – Lady Amaqirra Moonflower was the original ruler of the settlement of Deepwater Bay. Her progeny have maintained the masquerade that she still rules, even after 10 millennia. Each generation a female (most often) member of the clan is chosen to be the next ‘Sea Queen’ and undergoes a right of transformation taking on the physical appearance and outward mannerisms of the original Lady. In this way the descendants of Sharlario have maintained a direct connection with the original settlers from Tintageer.

**Notable Temples:** Deep Sashelas, Corellon, Angharradh, Aerdrie Faenya, Aerdanae Ellora, Tethrin Veraldé, Sarula Iliene & Mythrien Sarath.

**Notable Magi:** Suaelyn Sea Lords – air/water elemental dualist ship captains & rulers of the city, Elloran Starsingers, Fenndaern crystal-ship growers, Mythrinfhaor Abjurers & Incantors, The Sashelleer Storm Riders – selutaar-priests of the Alu'telquessar.

**Notable Organisations:** S'veltara Ship shapers & chandlers, Seahawk Knights of Sehanine, Eladrin Heralds, Genealogists & Lore Seekers, Venquella Sea Scouts, navigators & pilots, The Green Dolphin Riders – Free sailors & privateers co-operative, Society of the Silver Osprey – Giant osprey riders society, Sky-Jade Sea Elf Hunters & Sea Singers, Sea-Witch Sisterhood, The Ajmancor –elite sea-blade body guards & agents of the Mistress of the Deep.

## Notable Locations:

**Great Harbour of Sashelas:** The creators of the city took great pains to deepen and enhance the natural features of this extinct volcanic crater. Millions of years ago the harbour was the caldera of a huge volcano that spewed forth the great granite and basalt plug. There are no docks, wharves or slipways yet this natural harbour is second to none. Dozens of small fishing and coastal craft use the eastern end of the bay with its rocky beaches, whilst merchants with larger swanships and dragonships tend towards anchoring up at the northern end of the harbour with its deeper draft.

**Librarium of Labelas:** The Library of Labelas is a complex interwoven giant chime-oaks, comprising the library, a temple to Labelas, dormitories, a scribe's hall, print works and a school and research facility. The hidden flets, halls, cloisters and apartments sit in the shadow of the Trees of Learning and the Gardens of Contemplation and Reflection.

Each tree tower is dedicated to two different schools of knowledge; Literature and the Arts, History and Geography, Sciences and the Crafts. Nowhere in the library is there held any arcane lore. That is the domain of mages and priests. The Lore Masters and Scribes are dedicated to the pursuit and dissemination of knowledge to all. Most Elflings spend their latter educational years here before specialising in the areas of skill and knowledge they or their families assign to them or they show interest and talent in. There are more than 500 scribes, priests and scholars here at all times with nearly 5 times as many students.

**Scintillating Grotto of the Alu'tel'Quessir:** Linking the islands that shelter the harbour with the mainland is a land bridge and deep coral and kelp filled cove known as the Scintillating Grotto. Here within the cove, living amongst the kelp and coral is a colony of Sea Elves who inhabit the harbour along with a large pod of common dolphins and a few Sea Horse Mounts. The sea elves live here and because of the Sea Queen's Peace, and because they can readily trade their skills and expertise as ship scrapers, fishers, pearl farmers and artisans for the goods they cannot manufacture below the surface. The Sea Elves here are part of a craft and trading canton, and represent a much larger empire of sea elves. At any one time there are 500 – 600 Alu'Quessir in or around the city. There are larger 'towns' just 20 or so miles from shore located in deep sheltered grottos and cavern systems hidden amongst the ruins of the former Elven cities that once dotted the coast before the Sundering swept them all away.

**Green Glades Temple Complex:** The Green Glades is a vast complex dedicated the devotional side of life. There are vast temples, monasteries, religious schools, houses of worship, worshipper's quarters, 3 hospitals, shrines, mortuary chapels, parks gardens and art works dedicated to the divine. Dominating this area of the city are the vast green and white alabaster spires of the Great Shadowtop. A giant alabaster temple complex carved into the life like shape of a giant Shadowtop Tree towering 500 feet above the ground. This giant work of art is dedicated to Lord Corellon and his consort the Lady Angharradh.

**Woods of Songs Departed:** Hiding the city is a quiet and out of the way, wild woodland. The designers of the city wanted to hide the city from outsiders so it could be a place where the people could go and feel safe. Several magical wards protect the woods from the worst of the weather as well as deadening outside sounds. The deeply overgrown woodland is interspersed with hidden glades and dells. The city itself is completely hidden from visitors by the towering trees and dense undergrowth. Most clearings have a small pond or stream, several stones or wooden benches to sit upon and a stone arch or vine covered arbour.

**Sea Dragons Maw:** Hidden beneath the imposing cliffs under the northern shoulder of the Mountain is complex series of sea caves, much hollowed out and enlarged. A carefully crafted illusion hides the fact that this cavern complex is home to about two dozen Swan and Dragon Ships that belong to the navy and have been positioned here to act as a strike or flanking force if the city is ever attacked by sea. The complex is completely self contained with an intricate mythal providing structural integrity and scrying security, as well as repulsion and protection from evil effects to keep unwanted visitors at bay, in addition to the illusions covering the entrance. The crews and marines stationed here are sworn to secrecy, most people know there is a hidden base somewhere along the cliffs north of the mountains peak, but most do not know where exactly. Crews are rotated every 10 days as the duty is seen as quite boring.

Occasionally the captains will hold drills and quick attack alerts, but much of the time the crews just sit around waiting for the call to arms.

**Local Lore:** Ruled by the Mistress of the Sea, the city/realm of Deepwater Bay is an unusual alliance of seafaring Moon Elf merchants and a colony of Sea Elves. Many residents of the city have a mixed Sea/Moon Elf heritage, and the Sea Lords are all water breathing Moon/Sea Elf cross breeds. With the expansion of Aryvandaar, the Sea Queen maintained her city's neutrality, but with the rise of house Vyshaan even The Lady's tolerance was tested when her Dark Elven subjects were betrayed. With the increasing threat of annexation and invasion from Sharlarion, the Sea Lords threw in their lot with the rulers of Illefarn. The Sea Queen formerly renounced her city's independence with Aryvandaar's invasion of Illefarn. Becoming acknowledging her realms long standing friendship and neutrality, the Vyshaan allowed her to retain hereditary ownership of the city declaring Deepwater bat a free port city of trade.

Unlike the cities of Aryvandaar, there is little to distinguish this place from the wilderness surrounding it. Indeed, for a wanderer who happens upon this place, there is nothing to see at all. But at the time of spring faire it is a surprise to many how quickly a teeming marketplace springs up in the shadow of the mountain. Amongst those visiting the famous market are stout folk from ancient dwarven kingdoms, and Halflings living in the hills and forests beyond. Even a few human traders from the primitive tribes to the far north venture down to the harbor marketplace when the worst of the ice flows melt from the sea. Even in high summer the ships that carry migrants to Evermeet are regularly hidden away in the sea caves to the south. When needed these Elven ships sweep into the harbor, graceful vessels fashioned of light wood, with a prows shaped like the heads of a gigantic swans or dragons. The twin sails rise like wings over the curve of the rail; indeed the entire ship seems poised as if to take flight.

# Arkerym



**Population:** 5800/27000 (Sun Elves 70%, Moon Elves 10%, Green Elves 10%, Others 10% / during the build up to war 90% Sun Elves, 10% others)

**Products:** fishing gear & small boats, fish, crustaceans, shellfish & fresh water weeds & herbs, alluvial gold & silver, pottery, fine ceramics, tapestries & weavings, living plant sculptures, musical instruments, fruits & vegetables, herbs & spices, wines & ales, clothing & leather goods, furs & skins, wooden household items & furniture. (Later during the occupation: weapons & armour, siege weapons & devices, war golems & animated constructs, magical weapons & items of war, wands & staves, war & hunting cooshee, war horses, giant eagles, pegasi & hippogriffs, leaf boats, fish, crustaceans, shellfish & fresh water weeds & herbs, mining equipment, slaving devices, iron, coal, adamantine ores mined by war captives & slaves operating from mines in the Gray Peaks, accessed via portals located beneath the citadel).

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** : The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. There are several service shrines dedicated to 'lesser' deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, Naralis Analor& Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle ready magi dedicated to the searching out and destroying those Miyeritaran spellcasters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands.

**Notable Organisations:** Hahfennkhar Slavers Cabal, The Blackrock Miners Guild, The Graneye Siege Engineers, The Sabreclaws - hippogriff & giant eagle breeders, The Darklight Hunters – Specialist Underdark rangers, hunters, pest controllers, & scouts, The Redcliff Rangers & Pathfinders, Eternal Blades of The Midnight Sun, The White Dove Healers, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Righteous Order of the Crimson Sunlords – Paladins & Crusaders, Felkerym weapon smiths & armourers, Hollydeep River Runners & Guides,

**Notable Locations:** **Redskye Spire** – Lords keep & sentinel tower, **Ruywill Citadel** – home of the Blackmask Brotherhood, The Encatorex – summoning fields, **Balaffs Maze** – huge subterranean hall capable of housing 25000 battle ready troop and all their gear. At its eastern end is a pair of obsidian portal columns through which the army can pass, travelling up to 100 miles in any direction. This gateway allowed the Vyshaantar to outflank the Miyeritaran border forts and roll them up from behind. **The Pits of Sorrow** – slave pens & mining camps linked to the citadel via portals beneath the fortress, **Lake Ashtolhaor**, **Bne'rengoth Aerie** – giant eagle & hippogriff outpost, **The Briar Fields** – market glade.

**Local Lore:** This fortress outpost is located on the north side of the Bridge of Many Voices, at the feet of the Evendim rapids, right on the border between Aryvandaar and Miyeritar. Arkerym grew rapidly as it became one of the main staging posts for the invasion of the Sapphire Plateau. The mighty citadel and military town that grew up around it was held together for millennia by preserving magics that have been slowly failing for centuries. The walls top 100' in places and towering red granite spires loom large some 300 or more feet high. The citadel itself houses great armouries and spell-holds, along with the vacant barracks for thousands of troops and the portal nexus buried beneath the central keep. Surrounding the many towered citadel is the town of the same name that provides comfort and support for the troops, and accommodation and services for their families.

With the rise of the Ilythiiri in the south, and their sponsorship by certain clans within Aryvandaar with connections amongst the Ilythiiri nobility, a thriving trade in war captives lead to the establishment of a whole series of adamantine, iron, copper, tin and mithral mines within the Gray Peak Mountains. Elves of all cultures not directly allied to Aryvandaar found their way into these mines, where life was short, dark and brutal. The Vyshaan, Dlardrageth, Nierde, Nimesin, Marstarym and Auralgatha Sun Elf clans ran the mines which were accessed and reinforced from the garrison portals kept active by constant troop and slave movements to and from the Pits of Infinite Sorrow. The portal network located in a series of giant extra-dimensional caverns, is operated by the Kerymkhotynn Portal Raiders. The portals lead to a variety of locations all across the empire and to places in the planes beyond.

# Keryymnaar



**Population:** 64500/120000 for the 10 yearly Festival of Starlight -Celebrating the marriage of Sehanine and Corellon. (Moon Elves (54%), Gold Elves (34%), Green Elves (5%), and a handful (1%) of Dark Elves, Sea Elves and Winged Elves.)

**Products:** art works, music & songs, musical instruments, operas, ballets, musicals, plays, poetry, living sculptures & tableaus, unusual pets, planar servants, religious rites & burials, monuments, family histories, heraldry, wills/deeds/titles, compacts & contracts, spiritual assistance, the laying down of the undead, ritual transformations & summonings, holy items, weapons & armour usable by all servants of the resident faiths, scriptures & prayer vessels, water features, crystal & porcelain wares, gems & jewellery (all carrying useful minor enchantments), living wood/stone/crystal house hold items & furniture, dimensional storage devices, silk cloth/ropes/curtains, cushions/scarves & clothing, spider silk armour, leather goods, fruits/vegetables/herbs/fungi, wines/ales/spirits, game meat products.

**Who Rules:** The Council of Starsfall – made up of priests, high magi & noble's loyal to the Starsong Clan upon whose estates the city and surrounding hamlets and farms do rest.

**Who Really Rules:** The Quardath: A group of four consisting of the hereditary Laranlas/Laranlor of House Starsong, the guild council master, the city's high priest and Grand Mage of Keryymnaar.

**Notable Temples:** Labelas, Sehanine, Corellon, Hanali, Aerdrie, Solonor, Tethrin Veraldé, Mythrien Sarath, Naralis Analor& Darahl Firecloak.

**Notable Magi:** Starsingers of Corellon, Chronomancers of the White Sun, Aruthdah'naor Circle, Feywatchers of Srinhalee – Guardians against incursions by unwelcome visitors from the Fey Wilds.

**Notable Organisations:** Fenmaarl Scouts, Pathfinders & Guides, Seldnayr Beast Slayers & Bounty Hunters, Padarael Lore Hunters & Keepers, Aluvastaar Water Sculptors, Erehilor Bone Shapers, Archers of Valanhaor, Soul Song Life Shapers, Sisterhood of the Luminous Cloud. The Knights of the Seven Sacred Mysteries The Sentinels of the Moonbow

**Notable Locations:** Brimstone Flyers Lodge, D'efluer Tree Spire, Soulsingers Tree Palace, The Whiteheart Lore Trees, The Moonstone Fields, Helfethry Lake, Temple Beyond Time, Starsong Hill, The River of Fallen Tears, Starsong Manor, The Floating Barrows, The Fey Gate Circles.

**Local Lore:** When the time of the Moon Elves was young, a child was born, her name Amrathillia, her mother the Lady Starsong, high priestess of Sehanine. In time lady Amra' took her place amongst the sisterhood of the Golden Moons. At first celebrated as a gifted priestess, scholar and seer, Amra' soon began to have visions that put her at odds with her sorority mates. She proclaimed a time of darkness and despair was approaching, and soon after left Sharlarion, taking 11 other priestesses with her. In time these wanderers were found wandering amongst the mightiest trees of the forest by Ong the Eldar, a treant and one of the original children of Chauntee. The founding of house Starsong began

with this fateful meeting. For centuries the only inhabitants of the lands were the fey creatures of the forest and the people of the Starsong clan. Lady Amra's daughter, the priestess/seer Aphrael founded the order of the Sisters of the Veiled Choir. These reclusive seers became renowned for their prophetic ability, and their visions revealed in an unending chorus of song. The first seekers of these seers were followers of the Lord of Time, who came tracking a time nexus. They in turn were invited to stay by Ong the Younger, where upon they established the Temple Beyond Time, acting as guardians for the secrets revealed by the sisters of the Veiled Choir.

Young elves in search of adventure often attempted to find the sisterhood's oracular redoubts of which, curiously, none are located on the Green Isle. On rare occasions a lucky and persistent elf discovered the Veiled Cantoria, but those who sought to simply follow in their footsteps always failed in their quest. The reward for reaching a sanctuary of the Veiled Choir was always the blessing of the Luminous Cloud and a mysterious prophecy, the unravelling of which may consumed the rest of the recipient's life.

After millennia of secrecy, the leaders of clan Starsong decided to share their bounty with the rest of the people. The rudiments of the tree city were grown amongst the top most canopy of the outer woods around the Starsong Hill. In time the city became known as Kerymnaar a place of peace where all who entered within its luminous mythal were overwhelmed with a feeling of great peace. This was not a magical effect but a collective manifestation of the Seldarine. Violent action or thought was impossible within the bounds of the city and its surrounding woodlands. The city came to host the Great festival of Starlight, a time celebrating the victory of the Seldarine over the dark Seldarine and the marriage of Sehanine to Corellon. On occasion at these gatherings Sehanine and Corellon would manifest through their assembled worshippers, knitting together their spirits in a true sharing of minds. Such holy days were concluded with joyous freeform dances beneath the most visible manifestation of the Gods that lasted until the first rays of dawn.

# Auglathla

## The Gathering Place



**Population:** 10000 / 35000 during the celebrations of the Harvest Festival of the summer solstice.

**Products:** Votive offerings, fine pottery, porcelains & enamel ware, tapestries & weavings, living plant sculptures, musical instruments, fruits & vegetables, herbs & spices, spirits, wines & ales, clothing & leather goods, furs & skins, wooden & crystal house hold items & furniture, grains & legumes, forest fruits, roots, & nuts, game animals, giant eagles, Cooshee hunting dogs, tack & harness, bows, spears,

arrows, spider silk bolts of cloth, riding & war horses, musical instruments, memory orbs, operas and travelling circus troupes.

**Who Rules:** The Council of the Arsela'drinn – an august body (of righteous windbags) made up of the high priests of all the major faiths of the Seldarine. The council meets for 10 days, every 60 days and decides upon all of the major political decisions that affect the faiths of Aryvandaar.

**Who Really Rules:** The Theocratic Triumvirate – a ruling trio made up of the Arch-Prelates of the faiths of Corellon, Labelas and Sehanine/Angharradh. For much of the city's existence the triumvirate members handled the day to day affairs of the city and its citizens, whilst at council meetings they had a deciding vote in the case of deadlocks as well as a right of veto over any decisions the council may eventually have reached. In the latter days of the Vyshaan Empire the representatives of Corellon and Labelas were lesser scions of house Vyshaan and during their reign the representative of Angharradh was declared apostate, and her seat left vacant. It stayed this way from the end of the third Crown War right up until the city's fall in -10000 DR.

**Notable Temples:** Corellon Larethian, Erevan Ilesere, Hanali Celanil, Kirith Sotheril, Labelas Enoreth, Melira Taralen, Rellavar Danuvien, Deep Sashelas, Sehanine Moonbow, Tethrin Veraldé, Mythrien Sarath, Sarula Iliene, Darahl Firecloak, Alathrien Druanna, Aerdrie Faenya & Aerdanae Ellora.

**Notable Magi:** The Lords & Ladies of the Ar'selutaar – secretive society of high magi (and their agents) dedicated to the protection of the people above all other considerations, The Blue Dolphin Water & Air Dualists, The Scarlet Runners – battle magi & blade singers, The Silver Eagles – Diviners & Enchanters.

**Notable Organisations:** The Order of Heralds, Historians & Scribes, The Endrui'anwnn – witches & warlocks of the Fey lands, Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of Yr'tiruan'Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Holy Order of the Rose & Unicorn – Paladins & Crusaders, Darksong Knights of the Sable Moon, Everfaer Portal Guards & Guides.

#### **Notable Locations:**

**The Summoning Tower:** Standing at the centre of Auglathla, overlooking the sprawling tree city and out to the planes beyond is a tower greater than any of the elves had seen before. Fashioned from the white granite of the surrounding plain, reflecting the elusive colours of the sky, it stands taller than the largest Shadowtop or Chime-oak. A large, curving stairway winds its way up the entire inner wall of the Tower, and onto each stair is carved a stone seat, and the name of the mage who would occupy it during the ritual that summoned the far-away land of Evermeet from the islands to the north of Tintageer on the world of Faerie.

In latter times the tower served as the Grand Mages abode, as the cities sentinel spire and as the school for aspirant selutaar and dualists. The tower finally fell in a cataclysmic explosion at the end of the fourth crown war when the gathered magi and priests used the tower as a focus for the Fhaortel'faer. With the completion of the ritual, the tower was consumed in roiling black energies and in the subsequent eruption every caster within and immediately around the spire was consumed in the arcane energies that transformed the dark Elves and their allies. The few survivors who had not been sent deaf or blind by the blast saw and heard a malicious feminine cackle coming from the pyre as a giant spider like shadow of oily black smoke drift into the sky, turning a bloody red in the light of the setting sun.

**The Cathedral of the Glittering Sun:** Sitting in the shadow of the Summoning Tower, the Cathedral of Corellon is located in a large clearing is a round building whose high domed roof reflects flashes of sunlight. The dome is constructed on leaf shaped shards of pale green Theurglass fitted together like a puzzle, held in place by interwoven branches of 11 giant Briar-oaks trees whose trunks buttress the temples sides. Built upon the site of the original temple to Corellon on Faerun, the Oaks Cathedral was

the spiritual heart for all Green Elves of Miyeritar. It was here that Corellon appeared to a beleaguered tribe of Green Elves and helped them drive off a horde of forest orcs lead by Malar and his beasts. Corellon was accompanied by his daughter, brother and lover during his routing of Malar the Destroyer. In honour of his appearance the priests and high magi of the Misty Vale erected the original temple. It was during the later Dragon Wars that this temple was destroyed. In time the site was lost, with the coming of the immigrants from Ilythiir and the settling of Auglathla, the original temple site, now a glade dedicated to the Dual Dancers of the Moon – Angharradh & Elistraee was reclaimed. The gathered Green and Dark Elven Priests and High Magi of Miyeritar raised the cathedral anew this time much larger than the first, using 11 giant silver barked Briar-Oaks as the supporting structures growing around the 11 stone menhirs originally found in the glade. The temple formed the heart of a mythal raised to protect the city and the surrounding forests of the Misty Vale.

Within the vale, no worshipper of either Lolth or Ghaunadaur can stay for any length of time; the powers of outsiders and non-Elven undead are curtailed whilst within the Vale. Fires of any kind burn out in just a few minutes, and Green and Dark Elven worshippers of Elistraee, Corellon and Angharradh can see through the ever present mists as if they were not even there. These are but a few of the many powers imbued into the forest by those who gave of themselves to preserve this most holy site. The mythal's boundaries are only within the contiguous borders of the valley as established by dolmen sites, and sacred springs and groves scattered around the edge of the vale.

**High Trees of Caldellon** – This mighty ring of giant shadow tops stands at the centre of the city, great stairways wend their way up in the hollow trunks, with internal tree halls located within extra dimensional spaces every 50 feet or so. Straddling the trunks and the larger branches are circular tree homes. Each home houses 3-4 Dark or Green Elven families. Each behemoth's interlinked branches are lit by great glowing lanterns, whilst faerie fires and naturally glowing fungi light the many branch paths and swing bridges that connect the various halls and dwellings.

Each tree acts as the seat for an entire clan with as many as 1500 inhabitants. The stairways can be easily sealed against intrusion and the lower flets and living platforms provide excellent archery stands. Amongst the upper branches are giant Gray Eagle and Golden Griffon Aeries. Occasionally a dragon will alight upon one of these places but it is rare, given the Green Elves natural aversion to dwelling alongside any kind of wyrm. Set within the glade at the heart of the tree ring is a deep, clear, pool filled with rainbow hued fish and pearl oysters. Around this pool is a commons used for weddings, funerals, markets and festivals. There are four such giant tree rings within the city, each equidistant from the "Gathering Place" ½ a mile from the central glade along the four cardinal points.

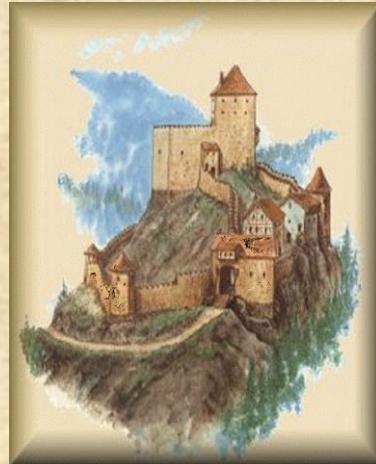
**Local Lore:** Such was the force of their enmity that the fair races of elves, Gold and Silver and Green, set aside their constant rivalries to seek a combined deliverance from their dark Elven foes. They gathered in the very heartland of Faerun by the hundreds, the High Magi of the Elven people. All the fair races of elves—except for the sea folk, whose magic had long ago dwindled almost to nothing—sent the best and most powerful of their mages to the Gathering Place.

*"Upon a broad plain, a place set aside long ago for this use, the Elven mages met to prepare for the greatest spell casting any of them had ever known. On the land surrounding this place, farm villages and a trading community had grown with the sole purpose of preparing for and supporting this event. The elves of Gathering Place—for so it had been known since the childhood of the most ancient elves still walking in mortal form—had made this day their life's work. Though there were hundreds of magi, each found a carefully-prepared welcome that would do honour to a Seldarine avatar."*

*For centuries the elves who made Gathering Place their home had laboured to build a Tower greater than any their world had seen before. Fashioned from white granite that reflected the elusive colours of the sky, it stood taller than the most venerable oak. A large, curving stairway wound its way up the entire inner wall of the Tower, and onto each stair was carved a stone seat, and the name of the mage who would occupy it. Together, these mages would cast a single spell. Never before had so many High Magi gathered in one place. Together they had the power to destroy worlds—or to create one. From the fabric of magic, from the very Weave itself, the elves had planned to fashion a new and wondrous homeland, a place that was theirs alone.* "From Elaine Cunningham's' – Evermeet Island of the Elves.

The city at the heart of the plain, Auglathla was made up of four great tree-rings centred upon the Cathedral of Corellon. It was settled as a haven of peace and refuge for all who sort Corellons' grace, and it remained so for millennia. The city managed to withstand the worst assaults of dragons, demons, devils, goblinoids, the Vyshaan and the Ilythiiri. In the end it was the peoples own paranoia and fear which brought them down when they allowed the Vyshaan priests and High Magi to dupe them into first letting them use the Gathering Place to cast the Fhaortel'faer that brought about the ultimate betrayal of the surviving Dark Elves of Miyeritar and their Green Elf allies. Within a month of the casting of this Myriad Ritual the 11 great Briar Oaks of Corellons temple had withered to dust leaving nothing but 11 stone menhirs and its accompanying pool, to mark where the cathedral had been. The mythal faded, and the Green Elves eventually abandoned their ruined city to the care of the forest guardians, a clan of Treant Dualists, and all former magi of the realm.

## M<sup>N</sup>arkerym'hoarth



**Population:** 5000/30000 during pre-invasion times (Sun Elf 70%, Daemons/Tieflings/Fey'ri 10%, Moon Elf 10%, Green Elf 5%, Others 5%)

**Products:** War machines, constructs & magical items, weapons & armour, war horses, war Cooshee, war dragons, tack & harness, siege equipment, demonic servants & summonings, trail rations & gear.

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** : The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. There are

several service shrines dedicated to ‘lesser’ deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, Naralis Analor & Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle ready magi dedicated to the searching out and destroying those Miyeritaran spell casters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of The Golden Kites, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society,

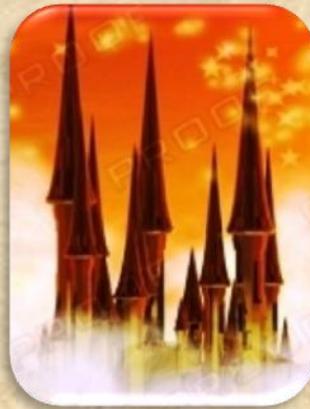
**Notable Locations:**

**The Tower of the Dragon Lords Eye** – watch tower & home of Marcher Lord/Lady and their selutaar, **Blackstone Citadel** – home of the Black Mask magi and their order of Duskblades – The Golden Kites, **The Washpool** – place where the locals water their horses and forest cattle, and place of an open market every 10 days located at the foot of the Felkerym Tor,

**The Deeping Halls** – barracks, store houses & workshops buried deep beneath the mountain and able to house and supply 5000 elves comfortably and 30000+ troops during times of war, The Misty Road – huge underground cavern with twin gateways used to transport armies to a matched set somewhere within or beyond the boundaries of the empire.

**Local Lore:** During the Crown Wars, the elves of Aryvandaar built a citadel known as Nar Kerymhoarth beneath the high granite tor upon which the ancient tower once stood to serve as an armoury for their war magic. Hidden deep beneath the empty upper levels of the citadel lie the Vyshaantar war machines. Kept in stasis, by mythal like wards rest hidden daemon guarded vaults and chambers filled with such horrors as 8' tall war golems, 20' long war crawlers, 40' long floating battle platforms, and a near endless supply of battle magics that made the forces of Aryvandaar so loathed and reviled. The deep halls, are still & damp with the heavy scent of must, with hard stone floors, ancient wards protect the citadel from all scrying powers, a series of alcoves in the deeper halls line the corridors, filled with tall statues of iron 8 feet tall, war-constructs shaped as proud Sun Elven warriors dressed in ancient armour harkening back to the days of Tintageer, heavy spiked gauntlets cover the fists. Vast lightless halls filled with whole forests of thick stone columns, entwined by carvings of flowering vines, dizzying shafts accessed by means of stone slabs levitated in midair by ancient magic , and long passageways run on for miles in the darkness underneath the hill. Its armouries and barracks have accommodated whole armies waiting to embark on their campaigns to the four corners of the ever expanding empire.

# Morkerym'hoarth



**Population:** 4000/25000 during pre-invasion times (Sun Elf 70%, Daemons/Tieflings/Fey'ri 10%, Moon Elf 10%, Green Elf 5%, Others 5%)

**Products:** War machines, constructs & magical items, weapons & armour, war horses, war Cooshee, war dragons, tack & harness, siege equipment, demonic servants & summonings, trail rations & gear.

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. There are several service shrines dedicated to 'lesser' deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, Naralis Analor & Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle-ready magi dedicated to the searching out and destroying those Miyeritan spell casters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'eil Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society,

**Notable Locations:**

**Blackwatch Spire** - watch tower & home of Marcher Lord/Lady and their selutaar,

**Oldathaars Needle** - The second tallest tower within the citadel and home to the city's eagle riders and The Brothers & Sisters of H'eil Yal Drathinmaleé, many of whom are eagle riders too.

**Red Sky Spire** – home of the Sisterhood of the Scarlet Cloaks,

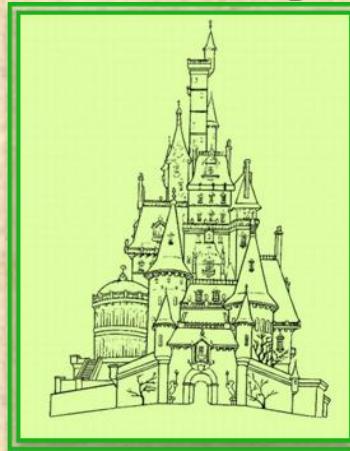
**Rexians Draw** – open heir market in an old quarry at the base of the tor and home to a colony of Rock Gnomes who are expert metal smiths and jewellers who often gain contract work from the elves for the more delicate and complex forgings (shaping metal by heating it and then hammering or rolling it),

**The Deeping Halls** – barracks, store houses & workshops buried deep beneath the mountain and able to house and supply 5000 elves comfortably and 25000+ troops during times of war,

**The Misty Road** – huge underground cavern with twin gateways used to transport armies to a matched set somewhere within or beyond the boundaries of the empire.

**Local Lore:** Located 50 miles east of Sharlarion is the ancient citadel of Mor'kerymhoarth, like Narkerymhoarth citadel is built into upon the site or an even older watch tower on the northern fringes of the High Forest. The Citadel is cloaked in a ward mist. Hidden deep beneath the upper levels of the citadel lie the Vyshaantar war machines. Kept in stasis, by mythal like wards, are hidden daemon guarded vaults and chambers filled with such horrors as 8' tall war golems, 20' long war crawlers, 40' long floating battle platforms, and a near endless supply of battle magics, weapons and armour, that make the forces of Aryvandaar so loathed and reviled. The deep halls, are still & damp with the heavy scent of must, with hard stone floors, ancient wards protect the citadel from all scrying powers. A series of alcoves in the deeper halls line the corridors, filled with tall statues of iron 8 feet tall, war-constructs shaped as proud Sun Elven warriors dressed in ancient armour harkening back to the days of Tintageer, heavy spiked gauntlets cover the fists. Vast lightless halls filled with whole forests of thick stone columns, entwined by carvings of flowering vines, dizzying shafts accessed by means of stone slabs levitated in midair by ancient magic , and long passageways run on for miles in the darkness underneath the hill. Its armouries and barracks have accommodated whole armies waiting to embark on their campaigns to the four corners of the ever expanding empire.

## Fhaorkerym'kiír



**Population:** 6000/40000 during pre-invasion times (Sun Elf 70%, Daemons/Tieflings/Fey'ri 10%, Moon Elf 10%, Green Elf 5%, Others 5%)

**Products:** War machines, constructs & magical items, weapons & armour, war horses, war Cooshee, war dragons, tack & harness, siege equipment, demonic servants & summonings, trail rations & gear.

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** : The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. There are

several service shrines dedicated to ‘lesser’ deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, Naralis Analor & Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle ready magi dedicated to the searching out and destroying those Miyeritaran spell casters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'ei'Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society,

**Notable Locations:**

**Taarfenspire** – highest tower of the citadel and watch tower, home to the Golden Great Wyrm “Fellentoryxallanfaor”, a draconic high mage who wanders the empire in the guise of an ancient crone dripping with arcane might. A constant meddler in the wider politics of the empire, the Lady Sorceress Fellenfae heads up the Blackmoon Sisterhood of selutaar-witches.

**Firebrand Keep** – the central fortress within the city and home to the Marcher Lord/Lady and the Holy Order of the Lashkyr’telmalee Dusk Knights,

**The Withering Woods** – cursed forest surrounding the city, filled with dark fey and restless Elven undead slain by dark magics during the dawn ages. The citadel itself sits upon a gateway to border of the Unseelie Lands and the Shadow Realm. In frequent incursions by flights of the High Hunt, and other fell creatures has led to an abundance of restless Elven and fey undead populating the lands around the Shilfaertor.

**The Deeping Halls** – barracks, store houses & workshops buried deep beneath the mountain and able to house and supply 5000 elves comfortably and 25000+ troops during times of war,

**The Misty Road** – huge underground cavern with twin gateways used to transport armies to a matched set somewhere within or beyond the boundaries of the empire.

**Local Lore:** Fhaorkerym’kiir is built initially to contain the growing darkness unleashed by less than scrupulous circle of Binders who opened a gateway to the Unseelie lands in an attempt to gain power of their ancient rivals. Over estimating their own powers, this group of witches and sorcerers became the first victims of the Shades unleashed from the shadowy fey realms. Confronted by an army of dark fey, lead by the Arachinlaar (High Prince) of the Queen of Air and Darkness, the elves of Aryvandaar faced their greatest test since the Dragon Wars. After years of bloody skirmishes, the two armies faced each other upon the planes of Ash and Dust (Now the sundered lands between Deepwater Bay and Synnoria). The cataclysmic battle raged for many days and resulted in tens of thousands of dead on both sides. The war only ended when the Dusk Knight Ameryllia Vyshaan managed to slay the Dark Prince at the cost of her own life. Leaderless the surviving dark fey were driven from the battle field and back through the Gates of Fell Shadows. To guard against another invasion the gates were sealed with high magic and the Citadel of Fhaorkerym’kiir was raised. The citadel is located atop a hill of ancient stone covered in trees so old as to block out the sunlight of the forest floor beneath. Beneath the tor the deep halls, are still & damp with the heavy scent of must, with hard stone floors, ancient wards protect the citadel from all scrying powers. A series of alcoves in the deeper halls line the corridors, filled with tall statues of iron 8 feet tall, war-constructs shaped as proud Sun Elven warriors dressed in ancient armour harkening back to the days of Tintageer, heavy spiked gauntlets cover the fists. Vast lightless halls filled with whole forests of thick stone columns, entwined by carvings of flowering vines, dizzying shafts accessed by means of stone slabs levitated in midair by ancient magic , and long passageways run on for miles in the darkness underneath the hill. Its

armouries and barracks have accommodated whole armies waiting to embark on their campaigns to the four corners of the ever expanding empire.

# Velnikerymnar'hoarth



**Population:** 2500/15000 during pre-invasion times (Sun Elf 70%, Daemons/Tieflings/Fey'ri 10%, Moon Elf 10%, Green Elf 5%, Others 5%)

**Products:** War machines, constructs & magical items, weapons & armour, war horses, war Cooshee, war dragons, tack & harness, siege equipment, demonic servants & summonings, trail rations & gear.

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** : The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. There are several service shrines dedicated to 'lesser' deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, Naralis Analor& Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle ready magi dedicated to the searching out and destroying those Miyeritaran spell casters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands.

**Notable Organisations:** Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'e'i'Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society,

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

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

# The Laughing Hollow



**Population:** ( Green Elves 75%, Centaurs 10%, Moon Elves 5%, Gnomes 2%, Dwarves 3% , Halflings 3%, Gold Elves 2%)

**Products:** Forest products, horticultural goods, leather goods, herbs & medicines, bows & arrows, leather tents & saddles, minor wooden artefacts and some plantation timbers.

**Who Rules:** The Woodland King or Queen

**Who Really Rules:** A loose collection of clan heads, who whilst paying homage to the King and his Queen, are left to run their own daily affairs. Only during events that affect all the clans, such as war or impending disasters, is there a full gathering of the clans. It is then that the king or queen is called upon to appease the gods, and or lead the people.

**Notable Temples:** The main temples are dedicated to Rillifane – who has several stone and oaken circle dedicated to his various aspects both male and female, Angharradh – who has the Ar'Bonnaluriella, and of course the Green Glade that is dedicated to all the deities of the Seldarine and the Seelie Court.

**Notable Magi:** The Green Warders: Circle of Magic Using Elves dedicated to the preservation of the Forest, often rangers, priests or druids of Rillifane or Eldath.

**Notable Organisations:** Shrinisharaa – Greenblade Dancers & Starsingers, Eponwr Green Horse Riders - Forest Pony breeders & trainers, Avandon – Portal creators & guides, Gethryrn'telath – Messengers,

Heralds, Map Makers & Trail Blazers, Teldairine – Crystal & Stone Shapers, Elorshan – Fey beast hunters & tamers, Mastryth – Wood shapers & fletchers.

### **Notable Locations:**

**The Palace of the Laughing Hollow**, - This otherworldly palace is a Cross Roads of the Fey Wild, and an entry point to the Seelie Court Realm. Grown from the very bed rock, the palace is a rambling collection of impossibly ornate, gossamer like granite and marble spires, halls, skyways and courtyard gardens. The palace itself sits half way between worlds. Only on the nights of the full and new moons is it fully in the mortal realm. The rest of the time the Palace of the Laughing Hollow sits within the forests of the Seelie Court. The palace residents are a mixture of Elves, Eladrin, and Fey, with even a few noble Leshay (followers of Queen Titania), gracing the halls of this ornate, and twilight citadel. Any mortals entering the palace will find that a month has gone by in the real world for every day they spent in the fey lands. Only when the palace is fully within Faerun is this situation reversed. Thus the King of the Wild Woods, only holds court here twice each month, and only if not out hunting or otherwise engaged.

**Green Glade** -The Great Green Glade is noted as neutral ground for all faiths and races with no evil in their hearts. The community of Green Glade is made up of the old, retired and infirm, for whom the rigours of the outside world no longer hold appeal. A place of perpetual twilight, the Green Glade is often the place where elves ascend to Arvandor with great celebration and ceremony by those who know them who gather to celebrate their lives in a manner befitting the elf in question. It is rumoured that even great "Elf Friends" who are celebrated here are offered the opportunity to journey to Arvandor, at the end of their allotted time on Faerun. The Green Glade ring of elm trees lies northwest of the Laughing Hollow. The Green Glade can be hard to find, fern thickets cloak its approaches and no trail no matter how well made lasts more than one night in its vicinity. Great nurturing power is alive here and has been for millennia, though various creatures and faiths identify it as the work or manifestation of a variety of deities and name the glade accordingly, they are in fact the effects of a minor mythal. Elves find the place restful, evil-aligned creatures are warded away as if by a protection from evil spell, and all healing magics cast herein gain unusual power. Minor healings gain the ability to cure feeble mindedness; neutralize poison and cure disease spells always banish lycanthropy and deafness, blindness, and the ravages of parasites are always lessened. Finally non-magical wood, no matter how old brought into the Green Glade, begins to sprout and grow, even if it has been cut, stained polished, fashioned into furniture or damaged by fire. This effect can be used by canny beings to mend damaged items, though it usually won't mend clear breaks. The Green Glade is so called because, within its protective ring of elms, it's always spring.

**The House of Long Silences** - It's a meeting place of portals in the Ardeep Forest, near Deepwater Bay, some of the doors there lead into the Waymeet itself, and that in turn is a place where thousands of portals come together. The house itself is a rambling palace of white stone built amongst mighty trees hundreds of years old growing up through the ceilings of its chambers. Life like statues of elf lords and ladies stand silently in ivy-filled alcoves, looking strangely sad and wistful in their countenance. The white stone palace with its vaulted corridors and towers is the summer residence of the grand mages of Deepwater Bay, the great coastal city of the kingdom. Most of the doors in this palace are nothing more than a stone lintel framing an empty place on the wall. Carvings of leaves and flowers, animals and scenes of nature grace each of the doors. The doors to the Waymeet are marked with a strange design of stars and dragons. There is a regular staff of servants and magical constructs here at all times. Whenever the Coronal or members of his family are in the area they stay at this opulent house to avoid the worst extremes of the summer humidity and mosquitoes that Deepwater bay is infamous for.

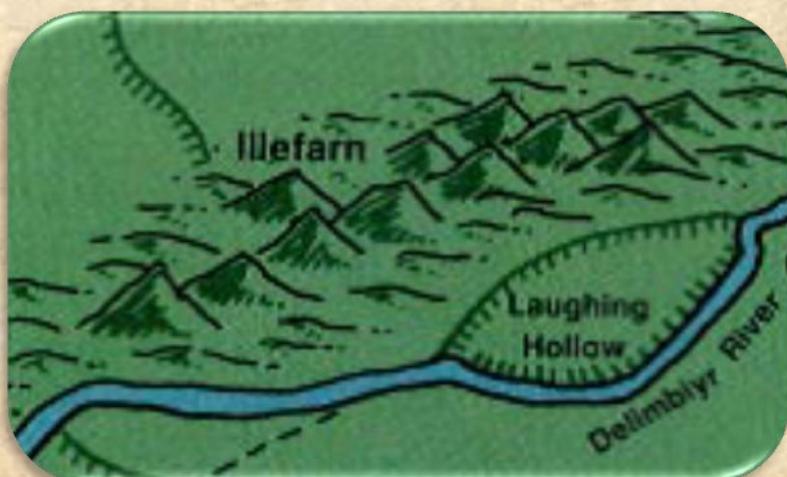
**Ar'Bonnaluriella -The Grand Temple of Angharradh.**-A grand circle of interwoven crystal spires sits in the hills to the east of the Hollow. The centre of the circle is a hollow grass and brush filled plaza with a small crystal clear lake at its heart with a beautifully carved fountain depicting the three aspects of

Angharradh at its heart. Surrounding the temple is a broad plaza lined with silver barked Amberwood Trees. Each of the trees is notable for the diamond-shaped patterns that score the tree trunks. To the north of the temple is the people's most sacred site.

**The Dancing Hill** - The paved road leading away from the temple and up to the sacred hill is the Laughing Way. Lining its winding path are majestic forest giants, remnants from Tintageer, interspersed amongst the shady giants are numerous stone rotundas, garden seat, grottos, shrines and fountains. Rambling paths also wend their ways up to the top of the hill shrouded in floral displays and creping vines filled with fruits and butterflies of every hue and colour, (Think faerie drakes, sprites, pixies etc).

At the highest point of the hill is a place offering sweeping views of the forest below and the distant ocean beyond. This sacred site harbours the people's brightest memories and their most powerful magic. Here they gather to celebrate the turning of the seasons, to sing the old songs and dance for the sheer joy of existence, to gather starlight and weave it into wondrous spells that bless and strengthen the People or lend magic to their artworks.

**Local Lore:** Laughing Hollow on the north bank of the river is an eerie, shadowed area where fey beings reside. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect within a 1 mile radius of the Hollow. This is a place meant for elves, not men. The trees and brush are occasionally broken up by warm, light-filled glades and larger clearings holding small lakes. Some travellers report having seen and even spoken with a King of the Woods, who "rules" the Wood Elves of the Misty Forest, Laughing Hollow and Ardeep Forests. Pixies, hybsils, Wood Elves, Centaurs and other fey creatures live within the forest.



# Veldaoresk (Evereska)



**Population:** 18500 (Sun Elf 70%, Daemons/Fey'ri 10%, Moon Elf 10%, Green Elf 5%, Others 5%)

**Products:** War machines, constructs & magical items, weapons & armour, war horses, war Cooshee, war dragons, tack & harness, siege equipment, demonic servants & summonings, trail rations & gear, useful magical potions, & items, rods, staves, wands, scrying & communication devices, spells & prayers, nuts & way breads, portals, made to order spells & charms, dragon eggs, dragon hide goods, fruits & vegetables. Timber products, fine wines, liqueurs, spirits, ales, fruit juices & cordials.

**Who Rules:** The hereditary Araegisses answerable only to the Coronal of Sharlarion.

**Who Really Rules:** The Marcher Lords word is absolute and she/he is answerable only to the Coronal. In war time the seven Marcher Lords are charged with defending Aryvandaar's borders and its greatest treasures.

**Notable Temples:** The Sunlord Watchers Spire – Temple to Labelas, filled with militant priests, paladins, specialist priests, crusaders and knights dedicated to spreading the word of the Sunlord and promoting his rightful place ahead of his younger brother as chief amongst the Seldarine. Priests of Naralis Analor run the house of healing and care for the fallen, Araleth Letheranil's followers work to map the stars from the citadels observatory There are several service shrines dedicated to 'lesser' deities that serve the local community and garrison; Tethrin Veraldé, Mythrien Sarath, & Darahl Firecloak.

**Notable Magi:** The Brotherhood of the Black-Masks – an order of battle ready magi dedicated to the searching out and destroying those Miyeritaran spell casters and political figures opposed to Vyshaan rule, Kerymkhotynn Portal Raiders – specialist Incantors who use the vast portal network to lead raids against other Elven settlements across the western lands. The Starsingers of the Ruby Sun, Faer'Yal Tintag'maleé – Bladesingers of old Tintageer, Selutaar'tel'Everfaer, New Moon Blade Dancers, Kellerahsellee Fey Masters., The Sable Sisters – Selutaar loyal to the Vyshaan, the High Inquisitors – diviners & enchanters charged with ferreting out guerrillas and rebel sympathisers.

**Notable Organisations:** Archers of Valanfaor, Soul Song Life Shapers, Sisterhood of the Luminous Cloud. The Knights of the Seven Sacred Mysteries The Sentinels of the Moonbow, Eternal Blades of The Midnight Sun, Patherfinders of the Silver Wolf, The White Dove Healers, The Brothers & Sisters of H'ei'Yal Drathinmaleé, The Twilight Knights of the Prince of Stars, The Hidden Society of the Sacred Sun, Archivists of the Lord of Time, The Branded Brotherhood – Blackguards dedicated to the service and schemes of the Branded King, The Hidden Society of the Scarlet and the Grey – Notable thieves guild

famed for its spellfilchers, lore lords, infiltrators and assassins, The Crypt Creators & Keepers Guild, The Mist Runners – Scouts, Pathfinders, Hunters & Guides Society,

**Notable Locations:**

**The Deeping Halls** – barracks, store houses & workshops buried deep beneath the mountain and able to house and supply 5000 elves comfortably and 25000+ troops during times of war,

**The Misty Road** – huge underground cavern with twin gateways used to transport armies to a matched set somewhere within or beyond the boundaries of the empire.

**Carlaeron** -The imposing rose pink sand stone walls and watch towers of this multi towered fortress have been constructed to house the soldiers of the Watchers in the Vale. From here patrols of elves on giant eagles, Dragons, on foot and horseback guard the ground and skies and approaches of the Keepers Vale.

**The Vyshaan Barrows** To the west of East Peak are the cunningly hidden barrows and burial crypts of the Vyshaan clan. Tome Guards regularly patrol this region said to be plagued by baelnorn, banshees and other Elven spirits that refuse to travel to Arvandor. These tombs are built within several large barrows 200" long by 50" wide and 40" high. Giant blueleaf, Wierwood and Shadowtop trees grow all over mounds completely blocking the entrances with their hugs roots.

The tombs are all relatively intact save for the invasion of tree roots, and the vagaries of wind and rain. The warding magics are subtle and strong and the Green Wardens and Watchnorns guarding the barrows are very much aware and alive. Beings walking past the barrows or stopping by to pay respects at a small shrine near the entrance is ignored by the watchers but any attempt to dig is met with swift and brutal reprisal. Once past the entrance chamber and Mortuary chapel, large stone coffins flank a central open pathway of each barrow, their tops carved into life like effigies of elves of both sexes. This area is lit by a permanent amber continual light, emanating from now failing continual light lamps. At the far end of the path is a large mausoleum sealed with an arched stone door. It is within this chamber that the waiting Baelnorn of each barrow reside. Most of the ruling nobles, and their family members are entombed within these barrows. Each was buried with the items they most prised in life. Family heirlooms or items deemed too dangerous were often also locked away with their former owners.

Each sarcophagus is enspelled to preserve its contents in life like rest. The intricately carved and detailed effigies upon the coffin lids reflect what should be found within provided that the seals are still intact. There are spell alarms and traps placed both on and inside each coffin. High Magic of a most potent and peculiar kind enshrouds the Crypts of The Watchers Vale.

**Condition of Sarcophagus**

1. Unopened
2. Collapsed
3. Opened but undisturbed body dust and bone
4. Flooded
5. Covered in vines
6. Covered in tree roots & collapsed
7. Opened & empty
8. Unopened & empty
9. Unopened & contains undead (sword-wraith/death knight/banshee/Watchnorn)
10. Contents spoiled & rotten

## **Grave Goods**

(roll 1d four times to determine contents, ignoring repeats or ridiculous rolls)

1. 2d20 pieces of jewellery (BV 20-20000 gap each)
2. 2d10 gems (50 – 50000 gaps each)
3. 1d4+4 objects de art
4. 1d2+2 magical pieces of jewellery
5. 1d2 pieces of magical clothing
6. 1d4+2 scrolls/books or other information recording devices
7. 1d2+1 Magical Items (The weird stuff)
8. 1d3+1 magical weapons
9. 1d2+2 pieces of magical armour
10. Nothing magical and plain & simple clothing.
11. Fine but simple clothing and cheap imitation jewellery
12. Something Special (roll 1d20)
  1. Spell blade (+1 to +5) NSA
  2. Storm Sword (+1 to +5)
  3. Other generic magical sword TBA by DM
  4. Intelligent Dagger (Int 14+1d4) Plus special powers TBA
  5. Other magical weapon (1. spear, 2. bow, 3. mace, 4. dagger +1 to +5, special abilities TBA)

## **Tower of Screams**

One of the most interesting and least talked about features of the vale is the Tower of Screams. This impossibly slender black obsidian spire is wreathed in mist and clouds, and rises in the mountains at the northernmost end of the vale. It overlooks the Shinning Falls, a waterfall that plummets down a sheer cliff rising at least 1,400 feet. The waters plunge into a large lake that narrows into the Singing Waters River. No entrance or windows are visible in the base of the structure, though at night strange lights glow within, and occasional screams of indescribable terror often carry for miles through the mountains around it. The tower resembles that found within Malkizids infernal domain. A broad balcony ascends the outside of the spire for quite a distance before coming to a railed walk way. A dark doorway midway along its length leads to the tower's interior. The citadel is three distinct spires in one structure, winding around each other, grown out of the ground in this form. About halfway up the height of the central spire, one of the two smaller ones branches off and soars out as a hanging minaret. The other branches out a little bit higher. The whole edifice spurns the earth below, boldly leaping out over dizzying drops below with the support of long, slender buttresses.

6. Elven Plate-mail of Command +5 (Immunity to normal missiles)
7. Golden Orb
8. Bracers (abjuration powers x2, plus 1d3 spell like powers 1/day each at 20th level)
9. +1 to +5 Mithral Elf Chain of Ethereality
10. Fully charged unique wand (invoker spell of 1stv to 5th level)
11. Fully charged staff (DM"s choice)
12. Fully charged Rod (DM"s choice)
13. Tel'Kiira Lore Gem
14. Selu'kiira Lore Gem for a 21st to 31st level Selutaar (AL LN/LE/LG)
15. Brooch of Guardianship
16. Unique Book or Tomb (DM"s Choice)
17. Spindle Lore/History Crystal (contains semi intelligent guide)
18. Rare musical instrument (harp/lute/flute/drum/horn, magical – DM"s choice)
19. 2d4 Ioun Stones set as a Tiara or diadem
20. Unique minor artefact of weird magical item

The Branded King built the tower when the Vale was first built not long after the Sundering of the Drow, when Veldaoreskwas but a remote outpost. Certainly some force or power protects the vale when humanoid armies. Those few elves that have journeyed to the Barrens of Doom and Despair say it bears more than a passing resemblance to Malkizid's abode there. Whatever the case, all Veldaoreskan elves consider the waterfall and the tower sacrosanct and never attempt to climb or enter it. The waters of the pool, however, are highly valued for their legendary healing qualities. Any who merely bathes in the water during full moon will be healed of ailments, wounds, and even have lost limbs regenerated. Needless to say, the elves never speak of this to outsiders, as such a prize would be beyond price to the elves enemies if they were ever to learn how to harness its power.

**Local Lore:** The last redoubt of clan Vyshaan, the hidden fortress city of Veldaoresk, has for millennia been their own private playground. Situated upon three granite tors at the centre of a vast and ancient caldera the citadel with its 12 soaring spires and imposing battlements is surrounded by mist covered woodlands, open fields, orchards, gardens, and vineyards upon the lower slopes of the surrounding mountains. Accessed only via a hidden road and carefully guarded portals the city is a direct reflection of the one found in the realm of Malkizid. The elves of clan Vyshaan and their loyal followers were lead here by the servants of the Branded King and quickly established themselves as the valleys lords and masters. It was from here (the second capital) that the real war was waged. The final stand of the Vyshaan armies was made here after the fall of Sharlarion. With their dark fey and daemonic forces arrayed against the shining knights of Arcorar, the scouring of the Western Cam was the last great battle of the fifth Crown War. Whilst the last ragged army followers of the Vyshaan suzerains fell before the combined onslaught of the united Elven nations, a full gathering of High Magi (24 in all) laid waste to the citadel of Veldaoresk razing it to the ground. The high magi in turn were consumed by the very mythal they sought to bring down. It was only the last minute intervention of the gold and silver dragons and their Moon Dragon Selutaar that disaster was averted and the gates to the Barrens of Doom closed forever.



# Sorrow Woods



**Population:** 4500 (Green Elf 50%, Sun Elf 20%, Moon Elf 10%, Fey Beings 10%, Lythari 5%, Avariel 3%, Others 2%)

**Products:** hand grown & life shaped timber products, house wares & furniture, unusual garden plants, fruits & vegetables, edible & medicinal fungi, unusual pets & familiars, hunting cathshee & cooshee, pegasi & moon horses, medicines & healing balms, herbs, herbal unguents & preparations, light sources, spices & salts, various preserved food stuffs \* trail rations, grains/nuts & legumes, young trees & shrubs, magical seeds for life & memory trees, living sculptures of stone, crystal and wood, portable mantle stones, memory orbs.

**Who Rules:** The Faern'tel'Shee – The Council of Green Heart Sorrows

**Who Really Rules:** The Ar'laranlar of the Great Heart Circle

**Notable Temples:** Rillifane Rallathil – The woods are home to a large circle of druids, witches, rangers, and priests in the service of Rillifane. They tend the trees, manage the food supplies and game, and guard against intruders not of the fey realms, Sehanine – The Order of the Weeping Ones tends to the needs of the dead and the dying. They and a martial order of knights and tomb guardians protect the final resting places of the realms greatest priests, druids and seers. They also invite any seeking visions from the trees to first prepare themselves for the afterlife thus cleansing their spirits before they seek guidance from the memories of trees, Labelas – The Order of Memories. This dedicated group of Lore Lords & Ladies who record the visions experienced by pilgrims. They often enter the groves themselves to both recall past events and to ‘upload’ Elven experiences from outside of the Great Forest. This is done via memory orbs, fist sized spheres of polished malachite, fashioned to hold the memories of a deceased elf. This helps to add to the growing body of knowledge stored by the trees through their interaction/interdependence with Araumycos. In turn the priests supply memory orbs to pilgrims in order to record the events experienced by the supplicants. These orbs are stored by the temple and then supplied to the pilgrim upon request. Small memory gems, attuned to the specific wearer can be bought so that any visions gained can be replayed over and over.

**Notable Magi:** The Mist Keepers & Mystery Weavers – an order of high magi, invokers, incanter and illusionists dedicated to the creation of warding mists, site specific mythals, protecting important heritage sites, and creating personal items of illusion and protection. The Mist Weavers are responsible for the construction and storage of the memory orbs and

for the protection of the temples and trees around the Sorrow Woods. They are assisted in their endeavours by the Sisterhood of the wailing Witches, an order of sorcerers and witches dedicated to the unravelling of life's mysteries. Many of the order are Lythari and a goodly number over the millennia have voluntarily become Watchnorns and Banshee Witches with the ability to shape change into mortal forms as well as that of their more common lupine forms. These secretive guardians operate outside of the woods, spying upon intruders and reeking havoc upon invaders in the dark of night and in the twilight world of the deep, dark, and brooding heart of the Great Forest.

**Notable Organisations:** Peerrin'athlaer Tree Herders & Keepers, Oshforynn Life Shapers. Garadeth Orchardists, Erryndath Cathshee & Cooshee Breeders, The Order of Lashrael Crusaders – hunters of Leshay and their fey servants who from time to time escape the fey lands to wreak havoc amongst the mortal beings of the realm, Telporin'shree – Wyrm hunters & artefact retrievers, ladies of the Spiders Skeins – fate weavers & soothsayers.

**Notable Locations:**

**Sorrow Woods**- Hidden in the dense woods of Unicorn Run, this small copse of magic oaks was planted by the ancient elves of Aryvandaar. The leaves of these trees change colour 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.

**Sepulchres of the Weeping Ones**.- These tombs are built within several large barrows 200" long by 50" wide and 40" high. Giant blueleaf, Wierwood and Shadowtop trees grow all over mounds completely blocking the entrances with their hug roots. The tombs are all relatively intact save for the invasion of tree roots, and the vagaries of wind and rain. The warding magics are subtle and strong and the Green Wardens and Watchnorns guarding the barrows are very much aware and alive

**The Tiers of Falling Dreams** – cataracts leading from the head waters of the Luerill, a tributary whose cold clear waters run through the heart of the Sorrow Woods, and then empty into the Unicorn Run.,

**The Great Ring** – a series of hidden tree settlements made up of a series on interlinked tree halls, flets, & platforms linked by hidden sky ways and accessed from the ground by craftily hidden spiral stair cases that wind up through the trunks of towering Wierwood and chime oak trees.



**Local Lore:** Hidden in the dense woods at the feet of the Great Starmounts, amongst the headwaters of the Unicorn Run, this small copse of magic oaks was planted by the ancient elves of Aryvandaar millennia before the Vyshaan came to power. Its original purpose was to remind all those Elves who came after the Fall of Tintageer, the ultimate price of Hubris and Greed. The leaves of these trees change colour 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, and then back again to green in the spring.

The Sorrow Wood serves as a living recorder of Elven history. These trees, whose roots are said to touch the roots of every other tree in the High Forest, hold a history of the Elves that goes back to the Dawn Age of the Elves arrival from Faerie, more than 10000 years ago. The Elves named this grove the Sorrow Wood because the history it related was full of sadness, death and war. The Sorrow Wood is not an oracle, and does not give answers to questions asked. Rather, those who go there seeking knowledge are drawn into an incredibly life like vision in which they must interact with spectral representatives of the people, places and events from long ago. So vivid are these images that those awakening from the vision often find themselves clutching an ancient relic of bleeding from a wound.

The temple complex itself is located 5 miles from the grove so as not to disturb the visions of those who travel there. There are shrines to the 3 Seldarine deities most important to the Elves of Aryvandaar prior to the Crown Wars. The priests and scribes in attendance care for the vision seekers and protect them as they enter the mists wards that surround the grove. There is a mythal that protects the woods from the worst of natures extremes, fire and harmful magics, and a 'Forbiddance' like effect that keeps out the unwelcome and those seeking to do harm within the groves precinct and within a 1 mile radius around the Sorrow Woods.

# Dawnfire- The Bright City

## circa -25,090 DR



**Population:** 175000 – city and surrounding country side. (Gold Dragons 5%, Silver Dragons 3%, Bronze Dragons 2%, Song Dragons 5%, ½-Dragons 5%, Humans 50%, Elves 30%)

**Products:** Lore gems & other storage devices, books & scrolls, fine art & sculptures, water clocks & fountains, music & musical instruments, memory spheres, fruits & vegetables, beers & ales, wines & spirits, weapons & armour, horses, meats & leathers products, metals, gems & jewellery, cloth, clothing, spider silks, ropes, wood products, crystal wares, tack & harness, herbs & spices, rare fungi, unusual pets, grown buildings, weapons of warfare, useful magical potions, & items, spells & prayers, nuts & way breads, caravan supplies, portals.

**Who Rules:** King Orchtrien "The Grand All-Father of the Golden Wyrms – Suzerain of the Northern Tribes. Rhespen Ash, Royal Councilor, Magician and a royal deputy.

**Who Really Rules:** King Orchtrien and his son the Crown Prince, Bexendral – The Unready, along with a council of advisors made up of wyrmling nobles, elves, humans and half-dragon elders of the vassal tribes.

**Notable Temples:** Bahamut, Io, Tamara, Aasterinian, Astilabor, Chronepsis, Faluzure, Garyx, Hlal, Titania, Oberon, Verenestra, Emmantiensien, Squelaiche, Eachthighern, Rillifane Rallathil, Hanali Celanill, Sehanine Moonbow, Fenmarel Mestarine, Raven Queen, Tharizdun, Bright Nydra, Silvanus, Curna, At'ar, Jannath, Kozah.

**Notable Magi:** Brothers & Sisters of the Golden Flame – order of magi half-dragons of various races, The Order of Dusks Ascendants – rebel cabal of dweomer users and priests dedicated to overthrowing their draconic masters, The Order of Lashrael Blade-Singing Crusaders – hunters of Leshay and their fey servants who from time to time escape the fey lands to wreak havoc amongst the mortal beings of the realm, The Aurumvor Weavers – A coven of witches and sorcerers who live amongst the conquered northern tribes and who owe their fealty to the Drake Witches of Dawnfire,

**Notable Organisations:** The Saffron Knights, an order of gold, silver and bronze half-dragon dedicated to protecting the rule of the Golden Wyrms and spreading their power base throughout the northern lands, Archers of the Flame Eagles, Wyrm Song Life Shapers, Sisterhood of the Luminous Cloud, The Bronze Knights of the Severed Claw, Brightstar Crystalmancers Society, Ashen Deep Farmers Co-operative, Orchtrien's Raiders Troll & Giant Hunters Society, Ferrynfhaor Miners & Smithies Guild, Silver Ambuchaer Knights,

Elpenstone Hippogriff & Giant Eagle Breeders Society, Storm Dancers Travelling Entertainers Guild, Fetherstar Brewers & Vintners, Ebonash Potters Guild, Song , Sky Knights of the Stars & Cross, The Crypt Keepers Guild, The Opaaltor Horse Breeders Guild, Severenn Orchardists.

**Notable Locations:**

**The Lower Watchers Citadel:** Grown from the very bed rock at the base of the Bright Mountain is multi-spired granite fortress that sits astride the one road that winds its way up the mountain. The fort is filled with ever watchful troops of human pike and spearmen, Elven warblade and archers, led by half silver dragon officers, and commanded by one of the many bastard daughters of the king. The fortress is the head quarters for the royal messenger core, and its garrison is responsible for maintaining the dozens of watch towers and relay stations found all along the empires major roads.

**Dawnfire Palace:** At the centre of Dawnfire stands the royal palace, a sprawling hive that is home to a legion of servants, guards, and courtiers. Within this complex rises the high keep containing Orchtrien's personal apartments, and the quarters of those he wants closest. The walls of the city are covered in seas of flowering vines filling the air with the fragrance of brunfelsia and Sapphire Moon Roses.

**The Arcane Spire:** Like Orchtrien's personal residence, the sanctum where he and the princes practice their sorcery is a tower with gardens growing all around. Over time, the forces leaking from behind the thick granite walls have warped the blossoms and shrubs into growths unknown to nature, pine trees writhe, and the needles clash softly, as if they are made of metal. Pale, fleshy flowers with lidless eyes at their centres twist to watch those who pass by the walls of the tower and its outer garden walls.

**The Grand Librarium of the Golden Drakes:** At the heart of the palace is a garden filled courtyard with only two exits. This courtyard sits at the entrance to one of the greatest libraries in Faerûn's history. At the centre of the court yard before the library's high iron door stands the semblance of a dragon shaped from the same metal. Though motionless the statue is still imposing. Confident of their prowess, Orchtrien and his progeny use only warriors and walls, commonplace measures, to protect their residences and thus their persons. Indeed, one could almost surmise that the golds only bother with bodyguards and such because they comprise part of the customary pomp and display of a royal court. But they too however take much greater care to preserve the arcane secrets of dragonkind, and the iron wyrm isn't the only guardian—or guardian enchantment—emplaced to foil intruders.

The ground floor is a spacious extra-dimensional hall, apparently bare except for the intricate mosaics of grand dragon mages in various poses. The only way to the upper floors of the library is via the ceiling crawl holes, gem lined openings warded to only allow wyrms of Orchtrien's lineage into the library proper. The original entrance is hidden by cunning illusions that hide the openings that are positioned one above the other. A creature as huge and agile as a wyrm can easily employ them to scramble up and down. Guarding this portal is a demon, as large as a mature adult wyrm – a Ghargatula, a towering, bipedal mound of a thing, with a lashing prehensile tail terminating in a coal-black stinger, a dozen mismatched, many-jointed arms sporting one or more talons, and a head that was virtually all mouth lined with row upon row of tusks.

Near to the top of the keep can be found the heart of the library, one great chamber that occupies the entire floor. Some of the books and scrolls stored here are of conventional size.

Any elf or human scholar can manage them conveniently. These volumes have been created by drakes capable of changing shape. Most of the volumes, however, are huge, and composed of substances more durable than parchment, ink, and leather. One wyrm has etched its lore on copper plates stitched together with a silver chain. Another has scratched glyphs onto octagons of teak, while a third has employed oblong sandstone tablets resembling the lids of sarcophagi.

**The Sky View Gardens:** These fragrant gardens, of jasmine, roses, giant periwinkles, and columbines are used exclusively by the wyrms and their courtiers. Each drake of the royal family has his or her own courtyard garden which most of the time remain unused but for the florists and bee keepers. Yet late in the spring, King Orchtrien and his court often repair to the gardens to enjoy the balmy night air and the spectacle of the moon, the northern lights and the odd comet.

**The Grand Throne Room:** The central hub of courtly life within Dawnfire is the massive many columned throne room, a vast, high-ceilinged hall, with an intricately carved cylindrical pedestal at its northern end that serves as a sort of throne, upon which King Orchtrien sits when holding court amongst his many sycophants, petitioners, guests, attendant nobles and courtiers.

**The Gate Keepers Citadel:** At the lowest entrance to the city is the ornately decorated fortress of the Saffron Knights and the city's army – the Talons of Justice. It is here that the men-at-arms, and the war-wizards are quartered and trained, and it is here that is the head quarters of the Saffron Knights, and order of gold, silver and bronze half-dragons. Clad in gilt armour, the warriors are tall, lanky men with blond hair and tawny eyes. Their skin has a golden cast as well, and in some cases, a faint patterning suggestive of scales. These noble warriors are the bastard progeny of the various noble wyrms and make up the bulk of the personal guard of King Orchtrien.

**The Elf Quarter:** Passing through an arch in a wall adorned with flowers, bumblebees, and hummingbirds rendered in mosaic, a visitor reaches the very heart of the city. At its centre towers a wood of mighty oak and shadowtops. High in the branches hang dwellings, halls, and flets constructed on multiple levels, some portions enclosed, others, simple platforms. White, blue, and amber lamps glow in the twilight, and the scents of cooking tinge the air. Hard work and potent sorcery was utilised to transplant these trees to the top of the mountain, just so the elves would feel at home.

**Local Lore:** Built during the height of the Time of Dragons, the city of Dawnfire can only be accessed via the Dragons Way, or by air. The climb up the mountain highway is considered a rare experience by travellers; the view going up the mountain is spectacular, one of the fairest sights in Faerun. As travellers ascend the road switches back up into the mountains, past the minor bastions and watchtowers built to guard the way, as the road winds through the stony crags rising around them.

Orchtrien's capital is both a city and one vast castle, the whole hewn from the living rock of the mountain top, then refined and polished like a cameo. Not an inch of it is plain, dingy, or poorly proportioned. At the crest of every spire, framing every window, and etched into every section of wall, finely wrought ornamentation delights the eye. At sunrise the stonework catches the red and gold light like a mirror.

It is a city of a good many folk who aren't dragons who live here and enjoy it. King Orchtrien doesn't have slaves, he has subjects. His human subjects often find themselves at odds with the elves of his realm as his subjects clear more trees every day to make way for more farmland. Even though the King regrets this the army must eat, as must the entire kingdom must, and the unfortunate truth is, forests don't yield as much food as grain fields.

Yet the fuel for the rebellion was the very destruction of the forests for the elves considered every particle of soil, every leaf, and every twig of their homeland as sacred. Thus the three rebel houses, Vilirith, Starfall, and Duskmere—took part in a rebellion against Orchtrien's rule working in concert with the High Magi of free Aryvandaar to bring down the rule of the mighty dragon lords.

**Adapted from the short story “Traitors” by Richard Lee Byars.**

# Temples & Citadels of the Light

## **Daoineska- The Fortress of the Stars**



Soon there came a change in the world, dragons everywhere ran amok laying waste to their own dominions, slaughtering their chattels and protectors alike, and in their wanton, reckless bloodlust, leaving themselves vulnerable to their foes. The High Magi, High Priests of the Seldarine and the Great Elvish Lords stood at the heads of mighty hosts assembled to assail the drakes. To achieve this the elves had built a mighty fortress, Daoineska, a secret citadel, far to the north, high in the Novalarond Mountains in a place where the skies were almost always clear and the comet, Daoin Elladyr – The King Killer Star, would first appear and stay in the sky the longest. Remote from the rest of the elves holdings, the city “Daoineska” was set within the caldera of a long dormant volcano that teamed with life in the cold and frosty north lands. Settled by Moon Elves. Green Elves and several clans of Avariel, the Fortress of the Stars, was raised by geomancers and high magi to guard the cap stone that generated the Dracorage Mythal, the Myth’coron’haor’daoin. The dedicated elves protected their charge against all comers, which in the end brought about the deaths of nearly everyone living in the city. After a mighty battle, that was only won after thousands of Avariel had given their lives in a last ditch defence of the citadel. The citadel was finally abandoned, hidden by illusions and magical safe guards woven by high magi and priests of Sehanine, who named the mountain Thimaerthorvael in honour of the Avariel who had all but brought about their own extinction so that the rest of the Tel’Quessir could live free of the yoke of their former draconic masters.

The city itself was built within the caldera of a huge volcano, the mythal laid upon the mountain kept the mountain from erupting whilst allowing the natural heat to keep the transformed valley at a warm, somewhat tropical temperature. This allowed the people to live comfortably and for lush gardens and rainforests to thrive in the normally hostile environment. Mosses, grasses and small shrubs cover the upper slopes of the caldera,

slowly giving way to lusher and denser vegetation the lower one travelled down to the valley floor. The builders of the city worked with the local granite and marble, their deceptively delicate looking spires and battlements, simple and intricate by turns, embodied an aesthetic and achieved a beauty comparable to the living tree cities of the people of Aryvandaar to the south. The layout of the city was made up of straight, Weirwood and Blue Leaf, tree lined boulevards, bordered by vast lawns and bed of flowers and fruiting shrubs, vines and small, topiaried trees. The city itself is surrounded by massive pale marble walls, topped by crenulated battlements with shimmering pale granite and marble capped watch towers sitting astride the 4 main gates set within the city's magically strengthened walls.

The forbiddingly beautiful central citadel sits at the heart of the valley and thrums and pulses with arcane energy. As towering and massive as it is the fortress is paradoxically a thing of exquisite grace greater than any Elven temple or high mages tower. The main thoroughfares radiate from a central hub, a soaring keep topped by four impossibly delicate spires, inset with balcony lined, theurglass filled arched windows and each linked via interlacing skyways at differing levels as they rise 1000 feet into the air. At the heart of this nexus of avenues is a bright and airy atrium, circular in shape, paved with vitreous, dark green malachite, each hexagonal flagstone inscribed with ancient Seldruin glyphs that continue upon each carefully laid stone within the citadels glowing green walls. The concentric outer ring roads of the city reflect the citadels circular design. Nine ballista topped towers seem to spring out from the 80' high, 30' thick granite and malachite walls. An imposing barbican sits astride the only gate in or out of the fortress. The only other ways out of the castle is via the 4 sally ports, or the catacombs located deep within the ancient volcanic rock of the caldera. The main entrance is sealed by massive twins, adamantine gates inscribed with hundreds of ancient, arcane Seldruin glyphs of power, at the far end of the 50' long entrance tunnel sits a forbidding, spiked covered portcullis, murder holes and archers loopholes line the circling and inner walls of the tunnel and barbican's inner bailey, making a killing ground perfect for slaying dragons and their followers.

The inner workings of the central citadel are a maze of echoing courtyards, chambers, and hallways resplendent with the bright and airy artistry and craftsmanship of the people of Aryvandaar. The designers of the citadels shaped in such a way to make it difficult for wyrms to move around, with twisting turns, blind corners, narrow, wing snagging latticework and archways. Mostly spacious and airy, the builders created certain choke points, with narrows corridors, low doorways and multiple hairpin turns. The massive, cunningly crafted maze leads to the central plaza. The plaza within the central atrium is the key to the secret of the mythal, in a chamber deep below sits the mythal's capstone, a giant ruby. The capstone is kept within a heavily warded chamber deep beneath the central plaza, a chamber that is out of phase with the rest of reality and only accessible by carefully chosen spells that take the caster to an brilliantly blue lit antechamber that leads into the main mythal heart chamber that is filled with deadly magical wards and guardians.

The main chamber is spacious with the black marble floor inlaid with a pentacle in gold, with true silver and gems inlaid into black walls and ceiling to represent the night sky, a gigantic red ruby with a streaming carnelian tail, representing the comet, that heralds the coming of the rage. The mythal draws its power from the stars of the night sky, its defensive and

climate controlling powers always in operation. The power of the rage is only triggered with the appearance of the red comet, and lasts until the giant red snowball once again leaves the night skies above Toril.

**Adapted from the work of Richard Lee Byars in the novel “The Ruin – Year of the Rogue Dragon”**

# Fhoeldin Durr “The Waymeet”



Fhoeldin Durr - The Waymeet. It is a place where hundreds, perhaps thousands, of doorways meet. Magical portals, leading to many different places in Faerûn, the farther lands of Toril, and even other planes. Some human sages call it the Nexus. The Waymeet is not the place where the doorways meet; it is the cause of the doorways. Many of the old Elven portals that crisscross Faerûn are emanations or earthly manifestations of the Waymeet. It is the Last Mythal of Aryvandaar. The high mages of Aryvandaar broke kingdoms and erased armies with the war-mythals they created. The Fhoeldin Durr is their final and greatest work.

The Vyshaantar lords who rule over Aryvandaar have secretly made it into a weapon as well. Not only does the Waymeet allow Aryvandaaran armies to invade any land at any time, but

any place one of the Waymeet portals touch can be attacked directly with destructive magic of awesome power.

The Vyshaantar created the Waymeet as a weapon of last resort. They would prefer to lay waste to the world rather than admit defeat in the Crown Wars. Some of the myriad portals on Toril are constructs of the Aryvandaaran mythal and can open doors between Evermeet and the Nine Hells, erase a city as if it had never existed, or shatter the wards and bonds of every vault and prison where entombed evil things are locked away since the world began. The Waymeet has the potential to cause terrible harm. The Gatekeeper's Crystal is the key to the Waymeet; the crystal draws its power from the Waymeet and is the key to accessing and controlling the Fhoeldin Durr.

The sky overhead is dark and starless. Underfoot, the ground is a of gray shale, yet around stand walls and spires of luminous white glass. Great arching ribs of crystal curve and meet in a web of frozen light above him. Elsewhere serried ramparts of pearl marched in curve, sloping walls. The air within the Nexus is cold and still, yet the walls and spires whisper and sing in a constantly changing susurru of sound. Most doorways within the city are made up of a simple triangular arch between two swordlike spars of glass, its centre gray and misty. The glass ramparts and spires extend for as far as he could see in that direction. The Waymeet is a city of glass, perfect and empty. Everywhere one looks are portal doors with their asymmetrical interstices where sharp spires and slanting sheets meet. Thousands of doors exist within the city each flickering with living magic.

The Nexus exists in a demiplane of its own, a small self-contained world that exists in the border ethereal, parallel to Faerun, yet less than a mile across. The walls and towers of the Waymeet form a difficult but not impassable maze. The place is not really designed to entrap travellers, just a very complex structure with few good points of reference. A broad boulevard curves around a striking cluster of tall spires at the centre of the Waymeet. Smaller passageways angle away into the crystalline depths filled with door after door and down each intersecting passage are additional rows of portals leading away into the luminous distance.

The Waymeet was built by the Selutaar of Aryvandaar, a vast, long-lived, and wealthy empire, the mages and lords of Aryvandaar found reason to create dozens of new portals each century. The Fhoeldin durr itself creates new portals, and is designed to continue to propagate portals throughout Faerun-and into other planes and worlds, as well. Over the centuries, its expansion weakens the barriers between the planes, especially in places where the people have created any number of portals of their own. The mages who built this place never intended for that to happen. They assumed that they or their descendants would be able to guide and govern the Waymeet's expansion and function over the centuries. To control access the powers contained within the Nexus a Selutaar must have access to the complete Way Keepers Key. Without it the consciousness of the resident Grand Mage who sacrificed himself to bring the mythal into existence runs the nexus however he sees fit.

Scattered around the city at the confluence of major thoroughfares in spacious hexagonal plazas stand speaking stones, simple three sided pillars, about fifteen feet tall, that burn a bright blue. To speak to the Fhoeldin Durr here a selutaar must set a hand upon it and

mentally summon the presence within, which will respond with "*I am the Gatekeeper, I know anyone who addresses a speaking stone*". It is known as the Gatekeeper, because it guards the countless doors within the Nexus. The Waymeet embodies all the boldness, daring, and skill of the Vyshaan Empire, capturing in its living crystal a song of Elven might. The ancient weave of the Fhoeldin durr was spun by the Vyshaantar of Aryvandaar and they wove their mythal in such a way that it could not be changed from its purpose except by another scion of House Vyshaan.

The centre of the Waymeet is found at the end of a long curving corridor that spirals in toward the middle of the city. The foundations of the walls and columns grow thicker at the centre of the Waymeet. Here the fence of titanic crystal spears that forms the heart of the mythal reaches hundreds of feet overhead, and not even the elves of ancient Aryvandaar could build such things without a sturdy footing. At the very heart of the Nexus is a cathedral-like space where bold spurs of glass criss-cross again and again overhead, creating a ceiling of sorts far above. Smaller ribs of crystal link the great columns; these place a spider web of glass. Beneath a spiralling dome in the centre of the structure stands another speaking stone, a column thirty feet tall, much like the lesser speaking stone. With its brilliant blue glow filling the plaza with a blinding glare this is the heart of the Waymeet, the capstone that houses both the power of the mythal and the spirit that controls and guards it. This anchors the mythal and is where the three shards of the Keepers Crystal originated from. The cavities from which the crystal came are still there and if replaced they give the selutaar complete symbiotic control of the Nexus enabling that mage to utilise all of its powers and those of the Keepers Crystal through any portal connected to the Waymeet.

Adapted from *The Final Gate* by Richard Baker

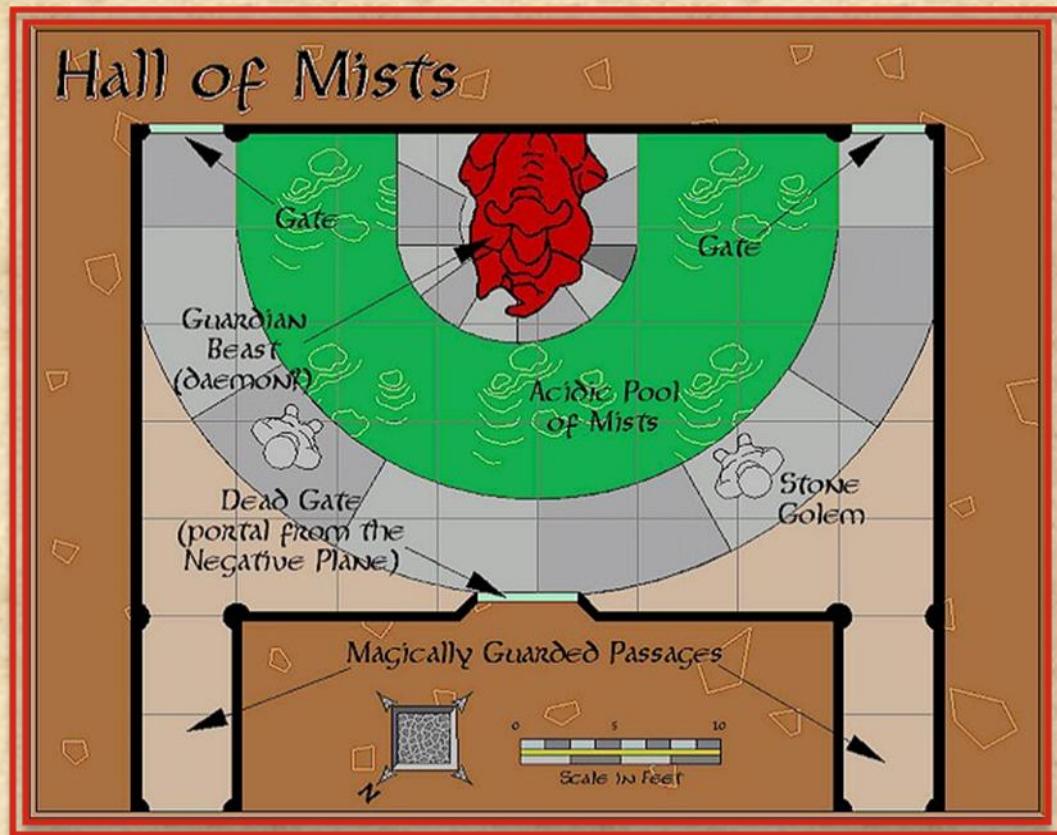
## The Grandfather Tree



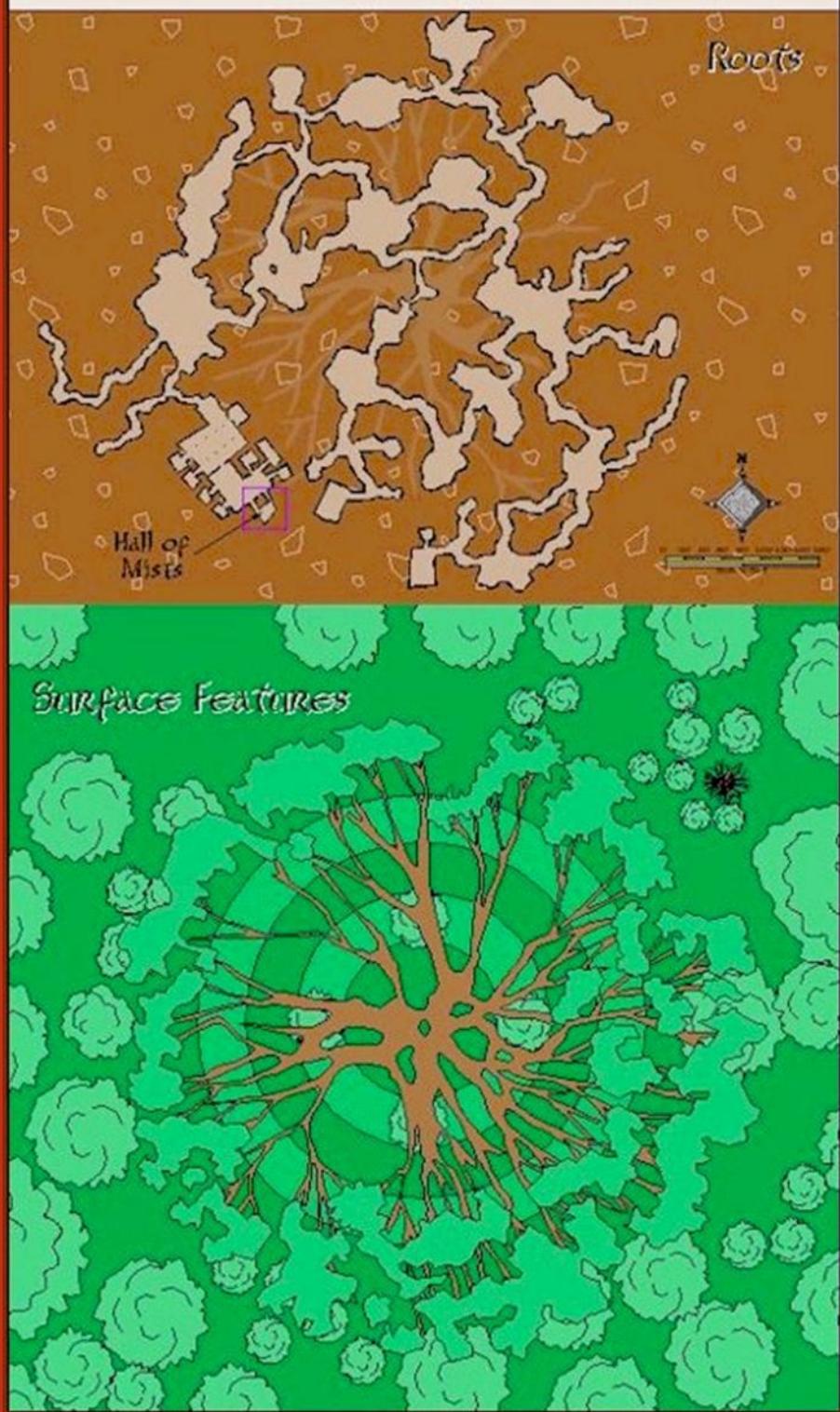
The Grandfather Tree dates back to the height of Aryvandaar, long before the Crown Wars precipitated the Descent of the Drow and the fall of the Vyshaantar Empire, making it one of the oldest living things in all of Faerûn and over 13,000 years old. With the exception of the Stone Stand cutting (of which more is said below), the great giant of the woods is the last known living example of an "arakhor," an Elven term that translates loosely as "one who protects the forest," or "tree warden." Akin in some respects to elementals, the arakhora

draw life, energy, and intelligence from the forest in which they dwell and give back a forest's energy by serving as a caretaker and guardian. Writings preserved from this era by the church of Labelas Enoreth suggest that the arakhora were a form of elder treant, perhaps the progenitors of the treant race in its modern form.

The Ar'Tel'Quessir of Aryvandaar installed the Grandfather Tree at its current site millennia ago after the chance discovery of a subterranean temple that was ancient even in that distant era. The Fair Folk suspected (correctly) that the temple dated back to the time of the Iqua'Tel'Quessir (creator races), and they charged the arakhora with keeping the temple's abiding evil in check. In the course of over millennia, the nature of the arakhora and the role they once played in safeguarding Elven realms has been forgotten by even the Fair Folk. Those few elves who have encountered the Grandfather Tree in recent centuries typically venerate it as a manifestation of Rillifane Rallathil.



# Grandfather Tree



The two gates that lie to either side of the central statue in the Hall of Mists lead to different planes of the Abyss. The left portal transports those passing through to the 248th level of the Abyss, a plane ruled by the demon lord Eltab, Lord of the Hidden Layer, who recently escaped imprisonment at the hand of the Red Wizards of Thay. The right portal transports gate walkers to the 571st layer of the Abyss, a vast, dark ocean ruled by Dagon, Demon Lord of the Depths. The third gate facing the central statue once leads to the Negative Material Plane,

**Writhing Asps of Sss'thasine'ss (Minor Artefact):** Carved from green marble, the writhing asps of Sss'thasine'ss is a hideous statue approximately 1 foot in length and shaped in the form of a mass of writhing snakes. The writhing asps of Sss'thasine'ss has lain undisturbed in the Hall of Mists for millennia, undisturbed since the era of the Creator Races. Who or what Sss'thasine'ss is or was has been lost to history, although fragmentary lore known only to a few Elven sages suggests that he may have once been a deity venerated by the sauroid creator race.

The statue is not inherently evil, although it might easily be mistaken otherwise. If even a single drop of blood is shed on it, the writhing asps immediately animate into one hundred tiny vipers. In the round that follows, the snakes then attack any creature within 5 feet of where the statue stood. Anyone bit by one or more snakes receives the benefit of a heal spell (healing the effects of the snake bites as well). The snake's venomous bite has a most unusual effect as well; it permanently imbues the recipient with the Snake Blood feat (detailed in the Forgotten Realms Campaign Setting). While some might view this bonus feat as a gift, to others it is a horrifying curse. After 1 round, the snakes return to statuette form. Treat the healing effect as initial damage with no save (as the spell has none), and the feat should be treated as secondary damage. The only way to destroy the writhing asps of Sss'thasine'ss is to slay all the snakes before they return to statuette form.

# Tirumalfalaor' tel' Malkazaor

## THE SPIRES OF MALKIZID



*"On a barren, dusty plain, with a sky dark with black, racing clouds that flicker with an angry orange glow, as if great fires seethe within sits the Vyshaantari's greatest shame. In a place where thunder crackles and echoes through air desperately hot and dry and jagged peaks as sharp as swords fence in a mighty citadel of black glass. It soars skyward from the depths of a forest of twisted shadowtops, spruce, chime oaks, Wierwood, elder, ash and sycamore trees. This dark and forbidding citadel is surrounded by 12 smaller fortresses belonging to the 12 great houses of the Vyshaan Empire, all of which are in the Barrens of Doom and Despair, an infernal plane that lies near the Nine Hells." **Lord Oravaas Vyshaan the Grand Mage of Sharlarion circa -13082 DR.***

After his exile from the Nine Hells the Branded King settled upon the Barrens of Doom and Despair. Here he learned that several dark gods have their domains here, Bane first and foremost. Other than the gods' realms, the Barrens of Doom and Despair are home to the yugoloths or daemons as well as other devil outcasts from the Nine Hells, too. Malkizid was an exiled archdevil, who established himself as a lord in this infernal domain accompanied by those devils who followed him into exile.

Seated within a series of vertical, serried ridges their flanks scorched and bare is a steep-sided valley filled with a forest of twisted and malformed trees. Flowing down from the cliffs above are several raging cataracts whose waters fill the valley floor with a steamy, humid atmosphere. The forest is filled with the twisted failures of the Vyshaan life-shapers. The valley floor is choked with thick briars covered in blood thorns as sharp and long as daggers.

In the centre of the fog filled forest stands a tower of blackened glass. Its needle-like spires soar above the twisted branches, glistening darkly in the ruddy light, its like only viewed in some of the most ancient places of Elvenkind. The spiralling ascent, the slender buttresses that arched away from the tower, the fluid lines of the place, it is a citadel of the Crown Wars, a glimpse of Elven castles from the dawn of the world.

The Vyshaan of Aryvandaar built the Waymeet, and they had dealings with Malkizid. They also built the portal leading to his domain and raised the towers here, both the central spires and the 12 towers on the outer lip of the valley. The Vyshaantar were daemonfey they were not deterred by dealing with the evil denizens of the Barrens. They often dwelled in this place while being schooled by the Branded King and when they were conducting their most heinous experiments. Towards the end of the wars they visited often enough to see the need for a strong refuge here. A half mile from the entrance to the tower is a small clearing where a fountain basin stands. It is crowned by a statue of a winged angel transfixated by a sword. Immortal agony and despair gape silently toward the sky. Rising above the trees a few hundred yards away, the nearest spire of the citadel peers down on all who approach.

One of the most interesting and least talked about features of the vale is the Tower of Screams. This impossibly slender black obsidian spire is wreathed in mist and clouds, and rises in the mountains at the northern most end of the vale. It overlooks the Shinning Falls, a waterfall that plummets down a sheer cliff rising at least 1,400 feet. The waters plunge into a large lake that narrows into the Singing Waters river. No entrance or windows are visible in the base of the structure, though at night strange lights glow within, and occasional screams of indescribable terror often carry for miles through the mountains around it. A broad balcony ascends the outside of the spire for quite a distance before coming to a railed walk way. A dark doorway midway along its length leads to the tower's interior. The citadel is three distinct spires in one structure, winding around each other, grown out of the ground in this form. About halfway up the height of the central spire, one of the two smaller ones branches off and soars out as a hanging minaret. The other branches out a little bit higher. The whole edifice spurns the earth below, boldly leaping out over dizzying drops below with the support of long, slender buttresses.

# Temple Beyond Time



Temple Beyond Time sits atop a large steeply wooded hill surround on all sides by a flowing stream, named Corellon's Tears. Starsong Tor is the ancestral home of the Starsong Clan who dedicated their holdings to the building of the Temple, back at the founding of Aryvandaar. The hill itself is a giant Fey Mound, blessed by the Seldarine and shot through with the interred remains of countless generations of Starsong's and clergy of Labelas and the Seelie Court. The Temple Beyond Time, a soaring tower shaped like an elongated hourglass consecrated in the name of the Lifegiver. Labelasan religious texts suggest that the Temple Beyond Time existed as far back as the early days of Aryvandaar, nearly 25 millennia ago. The Temple Beyond Time is a monument unbowed by the passage of time constructed from weathered stone carved from the slopes of Starsong Hill. The central chapel of the temple is dominated by a massive golden sundial inlaid in the floor, and windows are placed so as to allow the direct rays of the setting sun to bathe the massive time piece in colourful hues. The temple houses a library housing some of the greatest collections of Elven lore assembled in the Realms.

The Temple Beyond Time can be seen or entered for a few moments at widely varying intervals. The only permanent inhabitants of the Temple Beyond Time are a trio of baelnorn, known collectively as the Timespinners: from clans Orbrynn, Nierde, and Evanara. In life, each of the Timespinners was a gold Elven priestess of Labelas, and they and their clans have served the Lifegiver for millennia as historians, sages, and oracles. The faithful of the Lifegiver interpret the god's omens as to when the Temple Beyond Time can be reached and then travel to the site in order to consult with the eternal seers who dwell within. Those petitioners who enter the tower bear the risk that when they emerge many years may have passed, even though the interval seemed like little more than a few hours to those within.

Affiliated Orders: The Order of the Setting Sun is a fellowship of lore keepers, scholars, sages, and the like who seek to preserve and/or rediscover the relics and knowledge of Elven cultures that have passed into history. The Knights Paradoxical are an elite order of warriors, wizards, and priests who seek to preserve the integrity of the time stream and prevent significant alterations to history by Chronomancers and their ilk. Members of this ancient order may be found guarding legendary time gates and tracking down copies of time

conduit spells to keep them out of the hands of those who would meddle with history either deliberately or through carelessness.

On a clear night, the northern heavens are ablaze with starlight, and countless names have been assigned by different cultures to those that shine with the brightest light. To the Fair Folk of Aryvandaar seven of the most prominent stars were Y'tellarien (the Far Star), Y'landrothiel (Traveller's Star), N'landroshien (Darkness in Light), Y' (the Singing Star), Y'maerythien (Star of Dreams), Y'cervarkiir (Stagcrown Star), and Y'angarothien (Heavenfire). These names are now echoed in the names of the tallest peaks of the Star Mounts, as Far Peak, Mount Journey, Shadowpeak, Bard's Hill, Mount Vision, Hunterhorn, and Mount Angaroth, respectively and their passage is mapped and marked by the great astrologer/astronomers of the temple. The ancient burial grounds of Aryvandaar, the resting place of the mortal remains of those who died in defence of that wondrous land, surround the great fey mound and remained sacred and heavily defended by Tomb Guardians throughout the life of the empire and beyond.

## Imperial Administrative Centres



All across Vyshantaars extended empire these small, heavily fortified complexes were placed in troublesome areas so that Aryvandaaran forces could more easily deal with insurgents, rebels, and other disruptive elements. Each occupational fort was a walled compound built of mortar and brick woven with various spell-resistance effects and strengthening magic. Within the walls were a barracks suitable for a company of sun elf soldiers, an eyrie for twelve griffons, and a small, separate tower for Aryvandaaran battle mages. Clerics were stationed at each fort to supply the soldiers with food, drink, and healing, and the wizards used their divination magic to sniff out troublemakers before they could incite the local populace to rebellion. The system was surprisingly effective in that a relatively small body of soldiers could pacify large swaths of territory while the main force engaged the enemy's regular troops on the battlefield.

# THE SORROW WOOD



Hidden in the dense woods of Unicorn Run, this small copse of magic oaks was planted by the ancient elves of Aryvandaar. The leaves of these trees change colour 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, and then back again to green in the spring. The Sorrow Wood serves as a living recorder of Elven history. These trees, whose roots are said to touch the roots of every other tree in the High Forest, hold a history of the elves that goes back more than ten thousand years. The elves named this grove the Sorrow Wood because the history it related was full of sadness, death, and war. The Sorrow Wood is not an oracle and does not give answers to questions asked. Rather, those who go there seeking knowledge are drawn into an incredibly lifelike vision in which they must interact with spectral representations of people, places, and events from long ago. So vivid are these images that those awakening from the vision often find themselves clutching an ancient relic or bleeding from a wound.

# Geographical Highlights of Aryvandaar

## The River Dessarin



The cold, deep River Dessarin rises in the Star Mounts of the High Forest, and then joins many other streams and rivers before flowing into the Sea of Swords. Its waters are navigable for much of its length. The river is home to the silver shalass—a fish that has become a delicacy across the North—as well as catfish, coldwater crabs, and small brown fish known as lout. In former times this river formed the northern boundary of Principality of Ardeep (and Shantel Othreier). It served as the main trade route to the Moonlands and western Aryvandaar. Leaf boats and barges would ply the river bringing passengers and goods to the many diverse communities of Elves who populated the northern lands. At intervals of roughly one day's travel up river, can be found stone quays and the remains of docks and way stations all along the river. These establishments often contained within a stone walled fortress, acted as way stations and passenger and cargo loading points.

Barge wright facilities, guest houses, taverns, stables, stockyards, hostelries, warehouse, smithies and all the services needed to run the freight and passenger system could be found, keeping the disparate parts of the Elven empires together. Even today the hidden cellars and sturdy docks are often still in use. Many places were also stopping points for different portal networks, but travel by these was carefully regulated and often prohibitively expensive for the average merchant or traveller. Such stopping points would always house a detachment of Song Knights as well as local troops and barge and caravan guards.

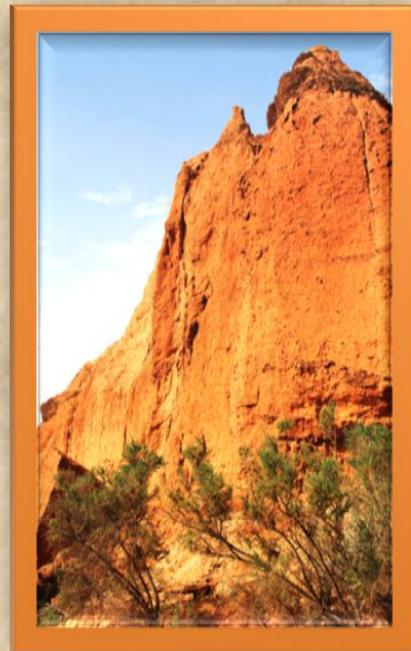
## Delimbyr, the River Shining



This clear, cool, fast-flowing river runs more than a thousand miles from its headwaters in the Nether Mountains to the Sea of Swords. Its largely navigable waters are mint-sweet and safe to drink. The river is home to many szorp—brown, trout like fish whose white flesh is quite tasty. In former times it served as the main trade route to Netheril and eastern Aryvandaar. Leaf boats and barges would ply the river brining passengers and goods to the many diverse communities of Elves who populated the northern lands. At interval of roughly one days travel up river, can be found stone quays and the remains of docks and way stations all along the river. These establishments often contained within a stone walled fortress, acted as way stations and passenger and cargo loading points.

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## Red Cliffs



Running along the entire northern escarpment these rose coloured granite cliffs stand in places 500' in height and form an impenetrable barrier. From the western edge of the southern Graypeaks to the northern shore of Lake Elloran this granite edge, a pushed up left over from much earlier volcanic activity marks the northern edge of the plateau and Miyeritar's border. This natural fortification protects the realm from invaders better than any fort or castle. With only one gap within the cliff face, that of the Evergorge, the barrier marked not just a physical divide, but a racial, cultural and linguistic divide as well. The red granite forms the bedrock of the plateau, over which sits deep deposits of karst formed calcrete, the solidified remnant of an ancient seabed.

## The Misty Vale



Original home of the first Green Elves to arrive on Faerun from other worlds, the Misty Vale is sacred to all within Miyeritar. The oak and Shadowtop filled valley is home to a wide

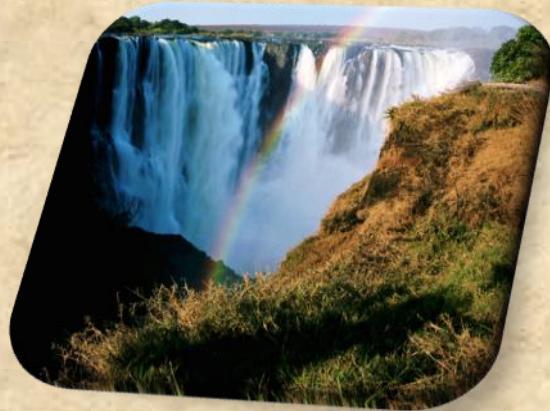
variety of forest life and is one of the oldest stretches of forest, with a primordial feel and a spirit all its own. The Green and Dark Elves living here do so in nomadic bands worshipping Solonor and the Lady of Natures Balance, having few permanent dwellings and shunning the larger settlements of the realm.

## The Laughing Lake



As the River Shining passes through Beljuril Gorge the waters enter a deep and wide lake as the waters slow having passed over the Laughing Rapids which give the lake its name. The cliffs here sparkle in star and sun light as the mystical beljurils stud the cliff sides. Living within the gorge in pueblo style homes in the cliffs and in tree homes are clans of indigenous Green Elves who hold the site as sacred and brook no intrusion, including those seeking to mine the magical gems. The thickly forested shores of the tree lined gorge hide a thriving community of elves who were here when the dragons, sarrukh and giants first arrived. Their stories record the arrival of all of these beings and their intricate cave art and oral traditions support a 200 000 year occupation of the gorge.

## The Shining Falls



Marking the southern boundary of both Eaerlann and the Delimbyr Vale, the Shining Falls, plunge roaring several hundred feet into the lake at its base. The river deepens and narrows as it passes into the steep sided gorge of the Sentinel Lords, huge granite statues of Vyshaan Lords, that sit either side of the river bank just as the waters of the River Delimbyr plummet over the shining falls. These statues not only mark the border between old Aryvandaar and its southern colonies, but also the beginning of the Lower Delimbyr Way. A steep portage stair winds its way up the cliff besides the falls, and a well maintained wagon road bypasses them 1 mile to the west. This road then forks with the better worn portion heading north, becoming the Delimbyr Way, whilst the other trail leads to the Tower Shining, the keep that guards this most vital trade route.

## Tower Shining



On the west bank over-looking the portage road is the Tower Shining, a small keep and lookout tower, it forms the southernmost- bastion of old Aryvandaar, and its troops are tasked with guarding the trade caravans and people who travel the roads about the Shining Falls.

## The Lost Peaks



These small mountains (really dormant volcanoes) in the north-western wood are the source of the River Dessarin, as well as home to Korred and satyrs on the lower slopes and in the woods. The Lost Peaks are aptly named, so dense is the forest cover on the lower mountain slopes that anyone travelling through the woods at their feet cannot see the steep snow capped peaks as they ascend steep river valleys. Every now and then a break in the trees will allow a glimpse of the mist shrouded peaks overhead.

## The Dancing Falls



Seen by many as the start proper of the River Dessarin, the Dancing Falls is a beautiful and idyllic location of a many levelled waterfall. The mists and waters of the falls provide the moisture that allows scrub grass and vegetation to grow on the high ledges and cliffs around them. Hidden behind the falls is an entrance to the Dwarven Mines which eventually lead to the Royal Tombs of Hidden Valley. Unicorns and the occasional Winged Elf have been seen resting by the pools at the feet of the Dancing Falls.

## The Watchers of the North



The northern edge of the Horn Hills was marked by a line of hills topped with Elven watch Towers known as the Watchers of the North. Each Tower would be garrisoned by a detachment of soldiers and spellblades whose job it was to keep watch over the northern approaches to the realm and to send exact information back to Occidian's Citadel so that accurate plans could be drawn up to counter the impending invasion. Each watchtower is cloaked in its own minor mythal allowing it to stay hidden even in plain view. The towers have communication orbs (crystal balls with telepathy) and warded keyed portals for easy access and egress.

## Daelyth's Dagger



Daelyth's Dagger is a long hidden redoubt and fortress of the Elves, dating back to the height of the Crown Wars when renegade bands of Elves (Moon, Green, Ghost and Gold) fought against Vyshaan oppression. The Dagger is a deep dell, 15 miles inside the central valley between the two Lost Peaks, with old fortifications (that guard the entrance to the old royal tombs) overlooking the valley floor. There is a narrow trail alongside a swift stream winding between two huge shoulders of rock, forcing opponents to enter the vale in single file along a treacherous path. There is a hard trail at the top of the dell that climbs steeply

up the valley head leading to the higher slopes of the mountains. And there is a secret way through the caverns and tombs in the valley walls, leading to the neighbouring valleys.

## Fountains of Memory



Here on high plateaus and in small caves near the zenith of one of the Lost Peaks can be found the Legendary Fountains of Memory. A secret long kept by the Deep Gnomes who inhabit these mountains, The Fountains are magical pools that reflect views of Faerûn's past, whether it is the recent past, long-past history, or a personal past of the viewer. The waters also form gates that allow instantaneous travel to the places viewed, however it is only in the present time of that place that beings are transported to. Some legends link the Fountains to the powers of Tappan, the dancing god of the Korred.

A faint trail leads through a sea of green to a sheer cliff at the foot of the mountains. Near the top a bluff, beside a ledge high on the south eastern slope of the highest Lost Peak a stream of water flows 'up' the mountain side. The water of the outer most fountain arcs up over the lip of the bluff to land splashing in a pool, from here the water arcs up and out of the pool to a fissure in the bluff. The water flows through the V shaped cleft into a second pool, from there the water flows deeper into the cavern into a third ascending up through the mountains heart to the to the fourth and final fountain pool, the one that looks deepest into the past.

To activate the visions a being must kneel upon the moos covered rocks by the side of the pool, pick one of the tiny blue flowers that grow by the pools, and whilst tossing it into the water, state exactly what event it is they wish to see. The pool will become flat like mirrored glass, an image appearing in its shimmering surface. The visions shown are exactly as requested, when the events actually happened. It is possible to step into the pool and thence be transported to the place within the vision, but not the time the event took place.

## Graypeak Mountains



This eastern mountain range separates the Fallen Lands from the Delimbyr river valley. The range is named for the tribes of gray skinned stone giants who dwell here. Its mineral wealth was removed thousands of years past during the reign of lost Netheril. The easternmost mountains of the Interior are known to offer the richest concentration of griffons in all Faerûn. Cloud giant castles are sometimes seen drifting over these eastern peaks, and every so often, dragons are seen in full, magnificent flight among the clouds, winging their lone and splendid ways into or out of the most remote peaks.

## Grayvale



The Grayvale consists of the grasslands drained by the Grayflow and the Loagran, the three-branched river that joins the Grayflow at Orlbar, northwest of Grayford. Travel in the Vale is easy with well marked and paved trade roads heading to all the major settlements radiating out from. Even so these lands can be perilous. Bordered on one side by wild mountains and on the other by a vast wild wood, perhaps the largest in Faerûn, this is a territory roamed by monsters and rapacious humanoids. The dale also holds many farms and ranches along with hamlets of miners and fishermen.

# Sepulchre Downs



This barren, lonely and windswept group of hills tucked between the mountains the forest and the sea is of old the burial place for kings who names were lost before the name of the realm of Aryvandaar was ever muttered. The tombs and barrows were here when the dwarves arrived from Shanatar, and they learned very quickly to leave well enough alone. Even in the days of High Vyshantaar the elves gave this lonely place of old death a wide birth, knowing in their hearts that it is a fell place of long forgotten evils. Even when in later times the nobles of Netheril occupied the Fallen Lands, they learnt very quickly to leave the tombs in peace after several nameless horrors released by greedy tomb robbers reeked untold death and destruction before being returned to their places of rest.

The tombs are nameless mounds covered in low scrub and grasses, occasionally the ancient stumps of ruined towers sit atop an ancient crypt. The weathered writings carved into the ancient lintels at the entrances to uncovered tombs are in a language lost to the mists of time, so that only the most obscure scholars or the preternaturally ancient could ever hope to read it. The tongue is a form of Sarrukh that was a dead language amongst that folk when the Elves first appeared. The hieroglyphs warn of ancient curses, of evils un-named and better left at rest. Most tombs contain only dust and a few semi precious stones; most other items have long since lost their enchantments after more than 40000 years. Some texts carved into the walls speak of foes faced by the first sarrukh and how they themselves were pushed to the brink of extinction in some lost and forgotten "War of the Primordials".

Some tombs however are truly untouched and may contain treasures and horrors in equal portions. These barrows are the oldest and hardest to find. Often they are part of the landscape, so that only a careful aerial survey may reveal their location. Some horrors unleashed from these tombs have been Nightwalkers, Insane Sarrukh Demi-Liches, Abyssal Djinn, ancient sauropod death knights, plagues of ghosts and undead warriors, poisonous cloud of vapour that covered whole valleys in a lingering green death and worse. Most undiscovered tombs are warded against detection spells and powers, and are often filled with magical and mundane traps both simple and complex that reset themselves no matter how often they are disturbed or destroyed.

# The Woods of Ar'Turlan'goar



These Woods are the home of Ar'Turlan'goar, ruler of the ten thousand or more treants who inhabit the High Forest and respected elder of the countless dryads, hamadryads, centaurs, korreds, leprechauns, and other faerie folk that dwell within the depths of the great woods. Ar'Turlan'goar and most of his treant subjects move about within the High Forest, animating trees from deep within the forest to spread the tree line across the lands to connect with the northern Forests.

The Woods of Ar'Turlan'goar have become a quiet region inhabited only by ancient trees, other vegetation, and abundant wildlife. In keeping with the varying personalities of their former treant guardians, the various stretches of woodland still range from immaculately clean tree gardens to dense, dark, and eerie, seemingly haunted forest, although nature's hand slowly removes unnatural features.

Those who seek to harm or plunder the Woods of Ar'Turlan'goar find their passage thwarted at every turn by thick brambles, sharp thorns, and entwined vines that seem to spring up along their chosen path, no matter how much the intruders change their course. Sudden heavy rain showers quickly douse fires in this area, and even the faintest breeze seems to regularly whip heavy branches against intruders with killing force.

# Araumycos



A fungal growth the size of a kingdom, Araumycos is a single living creature of enormous size. It occupies the area beneath the High Forest, beginning at a depth of 1 mile under the surface and ending at a depth of 3 miles. Araumycos is thought to be the oldest living creature on Toril. The gods of Faerûn do not speak of it, and divine divinations regarding it always fail. Araumycos is immune to magic and has all the traits of the plant creature type, with a quiescent god like intelligence and awareness. The Araumycos is an enormous Mycelium body consisting of a mass of branching, thread-like strands. The mass of hyphae is composed of mycelia found in soil and on or within many other substrates. This one fungus has killed the forest above it several times over, and in so doing has built deeper soil layers that allow the growth of ever-larger stands of trees. This mushroom-forming forest fungi is unique in that its mycelial mats can achieve such massive proportions. So the life and health of the High Forest rests almost completely upon the health of the fungal colony that supports it.

Fungal creatures of all varieties, including many dangerous kinds, live within Araumycos. Colonies of fungus folk live inside its body and protect their domains aggressively. These hamlets and villages rarely contain anything of value, although the fungus folk tend to store spoiled corpses of various creatures that they consume, on the off chance that their food may have had something of value on it before it died.

Travel within Araumycos is difficult. Many passages and caves are entirely blocked by bulging, gray-white masses that resemble giant accumulations of puffball fungus. Damaged sections of the fungus grow back. It's not uncommon for travellers to hack their way hundreds of yards into Araumycos, only to find that the gray stuff has grown over their back trail, sealing them inside. Other passages are only partially full, and travellers can wade through or walk on top of the fungus. Running or charging within Araumycos is impossible. At the heart of this giant fungus is an immense, perfectly round cavern. It smells of fungus and sweet decay. Dim purple light emanates from the fungus that carpets the floor. Stalactites and stalagmites are arranged with obviously ordered intent. In the caverns' centre is a gargantuan mushroom that rises from a bottomless lake. This place can only be

found by those not seeking it; those who comprehend this paradox are ready for the truth of the Araumycos.

Though usually docile, Araumycos occasionally lashes out at intruders. It can choke invaders with deadly poisons, dominate them with insidious spores that act as cloud kill, choking cloud, mass charm monster, cause disease, dust of sneezing and choking, sleep, weakness or pacification, or it will attack with mobile manifestations that resemble the various oozes and slimes. The creature displays all the psionic attack modes, although it seems to prefer mind blast and mind thrust. Fighting Araumycos in psionic combat is patently insane; it seems to have an inexhaustible supply of power points, and its magic immunity extends to the psionic realm as well.

In the past when threatened with destruction the Araumycos has brought millions of Myconids under its domination, and tried to do the same with any sentient creature within hundreds of miles through strange nightmares-dreams that speak of the comfort of the mass and the hopeless chaos of individuality. It has done this several times in the ancient past; with the rise of the Sarrukh, during the 7th Tearfall, at the time of the war between the Sarrukh and the Phaerimm, during the Phaerimm – Sharn Wars and during the Dark Disaster when much of its southern forest and fungal body was lost to the ravages of the Vyshaan Killing Storm. From time to time and for reasons known only to itself, enormous patches of Araumycos die, revealing ancient civilizations ripe for plunder beneath.

# Spells & Rituals of the Sunlight



## 1<sup>st</sup> LEVEL

### **Leaf Light**

School: Conjuration/Alteration

Range: 10 yards + 5 yards per level

Components: vsm

Duration: 24 hours (approx.)

Casting Time: 1

Area of Effect: 5 cubic feet per level

Saving Throw: none

This simple spell is a variation on the light spell. It lights up the foliage of a tree, shrub flower, vine etc. The caster can chose the colours the foliage gives off. This spell is often used to light tree homes at night in a way that does not harm the plant. Masters of the spell use it along with faerie fire, dancing lights and other light spells to decorate homes, halls, parks & palaces. It is a specialty of the entertainer's guilds to employ lighting specialists for festivals, celebrations, weddings, funerals. Permanent light displays were very expensive and only the richest and most powerful of merchants and nobles could afford to decorate their gardens, tombs and homes and citadels in such a manner.

### **Butterfly Dust**

School: abjuration/alteration

Range: 10 yards

Components: vsm

Duration: 1 hour per level

Casting Time: 3

Area of Effect: 1 individual per 3 levels

Saving Throw: none

A variation on the free action spell, this incantation was developed to protect spider farmers from becoming entrapped in the arachnid's webs. The caster speaks the words and covers the target in a fine silver dust that allows them to climb giant spider webs without getting stuck thus allowing them threads to be cut and harvested without the farmers getting entangled and becoming the giant spiders lunch. The dust can be washed off with alcohol or copious amounts of water. Otherwise it lasts for 1 full day.

## Iron Wood

School: alteration

Range: 10 yards + 5 yards per level

Components: vsm

Duration: permanent

Casting Time: 5

Area of Effect: 5 cubic feet per level

Saving Throw: none

This simple spell is used by Aryvandaaran Incantors to magical strengthen the living and dead wood contained within their structures. The spell can only be used on non-sentient timbers, and gives the wood the strength and durability of iron whilst maintaining the woods naturals look, texture and flexibility. The spell is usually cast once the crafters have finished shaping the timber in question and often multiple castings are used on larger workings and structures to strengthen them into defensive positions. The spell has the added side effect of making the wood termite, fire and cold proof as well as allowing a higher level caster the enchant it with a glass steel spell making the magically enhance timber, totally transparent. The uses of this spell are many and varied, its limitations only that of the caster.

## 2<sup>nd</sup> LEVEL

### Bladesong

Transmutation

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Targets: Weapon touched

Duration: 1 round/level

Saving Throw: Yes

Bladesong makes a bladed weapon emit magical music in combat. Any round that the weapon is used in melee combat, this spell allows the wielder to make a single, additional touch attack with the sword as a free action. The attack uses the wielder's normal attack bonus with that weapon but inflicts no damage. Instead, anyone successfully touched by the weapon in this way is dazed for one round. Dazed characters cannot take actions but can defend themselves normally. *Focus:* The weapon

## Ballista Bolt

School: Alteration

Level: 2

Components: vsm

Range: 10 yards / level

Duration: 1 rd

Save: none

Area of Effect: 1 spear

Quite simply this spell allows the caster or another nearby to hurl an ordinary spear as if it were a bolt from a heavy ballista. The spear gains a +4 to hit and damage bonus, along with any other bonuses the thrower might have, when it strikes it does  $3d8+4$  hp damage to the target who is automatically stunned for 1 round and must save vs dexterity to avoid being 'Impaled', taking a further  $2d8$  hp dg when removing the spear.

## Knowledge of the Tel'Quessir

School: divination

Components: vs

Range: 0

Duration: 1 turn per level

Save: none

Area of Effect: line of sight

When Knowledge of the Tel'Quessir is cast, the spellcaster detects living elves, dead elves, and any being with Elven blood, even if they are invisible, shape changed, concealed by illusions, and so on. The approximate number of elves present within the area of effect can also be determined within 10%. The caster has a 5% chance per level to determine the subrace and gender of elves detected, to a maximum of 75%. The caster can turn, scanning a 60 degree arc per round. The spell is blocked by solid metal at least 1 inch thick, solid stone at least 1 foot thick or solid wood at least 1 yard thick.

## Moonglow

(Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1-foot cube

Saving Throw: None

This spell enables the caster to draw a glowing symbol in the air or on a solid surface. The symbol is drawn with pure water, which vaporizes from the drawing finger during the spell. The symbol glows with a faint, silver-blue light, like moonlight, until dispelled. The glow can be seen only in darkness, and is otherwise invisible. The symbol consists of radiant air, and cannot be moved or modified except by casting another moonglow spell on it. The glowing

figure cannot bear any magical powers, such as those of glyph or symbol. Neither may it be linked to any other magic via a spell trigger or other magic.

A moonglow spell can be used to write messages and even to set down sigils and runes, but these cannot have magical powers. In some cases, wizards have deliberately used this limitation to draw harmful runes or glyphs for recognition purposes or as false warnings to keep away. Symbols created with this spell cannot turn, animate, or react, but can be fashioned into pointing hands, masks that resemble human faces, and other shapes that might convey meaning. A moonglow symbol remains stationary unless cast on an object, whereupon it moves with that object. If the object is destroyed, the symbol is also. In the dark, moonglow symbols give off enough light to read by.

## Moon Script

School: Enchantment

Level: 2/3/4

Range: 5'+2'/level

Components: vsm

Duration: permanent

Casting Time: concentration

Area of Effect: special

Saving Throw: None

Moon script is a simple spell that allows scribes to write upon a surface in either Seldruin or Espruan in a silvery, spider like lettering that reveals itself only under the light of a full moon, or spells that duplicate the effect. The spellcaster is able to inscribe this only upon surfaces that are clean and free of other enchantments at the time of writing. They can write as much or as little as they like, but once the ink runs dry or the caster attempts to use another enchantment, or has their concentration broken, the spell ends. Spells like detect invisibility & magic will not reveal the script, neither will a straight read languages spell, unless the script is read under the specified conditions. The ink itself is made up of powdered diamond, silver dragons blood, liquefied moonlight (Moonfire) and powdered mithral or adamantine bound together with eggwhite and purified water.

The caster keeps chanting the spell whilst they are writing. Almost any firm surface will do, but if the surface the script is written on is ever damaged then so too will the Moonscript upon it. So stone, metal, wood, parchment, and even living flesh will all take the script with no ill effects. Some arcane spell casters have developed more complex versions that allow them to specify, to who and under what conditions the Moonscript will reveal itself. This includes during certain times of the year, in the presence of certain beings, at the speaking of certain words or the playing of certain notes, or even a combination of the above. Erase and dispel magic spells have no effect upon Moonscript, but greater dispelling and disjunction effects do.

## 3rd LEVEL

### **Fire Feathers**

School: invocation

Range: 10 yards + 10 yards / level

Components: vsm

Duration: 1 turn / level

Casting Time: 8

Area of Effect: 1 being

Saving Throw: yes to avoid if unwanted.

This specialist battle spell was used by eagle, hippogriff, and griffon riders in their battles with the dragons who tried to enslave them. The feathers of the aerial mount burst into orange or blue flames depending upon the version chosen. The caster and the mount are immune to the flames of heat or cold, chosen upon casting, whilst any creatures coming within 5' take 2d8 hp of heat or cold damage per round of contact. The flames last until the spell ends or the caster dismisses them. The caster and the winged creature are never harmed by the spell, but any creature attempting to strike the mount takes damage from every attempted attack upon the protected creature. Against the cold, heat & fire using creatures take double damage, the same goes for cold users/dwellers against orange flame covered casters & mounts.

### **Cyclonic Vortex**

School: Invocation/conjuration

Range: 0

Components: vsm

Duration: 1d6+1 round per level

Casting Time: 3

Area of Effect: 20' + 10' radius per level of caster

Saving Throw: ½ per round within maelstrom

This spell creates a very powerful swirling violent, dangerous, rotating body of air, debris and water around the caster that produces extremely powerful winds and torrential rain as well as spawning small yet powerful tornadoes. The weather in the eye is normally calm and free of cloud around the caster and the eye is normally circular in shape typically in the form of a visible vortex that touches the earth and is often encircled by a cloud of debris and dust. The winds generated by this spell rise by 10mph per level. At 30<sup>th</sup> level extreme winds can reach speeds of more than 300 mph. These winds will shred trees and rip buildings off their foundations leaving them bare. The spell does 1d4+1 pummelling damage per round with buildings taking structural damage as wind speeds pass 100 miles per hour. The spell lasts as long as the caster maintains concentration, and they can do nothing else and are vulnerable from directly above.

## Thunder Drums

School: evocation/enchantment

Range: 100 yards + 10 yards per level

Components: vsm

Duration: 1 turn + 1 rd/level or as long as drums are played

Casting Time: 2 per drum

Area of Effect: 1 drum per level

Saving Throw: special

This spell turns an ordinary set of drums into enchanted battle field drums capable of turning the tide of battle. The caster enchants the drums of an experienced player who then plays beats appropriate for either inspiration or fear. The drummer can either inspire courage and fortitude in all allies who can hear the drums, gaining +2 to morale, saves vs enchantment/charms & mind affecting attacks, and +2 to hit whilst under the effects of the drums. Likewise when played to inspire fear the drummers enemies are stricken with fear suffering -2 to their morale and saves vs fear attacks, and -2 to their to hit rolls against their enemy. Conversely they gain a +3 movement bonus when fleeing in fear for double the number of rounds of their lowest level.

## 4<sup>th</sup> LEVEL

### Fire of the Moon

School: conjuration

Range: 50 yards + 10 yards per level

Components: vsm

Duration: instantaneous

Casting Time: 5

Area of Effect: 1 individual per three levels

Saving Throw: ½ per bolt received

Useable any time a source of moonlight (real or conjured) is available this spell allows the caster to summon bolts of roiling silver blue flames down upon the intended target/s. The spell summons one bolt of flame per three levels of the caster. The damage done is 50% electrical and 50% cold damage to living beings and constructs. Against undead the spell somehow transforms itself into positive energy doing double damage to whatever undead being it strikes. The spell does  $1d6+1$  hit points damage per level of the caster which is divided up amongst the individual bolts of silver-blue flames. There is no upper limit to the dice damage accumulated, so a 30<sup>th</sup> level mage inflicts  $30d6+30$  hp dg but this is divided up amongst all the bolts. All of which can be directed at one target.

## Phantom Blades

School: shadow, necromancy, invocation

Range: 20 yards \_ 10 yards / level

Components: vsm

Duration: 3d4+4 rounds

Casting Time: 8

Area of Effect: 10' radius sphere per level up 80'diameter or up to 20 individual 10' across sword filled spheres

Saving Throw:  $\frac{1}{2}$

Similar in appearance to the priests blade barrier spell, this unique Elven variation was a favoured battle spell. The spell appears in two forms, either 1 large hemisphere of whirling shadowy Elven blades that do negative energy damage, or up to 20 individual 10' across spheres of whirling Elven daggers. The single hemisphere does 1d6hp dg per level up to 30 d6 dg, or each small sphere does 2d4+4 hp dg per round. The individual spheres force their targets into a paralytic torpor for the length of the spell if they fail the initial save. The great hemisphere is stationary once cast. The spell caster can direct each sphere to an individual target but once the sphere emerges it stays with that spot

## Crystal Growth

School: alteration/conjuration/elemental

Range: 50 yards + 10 yards/level

Components: vsm

Duration: permanent

Casting Time: 1 turn per 100 cubic feet of crystal

Area of Effect: 100 cubic feet per level

Saving Throw: none

The specialist geomancers spell used across the Elven realms to create many of the impossibly intricate buildings and towers found in cities and citadels across Faerûn and beyond. The spell requires 1000 gp worth of the crystal per 100 cubic feet to be grown. Most crystals used are semi precious for they have greater ranges of colours and properties that can then be imbued into the structure being raise. Most geomancers work in teams of 4-6 to raise the average 100 foot tower. They often combine these structures with extra-dimensional magic to create spacious interiors. The harder the crystal the longer the casting time, such that diamonds take 10 hours per 100 cubic feet to grow. Any shape and structure is possible and once finished Elvish versions of the glass steel spell are applied to the finished structures. This spell is useful not just for creating large structures but fine crystal boxes and vessels as well.

## **5<sup>th</sup> LEVEL**

### **Force Missiles**

School: Invocation

Range: 100 yards + 10 yards per level

Duration: Instant

Area of Effect: 1 creature/1 creature per bolt

Components: vs

Casting Time: 1

Saving Throw: none

This spell creates up to five brilliant globes of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a Magic Missile spell. Each missile deals 2d4 points of physical damage to the target. The globe then burst dealing an extra 1 damage per level of the caster, up to a maximum of 15. At level 7, 2 missiles are produced, at level 9, 3 missiles, at level 13, 4 missiles, and at level 17, 5 missiles would be produced, each 2d4+15 points of physical damage.

### **Farscry**

School: Alteration, Divination

Components: V, S, M

Range: Special CT: 5

Dur.: 12 rnds + 2/lvl

Area of Effect: One creature

Save: None

This spell allows the recipient to hear, see, speak, and even touch distant beings and objects on the same plane. The spell recipient's normal vision and hearing are employed by the spell, allowing the affected being to transfer the focal point of his senses from his own body to other objects by thought alone (only one focal point may be used at a time). He can transfer to another, if desired within a given round. The spell requires one to three focal points from which the affected being can Farscry; these must be solid inorganic objects with a smaller surface area than the spell recipient's head. The objects must be touched during casting, but they are not consumed or altered by the spell. By means of the *Farscry* spell, the recipient sees and hears things as if he were standing where the focal points are, but he cannot turn or move a focal point to change their view. The spell is not impaired if the focal point is moved by another being or by other causes.

The recipient can speak normally through a focal point and touch what the focal point touches, in fact, anything that heats or otherwise harms a focal point harms the spell recipient (though he can end the spell by force of will at any time. The transfer of the recipient's sense of touch through the spell also allows him to activate magic items by touching them with the focal point and speaking through it. Touch spells can also be cast through the focal point, but despite the best efforts of a score of mages down the years, no way to cast ranged spells through a *Farscry* link has yet been found, and at least three eminent sages of the magical arts believe it is an impossible goal.

The focal point radiates a dweomer, and the spell recipient's speech is emitted from it, but other sounds around the recipient are not transmitted. The focal point does not change its appearance or exhibit a visible eye or other spell manifestation. The material component is a glass, crystal, or amber ring (which must be translucent, not frosted.) of any shape or size, that bears the engraved or painted symbol of a human eye.

## Lesser Shadow Storm

School: Evocation, Necromancy

Range: 10 yd/level

Components: V,S,M

Duration: Special

Casting Time: 5

Area of Effect: 20 or 40 ft. radius

Saving Throw: None/Death Magic

This spell can have one of two effects, at the caster's option: Either Large shards of darkness rain down for one round in a 20' radius area inflicting 1d8 points of damage per caster level (maximum 8d8) to any creature within the area of effect, or a shroud of shadows descend upon a 40' radius area for one round per caster level. The shadow inflicts a prickling sensation, as well as inflicting a -2 to all attacks within the shadow. Likewise, any victim within the shadow must save vs. Death Magic or temporarily be reduced to half their hit points and half their strength (loss persists 1d6 rounds).

## Tree Speak

School: Divination

Level: 5/6/7

Range: 250 yards + 20 yards per level

Components: vs

Duration: concentration

Casting Time: 2

Area of Effect: special

Saving Throw: None

Tree speak is a simple spell that allows the caster to speak with any tree within range regardless of line of sight. The spell gives the ability of the caster to 'see' what the tree sees through clairvoyance/clairaudience in a 500' radius around the tree. The caster can move their attention from tree to tree as long as they maintain concentration. The spell has its obvious limitations, the caster cannot see invisible creatures but it can note their passing in other ways, and their descriptions of beings, objects and events are plant/animal based. But this spell is a prerequisite for the casting of Awaken Tree.

A more advanced version of the spell gives the caster limited ESP within the radius of the spell and does detect invisible/ethereal objects & creatures; whilst the most powerful version allows the caster to speak through the tree as a disembodied voice to any being within 500' of the tree. Further the spell allows true sight as per the spell for as long as the

caster concentrates. All powers are cumulative with the increased complexity and power of the spell.

## **6<sup>th</sup> LEVEL**

### **Awaken Tree**

School: Enchantment/Alteration

Level: 6

Range: 10 yards + 10 yards per level

Components: vsm

Duration: permanent

Casting Time: 1 turn

Area of Effect: 1 old tree

Saving Throw: special

Deep within the older parts of the forests of Faerun are trees old enough to have developed a limited sentience,(at least 100 years of age). These trees are rare and highly valued by Green Elf mages. The spell awakens the tree from its slumber bringing it to full awareness for the turn the casting takes. Within that space of time the tree and the elf are bound together on a spiritual level. The tree and the caster must both save versus death (the tree saves as a treant of 12 HD), if both saves are successful, then the tree has agreed to its awakening and becomes a fully aware treant with all the powers and abilities that come with it. The elf sacrifices 1d4 hp permanently as its uses a part of its life force to animate the tree. The treant and elf are then bonded for the life of each being. Female elves often become dryads who inhabit the treant upon their own bodies' death. If the treant is slain then the elf gains a clear picture of how, where and when it happened.

If the tree fails its save then it returns to being just a tree, albeit an angry one annoyed at the elf for disturbing its slumber. If the elf fails its save then they cannot attempt to animate the same tree until they advance a level in spell casting ability. If both fail then the tree slowly withers and dies and nothing can restore it as its spirit is consumed by the spell. The elf still loses the hit points and must make a saving throw versus death to avoid withering like the tree and becoming a Faernshee instead.

### **Ehaorkiir'elaorman - Crystal Ship Shaping**

School: conjuration/alteration/elemental

Range: 50 yards + 10 yards/level

Components: vsm

Duration: permanent

Casting Time: 1 turn per 500 cubic feet of crystal

Area of Effect: 500 cubic feet per level

Saving Throw: none

This spell was used to create the first Elven vessels not made of wood, but grown from a Faerunian variant of the Starwing Plant. This ritual used by teams of crystalomancers and geomancer-shipwrights was responsible for the ancient swan, dragon and leaf-cutter designs that are now part of Elven history, and now the spell is quite rare. For tens of

thousands of years these ships were a common sight, but after the Crown Wars the ritual and the ship designs it created were abandoned. Grown and magically formed from the Starfire Plant a planet bound variant of the Starwing plant, as a living vessel, it could also repair itself, through rest and care, or via any magic that would heal a plant, such as druidic magic.

Although the vessel was alive, it was not “aware” and had no intelligence or sentience of its own. The vessel as a living thing, required much care, water and exposure to sunlight, if it went without these for any extended period, of more than 2 weeks, it began to grow sick and wilt, turning brown and growing brittle, losing 2 top speed and 10 Hit points per day thereafter, becoming immobile before it eventually dying when its hit points reached zero.

The most popular ship created by this method was the Elven Leaf Cutter, a two masted sloop with gullwing sails woven from gossamer spider silk. A light and fragile-appearing ship, the Elvish leaf cutter was surprisingly tough. The design was streamlined and simple. The elves found this simple design advantageous because of its ease in construction and repair. It was also extremely manoeuvrable and agile, easily making tight moves.

## **7<sup>th</sup> LEVEL**

### **Analyse Mythal**

School: Divination

Range: 0

Duration: 1 round per level

Area of Effect: self

Components: v

Casting Time: 1

Saving Throw: none

This spell coaxes a mythals’ web of spells into visibility to the caster allowing them to examine the individual powers and their effects, states of repair, age, potency and relative power of the caster, if they have been modified and by whom and when, and what their original powers and purposes were.

### **Translocation Shift**

School: Alteration, Evocation

Components: V, S, M

Range: 0

Casting Time: 1 turn

Duration: 10 days/lvl

Save: Special

Area of Effect: 1./lvl diameter sphere

This spell creates an invisible field of protection that guards against beings arriving via *dimension door, gate, plane shift, teleport, teleport without error*, or phase shifting (into or

out of the Ethereal plane) within its confines. All beings attempting to enter the area by such means (and other translocation spells, magical items, and psionic powers) are redirected to a different destination on the same plane, chosen by the caster of the *translocation shift*. The chosen site must be safe, but it may imprison the traveller or it may be surrounded by waiting dangers. A *translocation shift* field is unaffected by dispel *magic* and all other priest and wizard spells of less than seventh level sent against it. The *shift* has no effect on the caster, persons speaking a verbal password chosen during casting, or beings bearing a pass-token (any inorganic item) chosen and touched during casting.

A shift field need not be linked to a password or token, but never excludes its caster. The spell's saving throw begins with an Intelligence check for incoming magic- or psionic-using beings redirected by the shift field. If the check fails, the spell has its normal effect. If the check succeeds, the being realizes that something is awry. It may try to alter its destination, resulting in safe arrival (i.e. not teleporting into an area occupied by a solid object) in a random destination on the same plane, not the one the field was set up to direct them to, nor any alternative spot do they choose in mid-travel! A successful saving throw vs. spell results in a final destination close to the one the arriving being was trying to reach; failure indicates arrival in a spot near where the shift field tried to send them. The material components are a handful of diamond dust (crushed diamonds worth 75,000 gp or more) and a bit of rubber or tree gum. The 10<sup>th</sup> level version of this spell is used to ward whole cities, has a casting time of 24 hours, is permanent and has a 200 yards radius per caster level.

## Ice Razors

School: Evocation

Components: vsm

Range: 20 yards + 10 yards/level

Area of Effect: 30' radius sphere

Casting time: 1

Saving Throw: none

Description: like the lesser spell Ice storm the evocation creates a field of razor edged snowflakes, when the mage invokes the words of power and brandishes a talisman shaped like a silver snowflake. Enormous, sparkling, floating ice crystals leap into existence directly in front of or around the spells target. As the victim moves through them, their razor edges gash and rip apart the target creatures. The spell causes 1d12+2 hp of cold and slashing damage for each three levels of the caster with no upper limit on the number of dice damage caused.

## Fhaor'tel'Küür

School: Alteration

Range: 1'

Components: vsm

Duration: permanent

Casting Time: 1

Area of Effect: 1 gem

Saving Throw: Special

This seemingly simple spell is the final step in a long and complex process to enchant a Tel'Kiira Lore Gem. Processes vary according to the city, realm and individual mage. But this spell saw common use through much of Illefarn's long history and was taught as a standard 'Lore Keepers' spell to most librarians and family historians. Each gem is set for a particular purpose. The caster must first find a flawless gem of at least 2 carats in size and weight. Any carbon based gem will do, rubies, sapphires, emeralds, diamonds, king's tears and beljurils are popular for their ruggedness and ability to hold an enchantment indefinitely.

The caster then spends time bathing the gem in moon and sun light for 30 days and nights, offering prayers to Labelas (or whatever deity of knowledge they worship). Unicorn hair or Couatal feathers, along with powdered dragon horn, and 30 drops of the casters blood are mixed into a paste which is then smeared over the gem, the casters forehead and the forehead of the gems initial recipient. The spell itself is then cast upon the night of a full or new moon when both the caster and the gems recipient are bathed in full moon or star light. At the completion of the casting the gems recipient places the gem upon their forehead, at once they must make a saving throw versus spells (wisdom bonus applies). Failures sees the recipient feeble-minded (can be cured through magical means) and the gem shattered in a cloud of sparkling dust. Success sees the gems bonded to the wielder and able to be used immediately to store memories and other information. Further enchantments can be later placed upon the gem to disguise its true purpose, but each time an additional power is laid into it the caster must save versus wands, and the gem make an item saving throw against magical fire to avoid being shattered in the enchantment process. There are countless variations of this spell, but the process for producing Selu'kiira gems is a high magic ritual that follows similar lines, but the risks, costs and rewards increase accordingly.

## Glass Tree

(Alteration)

Range: 5 yards / level.

Components: VSM

Duration: Permanent

Casting time: 7

Area of effect: 1 magically altered tree.

Saving Throw: None (sentient plants save to avoid)

The effect of this spell is quite simple but quite spectacular, it takes a living, magically grown or altered tree and changes the entire structure in the living Theur-crystal. The same substance that Elvish skyships are grown from. The trees gain an incredible hardness and

tensile strength and durability. This spell is often used by Green Elves to fortify their outer defences. The tree looks exactly like it originally did except for the fact that it is fire/acid/termite/electricity/sound and rust proof. It is immune to normal blades, adamantine and the like will cut through it but with great difficulty. The tree and structures the spell is used upon radiate no magic once the transformation is complete, this takes about 1 hour per cubic tonne of wood. Roots and all are transformed and the tree becomes evergreen regardless of its former habits. Any structures grown or connected to the tree, and made of plant materials, are likewise transformed. The spell cannot be reversed except by high magic. The spell will not work on dead wood of any kind. Living sentient plants like hangman trees and treants hit by this spell must save vs petrification or be paralysed. In this case the spell only lasts 1 day per level of the caster, after which the treant whilst still made of Theur-crystal is free to seek the revenge it may want to take against the errant elf who thought it a wonderful idea to have a talking tree as his home.

## **8<sup>th</sup> LEVEL**

### **Shadow Storm**

School: Evocation, Necromancy

Level: 8

Range: 20 yd/level

Components: V,S,M

Duration: Special

Casting Time: 5

Area of Effect: 40 or 60 ft. radius

Saving Throw: None/Death Magic

This spell can have one of two effects, at the caster's option: Either large shards of darkness rain down for one round in a 40' radius area inflicting 1d8 points of damage per caster level (maximum 20d8) to any creature within the area of effect, or a shroud of shadows descend upon a 60' radius area for one round per caster level. The shadow inflicts a prickling sensation, as well as inflicting a -4 to all attacks within the shadow. Likewise, any victim within the shadow must save vs. Death Magic or temporarily be reduced to half their hit points, struck blind and deaf, and lose half their strength and dexterity (loss persists 2d12 hours).

### **Ehaor'kerymkiir - The Crystal Swords**

School: conjuration/alteration/elemental

Range: 10 yards + 10' / level

Components: vsm

Duration: permanent

Casting Time: 1 hour / 100gp value of gem being used

Area of Effect: 1 crystal blade

Saving Throw: special

The ritual used by Aryvandaaran Geomancer – crystal smiths, to create the uniquely Elven crystal blades each weapon is sprung from a single large gem. At least 10000 gp in value. The blades are crystalline in structure and as strong as the hardest steel. The geomancer has to find a flawless gem to grow the blade from or the blade will be fatally flawed and shatter on its first hard strike. The crystal is grown in a special waiter filled chamber over several hours. The more expensive the gem, the longer the blade will take, but then the greater enchantments it will hold, the rough scale is 10000gp per plus of the weapon, many are imbued with psychic abilities rather than magical ones and the Vyshaan Inquisitors, Psions all, each carried a unique blade grown from a special crystal found and prepared by the elf then grown by a paid geomancer of some skill and power. At the end of the growing period the caster makes a saving throw vs spells, a failure means that that blade has a serious flaw that will not show up until the sword is struck against a hard object at which time it will shatter doing 2d6 shrapnel damage to all within 10'.

## *Faer'telduraelle - The Magic of Twilights Heart*

School: divination, necromancy

Range: 0/10 yards for circle of participants

Components: vsm

Duration: 1 round/hour per level

Casting Time: 5 rounds

Area of Effect: caster & circle of participants

Saving Throw: none

This spell is used by high magi to travel to Arvandor for the purposes of conversing with ancestors on their own terms. This spell creates a shadowy simulacrum of the caster and any elves holding hands in a closed circle who are invited to come along. Once the ritual beings the spirit forms of the ritual participants appear on the lower slopes of Mount Olympus beneath the shaded groves of Arvanaith. The forms they take appear ghost like whilst the inhabitants of Arvandor are solid and real. For every minute spent in Arvandor an hour passes in the real world. This obviously limits the amount of time a person can spend in the afterlife.

The travellers are able to converse freely with Arvanaith inhabitants who will react according to their nature. Most who journey to Arvanaith know where they want to go. Spirit travellers can cross vast distances with just a thought taking no more than 1 turn to reach their known destination. Conversations with the departed are just like a normal one, only limited by the physical endurance of the weakest member of the casting circle. If a circle member dies before the spell ends, they suddenly appear as a solid being instead of a ghost, at this time the spell ends and the participants awaken, exhausted, dehydrated and hungry.

## **9th LEVEL**

### **Dythaalniir Darach**

School: Alteration/Invocation

Range: 100 feet + 10 feet/level

Duration: permanent until changed

Area of Effect: 1 mythal

Components: vs

Casting Time: 1 turn per effect

Saving Throw: none

Mythal Shaping Right, the spell allows a mage knowledgeable in mythal craft to modify mythals. It does not work against a mythal whose creators would oppose it, or even against a mythal secured in the proper way by its new master, but against an open mythal with no living defenders on the same plane, the spell is very effective. The caster must sift through the different strands of magic woven into a mythal until they come upon the strands representing the laws binding and governing the device. Through a careful act of will a mage can repair, alter, adjust, add, modify, turn on, or off, or restrict access to a power or powers/ and lock it down to prevent further tampering, within a mythal so long as it is within the bounds of the power/s being modified. Changing the rules is not difficult unless the caster is opposed, then they must kill or mentally disable the mythal's defender/s.

### **Olkir Mythal Ward**

School: Evocation, Alteration, Enchantment/Charm

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: Special

This 9th-level spell requires the use of an amount of mithral and diamond dust larger in total volume than twice the caster's fist. Other material components are Moonspider silk and 50 pounds of powdered iron meteorite. (All the spell components are destroyed in the casting of the spell.) The caster must stand in an area that will become part of the ward and visualize the route of the desired ward boundary. An area of 1000 cubic feet per level of the caster may be enclosed. If the wizard tries to enclose too large an area the spell fails and is wasted. Mages casting simultaneous Olkir Mythal Wards may combine their protections. The area protected by the ward is measured from the inner edge of the Mythal Ward. The ward extends 120 feet beneath the surface of the ground, and may be narrower than 60 feet in width wherever desired. Its boundaries can twist and turn corners as sharply and as often as desired to protect a certain area, and they may exclude whatever areas the caster desires. Once cast, a Mythal Ward can't be moved.

A Mythal Ward can always be freely entered or left. Beings entering it are sensed by the spell, which reacts by flashing a radiant or audible warning (or both, as desired) to a specific spot or being. The spot or being is set upon casting, and it cannot be changed thereafter. Such a warning would still function in the location of a destroyed room (even in midair) or inside the tomb of a dead being. Warnings classify those who enter the Mythal Ward into two categories: those attuned to the Mythal ward and intruders. Mythal Ward warnings transmit exact numbers, physical identities and locations of all intruders. All forms of teleportation and all known magical and psionic means of scrying won't work through the boundaries of a Mythal Ward. The caster of a Mythal Ward spell can link certain types of magically animated guardians such as stone or iron golems, or token baring guards and mages to the ward. When an intruder is detected within a Mythal Ward some guardians are teleported to within 20 feet of the intruder.

A few wards are linked to more powerful guardians, such as Baelnorns, Watchnorns, Banshees, Adamantine Golems, Sleeping Dragons and the like. There are even reports of multiple invisible stalkers and a variety of other elemental servitors linked to a Mythal Ward, each being freed from servitude in Toril after they slay a certain number of intruders. The Mythal Ward can be sealed as if a Forbiddance Spell had been cast, thus denying access to all outsiders and those not attuned to the Mythal Ward.

## False Dawn

(Abjuration/Alteration)

Range: 20' + 5' per level

Components: VSM

Duration: 1 turn + 1 round per level of caster

Casting time: 5

Area of effect: 30 ' + 5' per level radius circle

Saving Throw: 1/2 in first contact only

This spell allows the caster to make full use of their infravision whilst at the same time giving them all the benefits of being in full sunlight within the radius of the spell effect. The caster can draw on the sun's energy and radiations but leaves the light behind. Any undead/evil outsiders and those beings affected by sunlight caught within the initial radius take 1d6 hp damage per caster level (no upper limit), but they can save for half damage if they can find some cover quickly enough. Any affected creature that stays within the field, will continue to take 10d6 hp damage (no save allowed). Drow and other Underdark dwellers must save or be blinded as if they had stepped into full sunlight. The spell temporarily neutralises the faeressz in the spell's radius. A False Dawn spell can be left as a trap, it is undetectable as a heat source and gives off only a faint aura if detected for magic. (-4 to spot checks). A higher level version leaves the spell hanging until certain conditions are met, at which time the spell is unleashed at the spot it was cast regardless of who or what maybe there, or how much time has passed. Some ancient False dawn traps have lasted for several thousand years before being triggered. Elven undead such as baelnorn and banshees are completely immune to the spell.

## 10<sup>th</sup> LEVEL

### Kileaarna Reichirgir

School: Alteration/Evocation – Ritual of Solitude/Compliment

Range: 500 yards +10 yards per level

Duration: Instant

Area of Effect: 40 yard radius+5 yards per level/caster

Components: 1 turn

Saving Throw: none/see below

Like the Mages Disjunction spell all magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful save at -4 or be turned into a normal item. An item in a creature's possession uses its own save at -4. Creatures with spell casting abilities and powers must also save or lose the ability to access these powers permanently, only restorable via a wish, miracle or divine intervention.

You also have a 2% chance per caster level of destroying an anti-magic field. If the anti-magic field survives the disjunction, no items within it are disjoined. Even artefacts are subject to disjunction, though there is only a 12% chance per caster level of actually affecting such powerful items. Additionally, if an artefact is destroyed, you must make a DC 25 Will save or permanently lose all spell casting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.) Saving throw penalties are increased by -1 for each additional caster to a maximum penalty of -10. After this only the range and dimensions of the spell can be increased.

**Note:** Destroying artefacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

### Telmiirkara Neshyrr

School: Alteration – Ritual of Solitude

Range: 0

Duration: Permanent

Area of Effect: Self

Components: VSM

Casting Time: 1 Turn

Saving Throw: vs death

The Right of Transformation is a spell that changes the essential nature of the caster. The spell requires the caster to exchange a part of the self/spirit with an extra-planar creature with similar leanings and outlook, thus gaining some benefits and penalties of being an outsider, i.e. able to draw on powers of the host being whilst also accepting their vulnerabilities and some of their proclivities.

This spell was initially used by Vyshaan High Mages as taught to them by Malkizid in his efforts to corrupt the Gold Elves and bind them to his will. It allowed the Selutaar to cast high magic rituals of compliment and myriad without the need of a collective casting, and minimised the risks associated with multiple castings within a short period of time. Later the Gold Elves discovered that by binding their offspring with demonic blood, they could bypass this ritual and all of its inherent drawbacks and side effects.

The caster would first have to scry out and summon a prospective extra-planar partner, who would then have to be convinced that it served both of their interests to be joined via the ritual. Planar lords and other powerful outsiders are usually approached. When the bargain is struck and the ritual completed via the exchange of blood, magic items and ritualistic binding vows and promises, each being exchanges a small piece of itself with the other. In the case of the mortal they gain all of the base abilities and immunities of the outsiders' race e.g., demon, devil, daemon, celestial, angel, archon, elemental etc. The mortal also gains all of those creatures' vulnerabilities too. In exchange the mortal gives over a part of their very soul to add to the power of the outsider and submits to serve that creature in exchange for the gift of power. To this end they are able to draw on the creature's life force and energies of its home plane to wield magics far beyond those of ordinary mortals. The caster loses a constitution point and 1d4+1 hit points permanently as part of the deal.

An elf staying within the normal strictures of using high magic will suffer no risks when casting high magic within normal limits. To make use of the powers within they must save vs spells to access the higher energies. If they save, they cast without the usual risks being able to use all high magic rituals available to a selutaar of their level. If the magi fails a save then a little more of them is lost to the host creature. This is compounded with multiple castings and casting rituals requiring more than one caster. Rituals of compliment save at -2, rituals of myriad save at -4, each successive casting adds another cumulative -1 to the save.

If 5+1d4 saves are failed in the casters life time then they fade away absorbed by the host creature they are bonded to. If a host dies permanently then the bonded elf must make a system shock roll to avoid dying instantly and irrevocably. Even if they survive they lose all ability to cast spells and may never again access High Magic in any way shape or form.

## Mythal Mantle

School: Abjuration – Ritual of Solitude or Compliment

Range: Touch

Duration: 2 rounds / level

Area of Effect: 20 yard radius

Components: vsm

Casting Time: 5

Saving Throw: None

This spell calls forth a field of glowing energy that creates a barrier around the caster and all allies within a 20 yard radius that absorbs all incoming spells. The barrier can absorb 1d12+10 spell levels before collapsing. With each additional caster the barrier can be extended 10 yards and another power woven into the casting. The barrier can move with

the caster provided they maintain concentration and do nothing else other than walk slowly at  $\frac{1}{2}$  normal pace.

The components are a diamond of at least 10000 gp value, and 2d4 of the casters hit points which are consumed when the spell is first started. The diamond crumbles to a fine black dust of pure carbon at the end of the spell. It can be made permanent as part of a ritual of myriad.

## Ondreier Ysele

School: Meta Magic – Ritual of Solitude/Compliment

Range: 0

Duration: Instant

Area of Effect: 1 spell

Components: vs

Casting Time: 1

Saving Throw: None

The Ondreier Ysele, or Word of Potency, grants added strength to the next normal spell cast by the Elven High Mage, granting an enhancement bonus of +30% to the effects of the spell. That is +6 to the caster level effects, +6 HD of damage, +6/30% to saving throws and magic resistance checks, or -6/-30% to saving throws, dice rolls etc. The spell enhances the power of the spell in all ways that are beneficial to its effectiveness. As a ritual of compliment each additional caster adds +1/5%/caster level to the effects of the spell including range, duration, damage, area of effect etc. Sometimes this can have unintended side effects especially if the next spell cast has a backlash, because then these effects are increased by at least 30% too...

## Dimensional Barrier

School: Abjuration/Alteration – Ritual of Solitude/Compliment/Myriad

Range: 100 yards/caster level + an additional 100 yards per extra caster

Duration: 1 day per level/ 1 year per level/permanent

Area of Effect: 10 yards radius per level/50 yards radius per level of central caster/100 yards radius per level of central casters.

Components: vsm

Casting Time: 1 minute/1 turn/1 hour.

Saving Throw: yes/yes at -3/none

A beam of golden light springs forth from the central caster's hands shooting skyward to maximum range before forming into a glittering barrier. Any creature or object inside the dome is prevented from access all forms of extra dimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, ethereality, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Such effects simply fail automatically. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional barrier does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra dimensional perception or attack forms.

The rituals of compliment and myriad versions of this spell also allow the central casters to exclude certain creatures from the area of effect. These beings are affected by a repulsion like field and if they attempt to enter the area the field damages them. Most take 6d6 hp dg save for half whilst those outsiders and undead take 12d6 No saving throw. Magic resistance to avoid these effects still applies. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to re-enter, at which time it is affected as normal.

## Greater Shadow Storm

School: Evocation, Necromancy, Shadow

Range: 50 yd/level

Components: V,S,M

Duration: Special

Casting Time: 5

Area of Effect: 80 or 120 ft. radius

Saving Throw: None/Death Magic

This spell can have one of two effects, at the caster's option: Either large shards of darkness (50% cold & 50% negative energy) rain down for one round in a 80' radius area inflicting  $1d8+1$  points of damage per caster level (maximum 30d8+30) to any creature within the area of effect, or a shroud of shadows descend upon a 60' radius area for one round per caster level. The shadow inflicts a prickling sensation, as well as inflicting a -4 to all attacks within the shadow. Likewise, any victim within the shadow must save vs. Death Magic at -4, or be reduced to half their hit points, struck blind and deaf, and lose half their strength and dexterity (loss persists until healed or dispelled).

## Orchtrien's Flensing Flames

School: Alteration/Invocation

Range: 100 yards + 100 feet/level

Duration: 1d4+1 rds / level

Area of Effect: 1 individual or 10' cube area per round

Components: vs

Casting Time: 1

Saving Throw: to avoid

The King of the Dragons fashioned this mighty enchantment to remove his enemy's magical defences. The caster is able to control the direction of the flames for as long as he concentrates. The spell will engulf one individual or one 10 foot cube area per round removing any spells or enchantments permanent or temporary, active or hanging that have been laid upon the target creature/object/location. When cast white flames outline the creature/object/area targeted, when finished feeding on the arcane energies it floats in the air for heartbeat before flinging itself at its next target. The streak of white fire twists to compensate if a being tries to dodge it, it splashes against its next target, the flames burning away all enchantments in a pearlescent conflagration of arcane energies. This continues as long as the spell lasts, the caster maintains concentration or the spell is dismissed.

## Song of the Sundered Crown - Shilhaar'Tel'Orar

School: Transmutation

Components: V, S, XP, Ritual, Attunement

Casting Time: 10 hours 11 min

Range: 12000 ft Target: one 750 ft cube + 10 ft. lvl

Duration: Instantaneous

Saving Throw: For Half

By wrapping all the High Mages of this casting in a near-solid ward, five High Mages can weather away an entire city. The near-untamed forces of the Shilhaar'Tel'Orar ritual find any unnatural states for nonliving matter and restores it to its most natural state. Living matter on the other hand is reduced to its most basic elemental components in an eye-blink of the ritual starting. Stone buildings are reduced to the soil from whence they came, wooden buildings are reduced to seedling trees, and so on. This ritual effectively deconstructs and reduces all artificial constructs (including trees altered by High Magic) to their natural states. All buildings vanish, reduced to component matter. This ritual is completely destructive to all living matter such as plants and all forms of insect, bird and animal life. This ritual cleanses pollution by civilization and restores the natural order of a place. All that remains of an entire city and its occupants is enriched soil and loam.

## Orchtrien's RainbowShell

School: Alteration/Invocation

Range: 100 yards + 100 feet/level

Duration: 1d4+1 hours + 1 hour per level

Area of Effect: 1000 yd dome + 100yd radius per level

Components: vsm

Casting Time: 1 turn

Saving Throw: none

The King of the Dragons fashioned this mighty enchantment to entrap his enemies within a defined space. The caster brings into being a gigantic prismatic dome just like the 9th level spell. Only a caster of 30th level or better has the arcane might and understanding to use this spell. Any lesser being attempting this dweomer is consumed in the casting. All the powers of a regular prismatic sphere are part of the dome it is just the size of the casting and its arcane durability that are impressive. The spell consumes 7 gems of 10000gp value each or a 70000gp value fire opal. When casting the spell the mage recites a complex rhyme, whereupon a gigantic dome of rippling rainbows shimmers into existence over the specified area blocking all attempts by beings to enter or leave the enclosed area. The shell of rainbows vanishes when either the spell ends or it is dismissed by the caster. The spell can only be brought down by a combination of the regular spells all cast by mage at least one level higher than the original caster. Only in this way can the mystical barrier be obliterated.

## Shilthaor'takal - The Gift of the Twilight Wyrm

School: Transmutation

Components: V, S, XP, attunement

Casting Time: 1 hour

Target: Personal

Duration: 3d6+10 days

Saving Throw: Negates (harmless)

The Elven high mage transforms into a shadow dragon with all its abilities and immunities equal to his age. Thus an ancient Selutaar could transform himself into a Great Wyrm Shadow Drake and still use all of his or her own spells and innate powers as well as those of the Wyrm. Hit points are re-rolled using a d12 plus the mages constitution bonus. This ritual is used only in the direst circumstances as the backlash from transforming back into an elf is horrendous. Fully 25d6 back lash damage is taken when reverting to ones original form.

## Shelaraks Heavenly Retribution

Elven High Magic

Myriad Ritual: Evocation

Range: 5 miles

Components: VSM,XP, HP

Duration: 2d4 hours

Casting Time: 1 hour

Area of effect: 1000 cubic feet per level

Saving Throw: Special

This spell calls from the skies a powerful series of increasingly deadly disasters over the course of the spell. At first heavily acidic rains begin to fall causing 2d4 hp damage per round. Before long a howling wind blows in beginning as a stiff breeze and ending as a 300 mph hurricane that tears up any tree or wooden structure in its path. Along with the tempest comes bolts of lightning 20' across doing 20d6 hp damage, 2d4 bolts per 10 minutes thunder down, the sounds are deafening (literally), next comes the earth quake that shatters and topples and major stone or crystalline structures and causes underground chambers to a depth of 1 mile to collapse or cave-in. Finally after 1 hour of armageddon, the ritual leader calls down meteorites from the sky, each varying in diameter from 1 to several hundred feet across. Each doing from 1d12 to 35d12 hp dg. By wrapping all the High Mages of this casting in a near-solid ward, five High Mages can wipe away an entire army/forest or city.

## 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, cloud kill, 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.

## **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 god's 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/baatezu/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 versus 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 artefacts caught within the mythal's boundary are also affected. Any items of less than artefact level are automatically destroyed, whilst artefacts 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).

## Mythal of Denial

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 withheld 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/Sorcerers 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 versus 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 artefacts caught within the mythal's boundary are also affected. Any items of less than artefact level is automatically shut down for a number of months equal to the central casters level, whilst artefacts 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).

## 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/Sorcerers 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 versus 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 artefacts caught within the mythal's boundary are also affected. Any item of less than artefact

level is automatically destroyed whilst artefacts 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 an artefact 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.

## King Killer Shield

School: Abjuration; Ritual of Solitude or Compliment

Range: 0

Duration: Permanent

Area of Effect: 13000' radius dome

Components: vs

Casting Time: 1 hour (reduced by 10 minutes per caster to a minimum time of 1 turn)

Saving Throw: None

Elven High Magi crafted this spell during the Crown Wars to protect their draconic partners from the ravages of the Dracorage. This spell wards the enveloped area against the effects of the Dracorage. Any being of dragon blood is immune to the rage's effects so long as they stay within the King Killer mythal.

## Dracorage Mythal

School: Enchantment: Ritual of Myriad

Range: 30'

Duration: Permanent

Area of Effect: All Faerun

Components: vs

Casting Time: 10 day & 20 minutes

Saving Throw: special

The Rage of Dragons was crafted to bring about the downfall of the dragon lords, thus freeing the People from their vile servitude to their draconic overlords. The People created the mythal but mitigated its effects by linking it to the appearance of the comet known as the King Killer Star. The elves built the fortress city of Daoineska to house the cap stone that was kept within an observatory used to track the movements of the comet thus preparing the dragon kin friendly to the elves for the rages eventual reappearance.

When the comet becomes visible which happens in localized areas covering about 250000 square mile every few decades, and the whole continent every 300 years, it causes all those creatures with a trace of dragon blood running through their veins to gradually become reckless, agitated, violent and eventually becoming unhinged enough to be considered mindless, violent, and bloodthirsty monsters – thus the Dracorage. The comet remains in the sky for 10 to 60 days before leaving the skies above Faerun. (see Dragons of Faerun for the full details of the spell)

## Malkizid's Elemental Shield

School: Evocation, Abjuration

Range: 100 yd/level

Components: V,S,M

Duration: Special

Casting Time: 1 turn + 1 turn per level of the caster

Area of Effect: 10' radius sphere per level of caster

Saving Throw: None

A great shield of elemental fury encloses an area specified by the caster—dancing bands of ruby fire, crawling arcs of blue-green lightning, spinning boulders covered in foot-long spikes of stone. The sound is indescribable as the flames roar, the lightning snaps and thunders, and the heavy stone spheres howl through their orbits. This spell is a rare and potent magic dating back to the height of the Seldarine Wars . The complex weavings of arcane energy it is spun from mean that no ordinary spell will suppress the elemental defences but high magic will.

The great spiked stones crush and shatter whenever they hit anything, causing 10d8 hp damage.. The spinning bands of fire deal 10d8 hp damage, as does the half-globe of shimmering acidic water that revolves slowly around the centre. Steam hisses and pours away from the elemental shield as the storms boil away within. The vortex of wind, is a furious cyclone filled lightning that dances and crackles within a sphere of shrieking, howling wind that prevents beings from coming close causing a further 10d8 hp damage to anyone or anything attempting to enter the shield. The elemental defences stretch even into the astral and ethereal planes thus preventing anything from breaching the barrier via these routes.

The spell lasts for 1 year per level of the highest caster yet requires a number of lives equal to 10 souls per year sacrificed at the moment of the first casting. The only way to avoid the damage is to remove the layered defences, one at a time. This can only be done using 10<sup>th</sup> level magic/epic spells/high magic or by a deity. Anyone brave enough to enter the sphere without some form of elemental or magical protection will take up to 40d8 hp damage per round. This is halved with appropriate saving throws, but spell resistance is not an effective defence against the effects of this spell.

# Magical Items of Aryvandaar

## **Ring of Angels**

These exquisitely crafted mithral rings appear covered in intricate yet alien glyphs that radiate quiet power. Once per day, the wearer of an *Aasimar Ring* can take the form of any Aasimon lower than a Planetar. Only one form can be assumed with each use, but the wearer gains all the assumed form's extraordinary, spell-like, and supernatural abilities. The wearer's type changes to outsider, rendering him vulnerable to spells and effects that affect good outsiders. Effects that would otherwise banish the wearer to another plane instead end the effect immediately, leaving the wearer staggered for 1 round. Otherwise, the transformation lasts 2d4 turns. Aryvandaaran High Magi forged more than 100 of these rings so that they could take on the shapes of the servants of the Seldarine. Some used their *Aasimar Rings* to fight alongside the servants of the gods who had come forth to defend the elves during their times of greatest need others summoned Aasimar; in order to mate with them or to bind their spirits to them as part of the mythical rituals designed to allow the Selutaar to cast high magic free of the usual restrictions placed upon the High Magi' fragile mortal forms.

## **Circlet of Rillifane's Messengers**

A Circlet of Rillifane's Messengers enables its wearer to communicate with other beings with companion animals from afar. The wearer can use the companion creature to speak to its Elvish partner/master up to three times per day as if the creature could speak Elvish fluently. The communication is two way as the ring wearer can hear what is said directly to it. There is no limit to the distance covered by the ring. Each use lasts for but 2d4 rounds, and does not harm the animals, though it may confuse it for a while.

## **Moondark Battlecloak**

These custom made cloaks of Elvenkind grant the wearer a +1 to +6 bonus to Armour Class and a +1/5% to +4/20% bonus on all saving throws. Once per day the cloak allows the wearer access to three powers all at 18<sup>th</sup> level of ability; Feather Fall, Invisibility, Neutralise Poison.

## Mantle Pendants

These pendants designed to appear as cameos of the clan founder, were crafted by Vyshaan mages to protect their clan/family/house notables from assassination. They are designed for sun elves from the greater noble houses and offer protection against an enemy's initial magical assault. In turn they also allow the wearer to turn spells of up to 5th level back to their point of origin. These items can be worn by their owners as brooches or suspended from delicate chains and worn like pendants. These orbs are so expensive to make that each noble family possesses only one or two, which are traditionally carried by its most powerful members. The wearer can choose whether or not to let the pendant absorb a particular effect.

## Shilvael'Telkiira

Nighstar Gems are powerful lore-gems worn by the leaders of the Vyshaan clan of the mightiest masters of their vassal clans. Each holds the knowledge and skills passed to the elves by Lord Malkizid and a demonic guardian with the personality from each of the elves who previously wore it combined to guard the information contained within. Only a few of these devices survived were ever created (about 12 in all), and each was given to the Ar'selutaar of each clan loyal to the Vyshaantar overlords. The wearer of the gem had to survive and attunement ordeal, and in turn were then bound by spirit to the gem and to Malkizid. In exchange they gained vast knowledge and power equal to an entire circle of high magi working in concert.

- The wearer gains a +4/20% bonus on saves vs mind attacks.
- The wearer gains a +4 enhancement bonus to Intelligence (permanent).
- Like a *Tel'Kiira the Nightstar Gem* functions as a spellbook that can hold up to 300 spells. A wizard can "write" a spell into a *the gem but doing so costs 1d4 hit points that can be healed only with time*.
- A 'Shilvael'Telkiira can hold up to ten high magic rituals. A wearer who accesses one of these is able to cast the ritual without the need for other high magi needing to be present. The casting time is the same, but as the gem wearer is now able to draw upon an outsiders' powers they no longer need other elves. Only an elf with the blood of one of the 12 vassal clans can hope to wear a Nighstar Gem. Any other creature that places the gem on its forehead must save vs spells. A save finds them dominated by the fiendish Elven presence within the gem that will then commence searching for a suitable wearer. A failed save see the offending being disintegrated and beyond all means of mortal resurrection as their soul is fed to the fiendish presence within the gem.

# GOLDEN SCALES OF THE WORLD SERPENT



The Golden Scales of the World Serpent are 500 sheets of platinum and gold whose partial discovery allowed the Vyshaan High Magi to bypass the usual lengthy processes required to learn magic. Their discovery and use revolutionised Elven Magic on Faerun and led to the creation of many of the more deadly and insidious magics and devices used by the Vyshaan in their conquests. Originally consisting of ten sets of 50 scrolls each, The Golden Scales of the World Serpent were created by the Sarrukh Arch Mage known by many as Arthindol the Terraseer, (the chosen servant of the God-Emperor Hsstak the Wise) and the organisation he founded, Ba'etith, an organization that began in Isstosseffil but outlasted that empire. The group was later dominated by the sarrukh of other realms, then by the batrachi, and then by the aearee before it vanished during the waning Days of Thunder. The Ba'etith studied the primitive forms of magic practiced by the various races of Faerûn and, over thousands of years, codified them in the form of the Golden Skins of the World Serpent.

Each scroll is an 8-inch-by-10-inch sheet of thin, rolled gold as flexible as paper. Silvery arcane sarrukh script crawls across its surface, appearing almost alive. The scroll's small size belies the staggering amount of information it holds. As soon as one "page" of text has been read, the writing swims and moves about the sheet reforming into the next page of text. All in all, it takes approximately one month of dedicated study to review a single Golden Scale. The Golden Scales of the World Serpent form the foundation of modern magical theory on Faerûn. Virtually every Elven Mage who has mastered any portion of Vyshaan Art received her knowledge from the Golden Scales of the World Serpent. Consequently, much of the information contained in these scrolls is now considered forbidden knowledge amongst modern Sun and Moon Elven High Magi.

Reading even one of the Golden Scales of the World Serpent offers considerable insight into the Art. Any character studying one immediately gains one level in an arcane spell casting class of her choice. (That is, her experience point total is set to the midpoint for her new level.)

The known Golden Scales of the World Serpent are divided into five chapters, each covering a different aspect of the Art. A character who manages to read all ten scrolls that make up a chapter gains an additional benefit whose nature depends on the topic studied. There were many more than five chapters originally created by what happened to the rest after the fall

of Aryvandaar has never been revealed. Some of the chapters of the Golden Scales of the World Serpent and the benefits they provide are detailed below.

**Arcanus Fundare & Arcanus Fundare Tiersus** (Foundations of Magic): +30 inherent bonus on Spellcraft checks; +1 to save DCs for all arcane spells.

**Magicus Creare & Major Creare** (Spells of Creation): Three bonus item creation feats; XP cost of any magic item created drops to 75% of normal. Craft Construct (see page 303 of the *Monster Manual*) as a bonus feat; any golem or other construct created has maximum hit points.

**Planus Mechanus** (Studies of the Planes): Use *plane shift* as the spell once per day; ignore any hostile or debilitating planar environmental effects.

**Ars Factum** (Of the Creation of Artifacts): This chapter of the Golden Scales of the World Serpent teaches the reader how to create artefacts. This requires the reader to sacrifice a part of themselves to gain greater power. Lord Malkizid revealed the key to this to his Vyshaan underlings who used it to devastating effect during the Crown Wars. (Think the destruction of Miyeritar).

The scrolls utilised by the Vyshantaar High Magi reveal much more about magic and its manipulation, with great swathes of text being devoted to the creation of gates, portals and extra dimensional manipulations. Other scrolls cover the nature of magic and the gods, life and magic, the nature of lichdom and life beyond death, the use of the elements, planar summonings and bindings, how to find the true name of a being, the creation of races, interplanetary travel, and planar pacts and the acquisition and use of power created when drawing power from more than one plane of existence at a time.

The Golden Scales of the World Serpent are indestructible, they can be physically destroyed, but will always reform themselves eventually, and are powerful enough to shatter any gate or portal that a being attempts pass through with even one of them. Each scroll contains a piece of the essence of the being/s who crafted them. The original set, now scattered to the four winds, is in fact the phylactery of the lich known as Hsstak the Wise.

## Vyshaan Battle Horrors

**Medium Construct Medium Construct**

**Hit Dice:** 20d10+80 (130 hp)

**Speed:** air walk 40 ft.

**Armour Class:** -8

**Attack:** Great Glaive

**Full Attack:** 3 with glaive 2d10 +15 dg

**Space/Reach:** 5 ft./5 ft. 5 ft./5 ft.

**Special Attacks:** — Spell-like abilities

**Special Qualities:** Air walk, construct traits, dark vision 300 ft. Detect Invisibility, detect undead & magic 150 yards, X-ray Vision,

immunity to *magic missile*, rapid repair, (5hp/round), chain lightning & crimson bolt (2d10+10 dg) 1/round at 20<sup>th</sup> level of ability, immune to most spells as per iron golems, spell turning (always active)

**Abilities:** Str 25, Dex 15, Con —, Int 13, Wis 16, Cha 16

**Environment:** Any

**Organization:** working in teams of 2 to 20 or more for major crypts or vaults etc.

**Alignment:** Usually neutral

**Advancement:** 21–30 HD (Medium)

These majestic yet deadly constructs are made by binding a willing fey spirit into a battle horror during its creation. Vyshaan Battle horrors were created firstly by the high magi of that clan to guard their tombs and important citadels and redoubts in the absence of live troops. They are often found working in concert with Watchnorns, guardian daemons and the like.

**COMBAT:** A Vyshaan Battle Horror has the following special attacks.

**Spell-Like Abilities:** At will—*crimson bolt/chain lightning*; 3/day—*teleport w/o error* 1/day—*dimension door/gaseous form*. Caster level 20th.

### Silver Mail of the Fairy Queen

This +3 suit of shimmering silver scalemail bears a small symbol of Titania upon each piece of the interlocking plates and scales. The wearer is protected from all woodland and fey charms, and is immune to electrical damage and 1/day is able to shift to the realm of the Seelie Court. The wearer gains a +4 bonus to their Charisma-based checks when interacting with fey beings such as sprites, pixies, brownies, dryads, sylphs, selkies etc. This bonus even applies when dealing with creatures of the Unseelie Court such as imps & quicklings, but in a negative way.

### K'faarkerym 'The Goblin slasher'

This +2 *Elven longsword +4 vs goblin kin* was created by the smiths of Sharlarion for the city's first knight captain after their victory over the Tuskreaver horde that attacked the city not long after its' founding. The sword's name is engraved in Seldruin runes into the blue metal, leaf shaped blade with its basket hilt and ivy scroll covered cross guard.

### Hair Pins, Brooches, & Bracelets of Arcane Weaponry

These beautifully crafted items of jewellery, made from a gold, adamantium, mithral alloy have engraved into them, hanging off of them or are shaped like a weapon in miniature. The items give off just the faintest of dweomers and are undetectable. They range in power from simple +1 daggers, all the way to +5 intelligent vorpal swords. It is up to the charms owner just what weapon they place into the jewellery. This is done using a command word unique to that particular piece. Hairpins hold a single weapon, brooches 1-3 small to medium weapons, and a bracelet or neck chain, up to 5 weapons of various sizes. These items were favoured by Tel'Quessir who do not want to risk carrying obvious weapons. Often balls, diplomatic missions, secret meetings, assignations and other clandestine meetings are the perfect place to wear such items in the deadly cut and thrust world of Aryvandaaran politics.

## True Silver Staff of Rhespen the Traitor

+4 staff of Mithral with several permanent powers: Light, knock, wizard lock, hold person, levitation, invisibility, resist energy, dispel magic, magesight, stunning blow 30' radius , staff bound to owner – summon staff unlimited range or scry staff holder. Holds 3 spells per level of caster to be released upon a single word.

## 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.

## Stave of Turlang (Minor Artefact)

The stave of Turlang is a magical rod fashioned in the form of an oaken staff filigreed with gold-flecked amber. Carved from the broken branch of the great treant, the *stave of Turlang* transforms into a treant (as the spell *change staff*) if the end of the stave is planted in the ground and the word "Turlang" is spoken. Unlike the spell, however, the stave transforms into a true treant, capable of conversing with other treants and controlling trees.

## Gems Blades

Grown by Aryvandaaran Geomancer – crystal smiths, each weapon is sprung from a single large gem. At least 10000 gp in value. The blades are crystalline in structure and as strong as the hardest steel, the hilts are usually wrapped in dragon or shark skin, the pommels balanced with semi precious stones in a contrasting colour. The edges of these blades shimmer with a faint glow (shedding light equal to a candle). This illumination automatically brightens (to the equivalent of a torch) when the sword is within 60 feet of an outsider or an evil creature. Each blade is imbued with the magical properties of the gem it was grown from. The blades range from +1 to +6 in strength, they readily hold enchantments in line with the gems strengths. Alexandrite produces luck blades, Agni Mani offers fire resistance, Amaratha protects against electricity, and added to amber allows the blade to absorb and discharge electrical attacks whenever the wielder desires, Beljurils create blades of spell storing that make the wielder immune to the spells they hold until such spells are discharged, black opals protect against petrification & disintegration, whilst passing these powers up to thrice a day to these blades, black sapphire blades make the wielder immune to all time affecting powers whilst allowing them to destroy such permanent fields within 30' of the drawn blade. Bloodstone blades allow the user to use the sword like a ring of invisibility and acts as a periapt of wound closure, diamond blades, most easily take the

extra enchantments, make the wielder immune to mind affecting powers and are able to deflect spells using energy or light in a beam back at the source, greenstone blades act as green stone amulets whilst allowing the wielder to use telepathy with no range limit, moonbar blades become disruptors, and ruby blades offer + 5 to saves vs magic and 25% magic resistance. – see Volo's Guide to all Things Magical for the properties and possibilities for gem blades created by Aryvandaaran earth mages.

### **The Seven Tears of Sehanine – Ar'coronals Crown**

This beautiful crown is formed by a circlet of mithral set with 7 tear drop shaped diamonds set evenly around the crown like a seven pointed star. The diamonds collectively hold the powers of 7 Selu'kiira allowing the wearer to cast high magic rituals of myriad without the need for other selutaar. The wearer is also blessed with all the powers of a green stone amulet and the divine powers of a Ghaele Eladrin of Arvandor. The crowns wearer who must be of the Vyshaan bloodline is surrounded by a nimbus of light that functions as a double-strength protection from evil and minor globe of invulnerability and confers protection from normal missiles on the wearer. In addition, the crown wearer has the spell-like powers she/he can use once per round: advanced illusion, charm monster, colour spray, continual light, dancing lights, detect invisibility, dispel magic, ESP, hold monster, improved invisibility, polymorph any object, prismatic spray, telekinesis, teleport with-out error, wall of force, or cast a 12d8 chain lightning bolt. The crown wearer can be hit only by weapons of +3 or greater enchantment, or by cold-wrought iron weapons.

### **The Breast Plate of Ivosaar**

This finely crafted armoured breastplate of burnished blue mithral embossed with two rampant hippogriffs was crafted for the Ar'coronal upon his ascension to the Sunlight Throne. It acts as a Ring of Energy Resistance, Major (Fire/Frost/Electricity) and confers a +5 general bonus to AC.

### **Mantles of Ashtalaer**

These spider silk robes come in a variety of shimmering designs and colours each peculiar to the house that manufactured them. The height of fashion these garments were worn by the elite of the empire. Each has its own hidden pockets that function like pockets of holding. The cloaks confer +1 to + 6 bonuses to AC and are often imbued with other powers much like a brooch of Guardianship. Common powers include invisibility, protection from normal missiles, immunity to fire, poison, edged weapons, feather fall, jump, haste, regeneration, alter self. Etc. All such garments when turned inside out function as cloaks of Elven kind.

### **Spiders Bite Arrow**

Where ever the Spiders Bite arrow ends its flight, it creates a mass of web at the point of impact, equal to a wizard's *web* spell cast at 12th level of ability. Also its tip is coated in a virulent venom that will slay its victim if they fail a save vs poison at -2, making the save

merely puts the victim to sleep for 4-6 hours. The *arrow* breaks upon impact and cannot be reused.

### Singing Bows +1

This finely crafted bow confers a +1 bonus to attack and damage upon arrows fired from it. As the arrows fly through the air they sing in ancient Eladrin to the glories of the lost realm of Tintageer. The bow itself hums when fired protecting the wielder from all sound based powers, including power words for a round after the last arrow is fired from the bow.

### Bow +2, Ironheart

from Dragon Magazine #214

This bow is particularly prized by Elven rangers. It grants a +2 bonus to attack and damage rolls upon arrows fired from it. In addition, the *Ironheart* can, at the wielder's mental command, quickly change into a +2 melee weapon. Generally, a long bow becomes a long sword and a short bow becomes a short sword. There are a few *ironhearts* that become magical broad swords or scimitars, but such instances are rare. There is no limit to the number of times the *Ironheart* may change shape. If it is broken in either form, the item's magic is lost.

### Bracelet of Mental Contact

from Dragon Magazine #214

This plain gold bracelet allows its wearer and any other people designated by the wearer, up to 10 individuals, to communicate via telepathy. The telepathic link can be maintained over a distance of 100 yards between individuals, allowing communication of thoughts and emotions but not mental images. By passing telepathic messages down a line of linked individuals, a person at one end can communicate a message to a person beyond 100 yards away, so long as the individuals forming the link are within 100 yards of the next person. Receiving a telepathic communication in no way disrupts a person's actions such as spell-casting, but sending a message requires a full round of unbroken concentration. If the sender's concentration is broken, the telepathic message does not reach others in the link. The bracelet has a maximum of 50 charges. Each individual in the link uses up one charge when the bracelet is activated. The telepathic link remains for up to one hour. Other individuals may join the link after it has been set up, provided there are no more than 10 members in the link, total. When one of the linked individuals dies or falls unconscious, all other members of the link are aware of the break in contact, and can identify which person broke the contact. Contact cannot be broken voluntarily, except by spells or devices that shield thoughts. The bracelet can be recharged with the wizard spell *sending*.

### Pendant of Augmentation

from Dragon Magazine #214

This very powerful item is usable only by an Elven wizard or priest. Typically, the *pendant* is a silver disc inscribed with an oak tree or other nature symbol. By concentrating on the magical energies of the *pendant*, an Elven priest or wizard draws strength from his

surroundings to augment his own magical powers to their fullest potential. The first spell cast by the priest or wizard after activation of the *pendant* always has maximum possible duration, damage, and effect. For example, a *cure critical wounds* spell would automatically restore 27 hit points, and a *fireball* cast by a 5th level wizard would inflict 30 points of damage (saving throws still apply). Furthermore, the spell is always successfully cast. The wizard or priest's concentration is absolute for this casting, and an attack on his person does not prevent it from taking effect (unless the spell-caster dies or is knocked unconscious before completing the casting). The *pendant* may be used twice per day.

### Pendants of Azrel

*from Dragon Magazine #214*

Developed by the great Elven mage Azrel, these *pendants* have saved many an elf from a hopeless situation. These small circular discs, usually found singly, do not display any magical effects until they are attuned to a specific pair of people. This involves dabbing a pair of the discs with each person's blood under a full moon. Once attuned, the *pendants* are worn by the pair. If one of the wearers falls unconscious, dies, loses control of mental or physical faculties, or utters the other wearer's name while holding the *pendant*, a distress call is sent to the wearer of the other *pendant*. The receiving person gains a clear understanding of the other's situation, as well as an exact view of the distressed person's location. This allows the person receiving the distress call to move unerringly in the other person's direction, regardless of the distance separating the two, and also follows for teleportation magic to work with no chance of error. The *pendants* do not function if not on the same plane of existence.

### Ring of Cooshee Summoning

*from Dragon Magazine #214*

Activating this ring, which only functions outdoors in natural surroundings, sends out a beacon to any of the large Elven hounds known as cooshee within a five-mile radius. Summoned cooshee arrive in one turn. The chance of successfully summoning a cooshee depends on the terrain:

Heavy growth 90%

Light growth 70%

Open fields 40%

Rocky terrain 20%

If the summons was successful, one to six cooshee will respond. They remain with the summoner, who can control them with telepathic commands, for one hour before returning to where they originated. The ring's power may be invoked once each day.

**Cooshee:** Int: Semi (2-4); AL N(G); AC 5; MV 18, sprint 24; HD 3+3; THAC0 17; #AT 3; Dmg 1-4/1-4/2-8; SA overbearing; SD camouflage; MR nil; SZ M (4'); ML Steady (12); XP 270.

### Harp of Courage

*from Dragon Magazine #214*

When this beautifully crafted harp is played and a command word spoken, a wave of courage passes through all creatures friendly to the person playing the harp, in a 100' radius sphere from it. The wave of courage increases the fighting ability of those affected, granting

them a +1 bonus to attack and damage rolls. It also heightens the listeners' defensive awareness, resulting in a +1 bonus to armour class and saving throws. The effect remains as long as the harp is played. Any enemies in the 100' radius are affected by a wave of despair that inhibits their fighting potential and causes a -1 penalty to attack and damage rolls, armour class, and saving throws. Creatures of ten or more hit dice are unaffected by the despair. The magic of the *harp of courage* may be invoked once per day, for a maximum duration of two turns per use. Note that for the magic to affect a creature, it must be able to hear the harp's music.

## Aryvandaaran Figurines of Power

The beings converted for use by the Elves as subjects for figurines included giant eagles, cathshee, cooshee, moon horses, silver wolves, dolphins and orcas, amongst others. Most could be summoned for 48 hours every 10 days and would usually have 1d4 extra hit dice and be of the most intelligent types capable of speech.

## Timespinner (Copyright @ Jan Enroth)

This steel-dagger is coated with silver and has a large green emerald gemstone set as a pommel. The hilt is fashioned as an hour-glass, with the crossbar shaped as a twisting rose-stem. The blade has a setting sun on both sides of the blade, which is the symbol of Labelas. Timespinnerr was made in ancient Aryvandaar by Raernelith Sunflower, a gold elf mage that is rumoured to have been a chronomancer. He was very secretive and didn't participate in the political arena as many others did. It is not known if he created any other items as well, but it is suspected that he created a longsword as companion to Timespinner. This item is considered a holy relic to the church of Labelas Enoreth.

### Powers

- Timespinner is a +2 dagger.
- The wielder can invoke Faerie Fire at will, with enough light to read by.
- The wielder can release Timespinner, and the dagger will float by the wielder's side, thus providing light and enabling the wielder to use both hands. The dagger will follow the wielder.
- Timespinner provides the wielder with the ability to read languages.
- The wielder can always Know Time (as the priest spell in Tome of Magic).
- Once per ten-day, the wielder can use a limited Time Pool spell. To use this power, the wielder holds the dagger above the item/place/person that he wants to scry through time. Then he twists and releases dagger, and the dagger will create a ball of swirling silvery energy in which anyone looking will see the scenes specified. This version of Time Pool can only scry upon an item/place/person that is present. It cannot scry on anything that is not at hand.
- Restore Age/Increase Age (2-5 years), once per month

## Chelsorrbriant House Pendants

A sculptured ornament suspended from the vaulted ceilings common in Sun Elven Halls and great homes, these giant lanterns operate to protect the home from the worst of the elements or

accidents. Each lantern is equipped with three automatic, always-functioning powers which affect only everyone and everything within the building: *see invisibility, protection from evil, control temperature*. The pendant has the following additional powers. All of these effects can be active at the same time;

- 10/day - *faerie fire*
- 8/day – *fire quench, protection from energy*
- 4/day – *cure critical wounds, neutralise poison*

## Portal Demolisher

The portal demolisher looks like a small, sturdy rod or miniature portable ram, but it has devastating effects upon portals. The mere touch of the *portal demolisher* utterly destroys a portal (Fort DC 20 negates). A *portal demolisher* actually carried through a portal (intentionally or not) destroys it with no save allowed, although the user reaches the other side before the portal is wrecked.

## Telthulkilir

A great multifaceted, crystal orb set in an iron stand, that gives off an brilliant emerald glow from deep within its heart.

A device much more powerful than an ordinary crystal ball, the Telthulkilir is capable of piercing almost any scrying ward or barrier.

Powers:

- Foresight - (3 charges /round): The use of this power grants the user a powerful sixth sense in relation to themselves or another. Once the Foresight power is activated, the orbs user receives instantaneous warnings of impending danger or harm. In addition, the power gives the orb user a general idea of what action might be taken to best protect themself or alter the course of events.
- True Seeing - (2 charges /round): This power confers upon the user the ability to see all things as they actually are. The user sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the orbs user can focus its vision to see into the Ethereal Plane (but not into extra dimensional spaces).
- Discern Location - (4 charges /round): This power is amongst the most powerful means of locating creatures or objects. Nothing short of a mind blank spell, a powerful mythal or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The power reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

- Clairvoyance & Clairaudeince - (1 charge /round): This power Clairaudeince & Clairvoyance creates an invisible magical sensor at a specific location that enables you to hear and see almost as if you were there.
- Detect Thoughts - (1 charge /round): This power detects surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.
- Prying Eyes - (2 charges /round): With this power You create a number of semi-tangible, visible magical orbs (called “eyes”) equal to  $1d4 + \text{your caster level}$ . These eyes move out, scout around, and return as you direct them when using the power. Each eye can see 120 feet in all directions. The eyes have a range of 1 mile per level of the user, and are gifted with true sight and lowlight vision.
- Cast Spells through the Orb: Lastly the orb allows the caster to cast certain ranged spells through the orb at a cost of double the spells level in charges. Once a spell is cast through the orb though it shuts down for  $2d4$  turns, and cannot be reactivated before then.

Each power absorbs a certain number of charges from the orb every round. The powers can be woven together to improve the power of the divination, but then the costs per round also increase. So using the greater powers of the Telthulkiiilir can become quite expensive and the orb can take a long time to recharge. The orb holds  $1d100$  charges, and recharges at a rate of  $1d4+1$  charges per hour in full sunlight, or  $1d2-1$  charges per hour in doors or in darkness.

### **Vyshaan Battle Blades**

Elven longswords of unusually fine quality These Battleblades are ancient Elven long swords of unusually fine quality from the days of Eaerlann and Aryvandaar. It renders its owner immune to 1 particular spell whilst at the same time allowing the wielder to cast that same spell from the blade up to 3 times per day.

Weapon strength:

- +1 to +2/1st to 3rd level spells/cast 1 per day
- +3 to +4/4th to 6th level spells/cast 2 per day
- +5/7th to 8th level spells/cast 3 per day

### **Kiira of the Shattered Mind**

(Small round-rose-cut emeralds) These Kiira gems enhance ESP/Probe/ and Domination Psionic effects and allow the wearer to permanently store all knowledge read from the minds of others, and allows them access to that knowledge instantly through the gem rather than having to memorize it themselves

### **The House Blades of the Twelve Great Clans**

Each of the twelve great clans established from the early descendants of those first refugees from Tintageer held a blade brought from that legendary place.

**The House Blade of Dlardrageth:** A finely crafted Elven broad sword +2, giant slayer: Int 14 AL CE Dt Gems kind & number 50', detect giant-kin 150' cure critical wounds 3d8+12 – 3/day.

**The House Blade of Clan Moonflower:** A finely crafted Elven cutlass +4 Int 15 AL NG Frost Brand, Cone of Cold 2/day, Immunity to white wyrm breath.

**The House Blade of Clan Durothil:** A finely crafted Elven long sword +5 Int 18 AL LN Dragon Slayer, detect wyrm-kin 150', heal 1/day.

**The House Blade of Clan Amarillis:** A finely crafted Elven long sword +3 Int 12 AL LG Sun Blade, detect undead 150', spell turning, immune to poison.

**The House Blade of Clan Vyshaan:** A finely crafted Elven broad sword +4 Int 14 AL NE Wounding, Dt Gems kind & number 50', dimension door 2/day, gate 1/day.

**The House Blade of Clan Nierde:** A finely crafted Elven scimitar +3 Int 15 AL NE Slicing, fly (21/C – 2 hr/day), water breathing.

**The House Blade of Clan Nimesin:** A finely crafted Elven long sword +2 Int 17 AL LN Flame Tongue, hurling 150', animal friendship.

**The House Blade of Clan Marstarym:** A finely crafted Elven long sword +4 Int 13 AL CN Speeding, disruption, detect evil outsiders 250'.

**The House Blade of Clan Evanara:** A finely crafted Elven rapier +1 Int 19 AL CG Giant Kin Slayer, detect giant-kin 150', luck blade, chameleon power.

**The House Blade of Clan Alenuath:** A finely crafted Elven great sword +3 15 AL NG Vorpal, cone of acid 2/day, ESP.

**The House Blade of Clan Cralnober:** A finely crafted Elven broad sword +4 Int 14 AL LG Dancing, Levitation, invisibility.

**The House Blade of Clan Le'Quelle:** A finely crafted Elven broad sword +2 Int 13 AL NG Lightning Rod, Ethereality, chain lightning 2/day.

## Sharlarion Battle Scout Baldrics

Studded leather baldrics that act as a ring of regeneration and a ring of warmth. They also contain 20 pockets of Holding and provides its wearer with an AC & saving throw bonus of +2, wearer passes w/o trace and silently at all times.

## Vyshaantar Spellbattle Rings

Set with the house insignia of House Vyshaan these rings give the ability to dispel certain spells. The wearer is made aware of any release, casting, or exercise of any magic or spell-like psionic power occurring within a 120-foot spherical radius of the ring. The general effects of all such power releases (fiery-attacking spell or shape-transforming spell, for example) are identified to the ring-wearer. The wearer can choose to dispel a spell cast within range or to change its target. When the ring is told to change targets, the new target gets the chance to save vs. spell at -2 to avoid the ring's effects. Failure means the new target takes full spell effects. This changes control of the spell to the ring wearer. Success means the ring dispels the magic instead. This is also what occurs if a charm person or a similar spell is hurled back at its caster. A caster can't be made to turn himself or herself to stone or addle his own thoughts, but the spell cast is instead wasted. Combat spells, such as fireball and lightning bolt, can be turned back at their caster.

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

### **Magically Enhanced Jewellery**

The Elves of Aryvandaar were famous for their subtle and creative uses of magic to enhance everyday items. They were particularly fond of jewellery such as earrings, bangles, bracelets, anklets, pendants, chains & necklaces, crowns, hairnets, tiaras & circlets, cameos, brooches, clasps, fasteners, hair pins, time pieces etc. Each is gifted with 1-3 minor powers or spells usable 1-5 times a day. 1<sup>st</sup> & 2<sup>nd</sup> level powers usable 5 times a day, 3<sup>rd</sup> level powers usable 4 times a day, 4<sup>th</sup> level powers usable twice a day and 5<sup>th</sup> level powers useable once a day.

E.g.: 2x two-carat teardrop emeralds that allow the wearer to cast clairaudience/clairvoyance twice per day.

### **The Gilded Gowns of the Selussa Fashion House**

The gilded gowns of this famous house of Haute couture are famous throughout the north and dozens survived right up until the fall of Myth Drannor and the sack of Evereska. A few dusty examples can still be found on display in Evermeet's museums. These gowns were made to order for a specific customer, made from high-quality, expensive fabric and sewn with extreme attention to detail and finished by the most experienced and capable seamstresses, often using time-consuming, hand-executed techniques. Most were able to defend their wearers in unique ways. All gave an AC bonus of +1 to +6. The most famous gowns were brilliantly luminous & skin-tight, filmy dresses made of woven mithral that provided an AC bonus and a second or third magical defensive power.

### **Miilaethom's Staff**

This +4 staff of Striking conceals a great treasure: In a hidden compartment near the centre of this slim duskwood staff is a folded-up portable hole.

### **Vyshaan Deathlance**

Copied from Ilythiiri 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. 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 manoeuvrable, 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.

### **Staff of Travaran**

The Staff of Travaran (AL LG Int 21 Wis 20) is an extremely ancient, and extremely potent, magical staff. Travaran was one of the few residents of Aryvandaar to speak against the aggressive Vyshaantar, as they began rising to power. Because Travaran was one of the leaders of Aryvandaar's Tower of Selutaar, he had a broad audience. The wizard soon learned of a Vyshaantar 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.

### **Ichor of the Fallen Angels**

Collected by the devilish servants of Lord Malkizid for the crafting of powerful magical items he provided to his Vyshaan puppets and used to corrupt them and bind them to his will. This fluid is really the blood of a celestial, gathered and stored during a special ritual.

### **Tears of the Fallen**

Hardened into tiny crystals, these tears, like angel blood, were created by no spellcaster. Instead, they are gathered from places where angels have felt sorrow or pain, using some long-lost dark process. Such crystals were fashioned by Lord Malkizids smiths into the Nightstar Gems given to the Clan Selutaar that served the Vyshaantar Ar'coronals. Such gems were instilled with the properties of a Devils Heart. These 2 inch diameter crystals are

translucent with a glowing dark blue centre. Occasionally it seems to whisper. If one listens closely, the whisper can be understood, but it is a foul and evil entreaty to do some despicable act in the service of Lord Malkizid. The owner immediately gains a +1 luck bonus on attacks, damage, skill checks, and saving throws. After one day of close proximity to the stone (within 5 feet), a character must succeed at a Will saving throw (DC 15) or do as the stone compels and slowly become Lawful Evil in alignment. If the saving throw succeeds, further saves must be made each day with the DC increasing by +1 each time. A character turned by a Nightstar stone is particularly despicable in his actions. When a character that was turned by a Nightstar loses her connection with it, the awareness of her evil deeds comes back to her, and she is usually thrown into deep despair.

### **The Lost Lords Greatbow**

This +4 Greatbow can be loaded and fired as quickly as a longbow can. Any arrow that is fired is automatically treated as an arrow of slaying as chosen by Malkizid.

### **Bane of Lights Heart**

This long, leaf shaped blade was honed on them - on the bones of dead and captive angels. This hideous process, conducted by a Vyshaan warlord before going into battle against the armies of Shantel Othreier, sharpened the blade to an impossibly fine edge. Bane of Lights Heart is a +5 vorpal Elven longsword Int 18 AL LE db dg vs Eladrin kin, spell turning at will. It can even cut through a *wall of force* or similar effect.

### **Mythrien's Ring**

An un-adorned silver ring forged by the little known Seldarine Mythrien, the Lord of Mythal magic. The ring was stolen from Mythrien's temple after Shantel Othreier's capitulation and used by Vyshaan priests to remove defensive mythals from their opponent's strong holds, and to enhance the war mythals used by the Vyshaan Selutaar in their battles against firstly the Dark Elves and later their Fair Folk opponents in Ardeep and during the fifth Crown War. The legend holds almost half of Mythrien's power, something he did not give up lightly

#### Powers:

- Abjuration/Protective spells & powers are cast at double duration.
- All the special powers of a Mythrien specialty priest.
- Gain 20 bonus HP whilst wearing the ring. Lost when the ring is removed. Any damage is deducted from these hp before any others, but removing the ring will not reduce the wearer below 1 hp if they have less than 20 hp at the time the ring is removed.
- May cast one additional abjuration/wards spell of each level 1/day.
- Wearer is immune to all the effects of any mythal they enter and can create/destroy a mythal (any mythal) once a year. This last power makes the ring much sought after its powers being used as a base of research for the Vyshaan's creation of the Gate Keepers Crystal

## Kanaruil

Kanaruil is a blue-steel, Elven-wrought bastard sword. A large emerald is set in the hilt, while silver runes wind their way down the length of the blade. These runes, written in Seldruin, list all of the members of the Seldarine, including the Yuir Seldarine, and the Sept'Tel'Seldarine. This had prompted the few who are aware of the blade to nickname it "The Seldarine Blade". Kanaruil's origins are ancient. It can be traced back to the legendary Tintageer. Legends say that Ytharra, an Elven heroine, supposedly used Kanaruil to slay a great wolf that threatened to devour the sun. None know the source of this legend, but it may have something to do with the Wolfanthistlees, a Black Wyrm who plagued ancient Sharlariion 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.

## The Waymoot Keepers Key (Gate Keepers Crystal)

The gate keepers crystal is the key to the Waymeet, it acted as a control and communication device that allowed the wielder to not only utilise its powers but also those of the Nexus, the last great mythal of Aryvandaar. Traditionally thought to be made of onyx, in the hands of a skilled high mage, the crystal begins to slowly reveal its true appearance and powers. Each shard appears to be made from sparkling, milk white crystal, smooth and cool to the touch, roughly dagger like in shape, and a little more than half a foot from tip to tip. In the hands of one attuned to the high weave the crystal stirs to life emitting a bright violet-white gleam in its depths. The power within springs to life, revealing a hidden well-spring of magic waiting to be tapped. The crystal is not aware of itself or its surroundings, yet when held the wielder feels a sharp jolt of connection, as if the shard has sent some intangible call echoing out swiftly and silently across the miles. If the shard holder does not possess the other pieces, she will hear a keen ringing tone indicating the direction of the shards sister pieces. The tone is shrill and piercing if a suitable portable for use is nearby.



The Crystalomancers of Aryvandaar knew ways to fashion crystal that remains almost indestructible thousands of years after it was cast because this is the form in which magical power and knowledge from elder days is preserved. The combined crystal allows its bearer to draw power from the Waymeet, no matter where he or she is. Its primary use is the sundering of wards, mythals, and other constructs of powerful magic. Once utilised it flies apart into its component pieces after its power is employed. The crystal's tendency to hurl itself across the multiverse is simply a reflection of its tie to the Waymeet. The Waymeet touches on thousands of doorways spanning Faerun, Toril, and the planes, the crystal uses that same network of portals to scatter itself. Its pieces appear near gates leading back to the Waymeet and the cradle of the Keepers Key.

The device glows a brilliant violet-white, strengthened by the proximity of any nearby mythal. Once a crystal bearer is attuned to the crystal in her hand, she is able to clearly see the mythal and all its various powers as they connect to each other and the weave. The wielder is also able to discern the nature and origins of all magics woven into the mythal, both original powers and those added or altered later. The shard wielder is able to use the crystal to shield themselves from the powers woven into a mythal or to cancel and manipulate them at any time, brushing aside the locks and wards that keep her from the mythal itself. Manipulating a mythal in this way will threaten to tear the crystal apart as tiny fissures of purple light begin to appear in the conjoined crystal, and the shards vibrate in her hand.

The selutaar wielder of the combined shards must use her will power reining it in, arresting the wild power of the device as it surges toward release. The wielder of the Keepers Key is able to communicate with the living spirit of the high mage who gave his life whilst acting as the centre of the ritual that created the Waymeet. Utilising the powers within, the holder of a shard concentrates on a vision of the great master stone in the heart of the Waymeet. The shard begins to glow in her hands as she communicates telepathically with the great speaking stone. The Waymeet is free willed and more than capable of defending itself, but is more than willing to listen to the requests of a high mage seeking to travel the Waymeet safely. The crystal is the key, without possession of the Keepers Key, the essence and full power of the nexus remains mute and elusive.

When used for its ultimate purpose the Crystal wielder raises the shard of the crystal above her head, and in one swift instant of will and decision she triggers the weapon's most fearsome power. Beams of brilliant violet fire shoot out from the crystal in her hands, seeking the other two shards. A triangle of unbearable brightness burns between the points created by the bearers of the three shards. Everything inside the triangle defined by the shards of the crystal vanishes in a furious blast of incandescent light.

Then the terrible brilliance filling the triangle gutters out and vanishes, drawing back into the centre. A wind of dust and debris howls into the glowing triangle as the unimaginable power of a mythal collapsing in on itself and draining out into nothingness. One more bone-shaking detonation rocks the area delineated by the shards the ravening brilliance and thunder die away. A great three-sided void is created and the three crystal shards are hurled through the Nexus, the master shard settling by the Waymeet portal closest to the destroyed mythal or field.

To most The Gatekeeper's Crystal is an artefact shaped like a three-pointed star. In the hands of N'selutaar it appears it is made of onyx and an unknown metal that entwines itself through the gem. Each point of the star is a separate piece (comprising a third of the artefact). These can be combined together to create the artefact or separated to form three powerful magical items. The Gatekeeper's Crystal is a tremendously powerful artefact. Each of the three component pieces is a powerful magical item in its own right. Together, they create a weapon that can render nearly any being or fortification powerless for an indefinite period. All invoked powers are active as long as the bearer concentrates on the artefact and performs no other action except moving at a slow walk (half movement rate). It is possible to simultaneously invoke and maintain different powers, if available. At this time a legion of spell-blades and warriors will surround the crystal bearer whilst fellow high-magi raise a mythal mantle around the legion to protect them all from retaliatory strikes.

Invoked. When the three pieces of the Gatekeeper's Crystal are merged into a tripartite star, the selutaar can invoke numerous powerful effects. Every round, the high-magi can create a dead magic zone or a wild magic zone with a 50-mile radius centred on the artefact. The selutaar immediately becomes aware of any gates or other magical portals within 50 miles and can activate or deactivate any gate within range. These powers are used to prevent the escape of enemies via magical means. The touch of the tripartite artefact to any creature or item immediately returns it to its plane of origin. This power has no effect on creatures or items native to the plane on which the artefact is currently located.

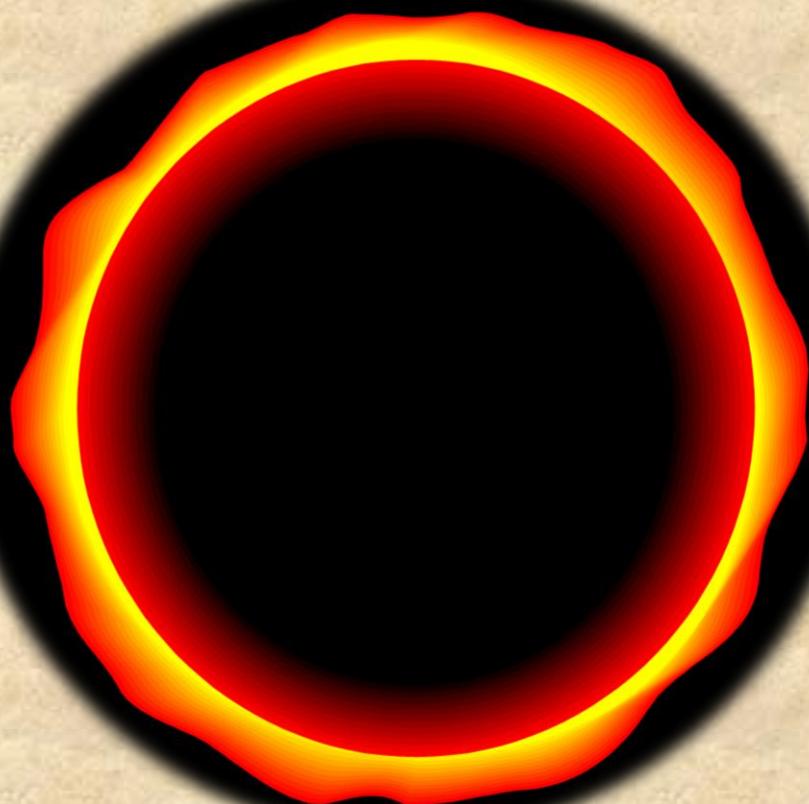
In addition, any two pieces of the artefact can together create a powerful effect. When activated, the first and second piece together can strip priests, paladins, or rangers within 50 miles of all their granted powers and spell casting abilities. This power is designed to prevent such casters from invoking the help of the Seldarine and to prevent the trapped elves from dismissing the demonic servitors in thrall to the Vyshaantar and the Branded king. The second and third piece can together strip any wizards or bards within 50 miles of all their magical and spell-casting abilities. This power is useful when the Vyshaantar want to invade a city and capture its people and rulers intact. At a time when the elves greatest strength is their use of magic, denying it to them when a horde of demons and tainted warriors is invading their city is a real bonus to them. The first and third piece deprive any undead within a 50 miles of their connection with the Positive Energy Plane or Negative Energy Plane, if any. All lost abilities are regained immediately once the affected being is outside of the 50-mile radius.

Separately, each piece is powerful as well. When activated, the first piece nullifies all necromantic or necromancy, alteration, and enchantment/charm magic within a 50-mile radius. The second piece nullifies all invocation/evocation, conjuration/summoning and illusion magic within a 50-mile radius. The third piece nullifies all divination, abjuration, and enchantment/charm magic within a 50-mile radius.

The artefact was primarily created to bring down wards, including mythals and other powerful protections. If the three pieces are separated and the artefact's power activated, it permanently nullifies any mythal, ward, or other protective magics partially or wholly within

the triangle formed by the three pieces after triggering all of their effects. This includes, but is not limited to, all spells from the school of abjuration or the spheres of guardian, protection, or wards. This power of the Gatekeeper's Crystal manifests as a blazing beam of purple energy that visibly connects all three pieces. All of the magical energy held within the wards and mythals encompassed is released in an incredibly powerful explosion equivalent to a fireball that does  $10d6$  points of damage ( $1d6$  points of structural damage) per spell level released to everything within the triangle. In addition, the explosion unleashes an earth tremor that can be felt up to 1 mile away for every 100 spell levels released.

**(Adapted from The Final Gate by Rich Baker, Steven Schend - The North boxed set& Volo's Guide to All Things Magical by Ed Greenwood.)**



# Notables

## of the

# Empire

Countess Winterflower Duskmere

“The Saviour of the People”

Race: Moon/Green Elf

Gender: Female

Ht: 5'2"

Wt: 92lb

Hair: Curly, soft, gleaming ebony

Eyes: Sapphire flecked with gold

Skin: Fair, clear skin

Age: ???

Name: Winterflower Duskmere

Str 9

Int 18

Wis 12

Al: NG

AC

Classes: Wood Singer/Wizard/Bard

Levels: 5 19 9

HP

Kit: Infiltrator

MR%

God/s: Rillifane, Hanali, Sehanine

Con14

Dex16

Chr17



**Languages:** Seldruin Elvish, Auld Wyrmish, Elvish Common, Thorass Common, Giant Common, Aryvan Centaur, Fey Speech, Treant, Dryad,

**Skills:** Acting, singing, disguise, information gathering, observation, looting, dancing, musical instrument (flute, harp, lute, lyre), swimming, climbing, herbalism, healing, spell craft, read/write known languages, alertness, ancient history, horse riding, endurance, tumbling, ambidexterity, wood shaping, healing, hunting.

**Description:** With their fair, clear skin and slender frames, most elves are pleasant to look upon, but even by the standards of their comely race, Winterflower is extraordinary. Her curls are soft, gleaming ebony, and her eyes, sapphires flecked with gold. Her features are fine, exquisite, yet somehow avoid the appearance of daintiness. Rather, they bespeak courage and intelligence.

An accomplished actor and spy, Lady Winterflower was more than capable of infiltrating the court of King Orchtrien where according to the King; "*She cozened me as well. She convinced me she truly had come to love me... When Duskmere and his confederates lured your company into a trap, it was a useless, ill-considered tactic, born of anger rather than guile. But after Bexendral defeated them, they began to exercise their wits, and when I demanded hostages, they sent us a spy and a witch, to accomplish whatever harm she could.*"

She worked hard to win the trust and affection of Lord Rhespen Ash, the Kings chief Counsellor, and later the King himself; "*She made you think so, and me as well. She had to. Given her pedigree, we would have grown suspicious if she'd warmed to us too easily, and as I observed previously, her initial disdain made us prize her subsequent affection all the more. I wonder if she also used enchantment to make herself more appealing.*"

Winterflower was in fact working as a spy for the rebels. She eventually gained royal favour served as mistress to King Orchtrien. Playing upon his jealous affections for her, Lady Winterflower convinced Lord Rhespen to join the rebel cause, so Rhespen magically copied several of Orchtrien's spell books, grimoires, and other books of lore. Betraying him at the last and leaving him to face the Kings punishment, Lady Winterflower fled the palace with the copies created by Rhespen and teleported to the rebel stronghold hidden in the forest.

When Orchtrien learned of this betrayal, he sent his royal army to lay siege to the rebel stronghold. Escaping from the Kings prison, Lord Rhespen tracked down Lady Winterflower and attempted to kill her and retrieve the lost lore. Finding them both together, King Orchtrien then attacked the Traitor Lord Rhespen in a cataclysmic aerial spell battle in which Rhespen was killed by the massive gold wyrm and Lady Winterflower managed to flee with a single book. Despite her outward appearance of calm she was wracked with guilt and anguish; *"All the lives we sacrificed. My degradation. My deceit and betrayal of you. All of it for nothing."*

A month later, the siege still underway, Winterflower discovered that the copied tome in her possession was not a spell book but in fact an abstract metaphysical treatise on the fundamental nature of dragons and their links to the forces of creation, the elements of nature, and the stars. With this in hand she fled northward to the citadel of Daoineska where 89 years later, the Draco-Rage Mythal was laid.

# LORD MALKIZID

## “THE BRANDED KING”

Race: Fallen Aasimon Solar

Gender: Male

Ht: 10'

Wt: 14000lb

Hair: Black

Eyes: Ebony

Skin: Golden

Age: ???

Name: Malkizid “The Branded King” Mv: 18, Fl 48 (B)

Al: LE

AC -18

Classes: warrior/wizard/priest

Levels: 43 44 35

Dice: 43d8 + 559 (903 hp)

Kit/Template: Hell Bound Overlord

MR 85%

God: Himself

Str 24

Con 24

Int 24

Dex 21

Wis 22

Chr 24

**Languages:** celestial, Eladrin, Leshay, daemonic, infernal, dark speech, Elvish

**Full Attack:** 2 claws + to hit/2d8 + 17dg and tail + to hit/3d6 + 8dg and 2 wings + to hit/1d10 + 8dg and kick + to hit/2d6 + 8

**Brand:** Any creature within 30 feet of Malkizid that meets his empty, bleeding eye sockets' gaze, is paralysed for an hour and takes 2d6 Wisdom damage. Baatezu and yugoloths are affected only if the Branded King targets them with the gaze.

**Eldritch Disruption:** Malkizid may dispel magic with his gaze, at a range of 90 feet. This functions as the targeted version of dispel magic, but is a free action for the Branded King to use and may target one creature per round with this ability. Creatures suffer the effects of one random prismatic spray ray for each spell or spell-like effect that is successfully dispelled.

**Fear Aura:** As a free action, Malkizid can create a 30 foot radius aura of fear. Creatures failing a Will save are panicked for 2d6 rounds; a successful save indicates the creature is merely shaken for 1 round. A creature succeeding on its save cannot be affected by Malkizid's fear aura for 24 hours. Baatezu and yugoloths are immune.

**Smite:** 7/day, Malkizid can make a smite attack with a +13 bonus to attack and dealing 70 additional points of damage.

### Description:

Lord Malkizid appears as a large statuesque elf with a muscular physique, golden hair & skin, saffron wings, and ebony coloured eyes, deep commanding voice with a melodious lilt and an almost impossible to ignore aura of command, his overall manner projects strength and

confidence. In his guise as a noble servant of Labelas Lord Malkizid neither lies, cheats, attacks needlessly, nor steals, and he is impeccably honourable in his dealings. His one weakness is his overbearing vanity and sense of superiority in all things magical. In this, unfortunately, he is sometimes predictable and even vulnerable to manipulation. He can communicate telepathically with any creature with an unlimited range.

The Branded King has the spell-like powers aid, augury, change self, comprehend languages, cure/cause serious wounds (3 times per day – 3d8+20dg), detect good, detect magic, know alignment, read magic, and teleport without error. He can travel freely throughout the Lower Planes and may enter the Astral and Prime Material Planes at the request of a supplicant.

Lord Malkizids' detect good ability goes beyond the spell of the same name. Within 100 feet of a source of good (strongly aligned individual, powerful good magical item, and so on) the Branded King automatically detects its direction, strength, and general nature. When Malkizid gazes directly into the eyes of a goodly creature, he learns its name, nature, and background. This power always functions automatically.

Lord Malkizid in his guise as a holy servant of Labelas has a special power over mortals called celestial reverence. This power works only in his old unaltered form. When the Malkizid invokes celestial reverence, a blinding flash of light draws the attention of all mortals in sight of it. Anyone viewing this spectacle must immediately save vs. paralysation. Any Elf who fails the save is struck by a strong protective love for the Branded King. Those non-Elven beings who fail to save suddenly fear Malkizid's power and do not attack. Non-evil creatures of fewer than 8 Hit Dice who fail their save flee the area immediately. Malkizid often uses this ability, to enable him to easily manipulate others.

The Branded King is never surprised and is immune to weapons of less than +4 enchantment. He is also immune to energy drain from undead attacks, psionics and magic. Further he is immune to all charm, confusion, death, domination, feeble mind, hold imprisonment, trap the soul and mind affecting effects. Lord Malkizid can produce a protection from good effect in a 70' radius that doubles as a prt/normal missiles and globe of invulnerability and he can use any detect spell. When laying on hands he can allow a servant to survive in any environment for up to 100 years. When pressed he is able to summon his greater outer planar servants 3/day with 75% accuracy. Malkizids body is immensely tough, his physical form is immune to cold, electricity, acid, gas, magical missile spells, petrification, poison and regenerates 7 hp per round. Only on his home plane can he be permanently slain, otherwise Malkizids physical form reappears after 7d10 decades.

Malkizid attacks seven times per round with a golden great sword that only he can wield. The weapon acts as a sword +5 Unholy Sword (2d20 points of damage) and has all the properties of a sword of dancing and a vorpal sword. Malkizid also uses an enormous composite bow with a magical quiver that produces any arrow of slaying he desires. The bow attack has a +5 attack adjustment and slays any target it hits. In addition to the powers common to Demons, Malkizid has the following spell-like powers: animate object (3 times per day), antipathy/sympathy (3 times per day), astral spell (once per day), commune, confusion (3 times per day), control weather, creeping doom (once per day), dispel good,

dispel magic, Drawmij's instant summons, earthquake (3 times per day), finger of death (once per day), fire storm (once per day), heal/harm, unholy word (3 times per day), imprisonment (once per day), improved invisibility, infravision (240 feet, always active), mass charm (3 times per day), permanency (3 times per day), polymorph any object or self(once per day), power word (any variety, once per day), prismatic spray (once per day), restoration (once per day), resurrection/destruction (3 times per day), shape change (3 times per day), symbol (any variety, 3 times per day), vanish (3 times per day), vision (once per day), wind walk (7 times per day), and wish (once per day).

In his true devilish form Malkizid appears as a nearly 10 foot tall humanoid with marble white skin, a pair of huge wings that shed shabby gray feathers, and a long serpentine tail. His hands and feet are gray with bird-like talons. Two black horns curl from the sides of his head, and a long mane of hair falls down his back. Malkizid's humanoid face could be considered handsome, except for the cold black pits that are his eyes and the large mark that has been branded on his forehead that trickles a seep of foul blood.

Malkizid is clever, hateful, and patient. He absolutely despises Lolth (and her Drow), whom he blames for his fall from grace thousands of years ago. He hates, but also fears, Corellon, because he thinks that Corellon could have shown him mercy, but instead kicked him out of Arvandor and into the Nine Hells. Since both Lolth and Corellon are both beyond his power, he takes out his vengeance on their mortal followers. For thousands of years now, Malkizid, has subtly been the cause of many troubles for the elves of Faerun.

Around -10900 DR he became the patron of the Vyshaantar lords of Aryvandaar and taught them powerful magic. He also encouraged them to aggression against the other Elven realms of the First Flowering. Malkizid was a high solar in the service of the Seldarine. Around -30,000 DR, he was seduced into betraying Corellon by Araushnee (Lolth), but was cast into the Nine Hells and branded for his betrayal when Araushnee's rebellion failed ]. There he quickly rose in the hierarchy of the Hells and soon controlled his own dominion.

At some point, thousands of years ago, Malkizid earned the disfavour of Asmodeus and was then exiled from Nine Hells. A small host of devils followed Malkizid where he setup his infernal realm in the Barrens of Doom and Despair. He is now a yugoloth lord and archdevil in exile, and therefore has Baatezu and yugoloth minions.

# GILVAS VYSHAAN

## THE LAST EMPEROR



Race: Sun Elf/Fey'ri

Gender: Male

Ht: 6'3"

Wt: 182 lb

Hair: flaxen blonde

Eyes: ebony

Skin: bronze

Age:

Name: Gilvas Vyshaan

Al: LN

AC

Classes: fighter/high mage/duskblade

Levels: 7 31 14

HP

Kit: Ar'coronal of Aryvandaar

MR 30%

God/s: Malkizid, Labelas,

Str 18/78

Int 22

Wis 17

Con 14

Dex 17

Chr 19/4

**Languages:** Seldruin Elvish, Auld Wyrmish, Elvish Common, Thorass Common, Dark Speech, Abyssal, Daemon, Infernal.

**Abilities & Immunities:** +1 to hit with sword & longbow, 30% resistant to sleep & charm effects, Reverie, Darkness 15' Radius, Teleport w/o Error, Infravision/Dark Vision 240', Telepathy, Tongues, Detect Magic, Fear, Levitate, Charm Monster, Suggestion, ESP, Change Self – all at will, Half damage from cold, magical fire & gas attacks, none from normal fire and prime material poisons.

### Description:

The result of Vyshaan and other loyal sun Elven nobles breeding with demons loyal to Lord Malkizid in an attempt to strengthen their bloodlines to be able to wield high magic without the need for fellow casters, Lord Giilvas is the progeny of his Fey'ri father and an enslaved succubus. In his Elven form he resembles a typical if muscular sun elf, although in his true form he has large batlike wings, fiery azure eyes, and fine blue scales all over his skin, and a long whip like tail tipped by a bony poisonous barb.

The Fourth Crown War and its concluding Descent are spiritually debilitating events that force the surface elves into a tenuous peace. Prince Giilvas and his fellow high magi use this time to rebuild their forces after the devastating battles against the Ilythiiri. At the apparent insistence of Corellon Larethian himself during their reveries or rituals, over 100 representatives of each of the surface Elven (including Prince Giilvas) races are magically summoned to a forest far to the east that is removed from all these conflicts, political and otherwise.

Here, the Elvish leaders of all the major realms as well as Elves of all races, cultures, classes, religious persuasions and occupations debate the cause of their divisiveness and strife. This place, established as a place of decision, condemnation, judgment, and execution becomes Elven Court. During this time of judgment, many elves with shadowy pasts and deep connections to the Vyshaan Imperial family seek to find their near-mythical realm of Evermeet, a land away from the other Elven realms untouched by the despoiling of the Crown Wars. After nearly a millennia of debate among the elves of Elven Court, all 750 members of clan Vyshaan, rulers of Aryvandaar and the Vyshaantar Empire, are found to be at the heart of the problem of all the unrest. They are to be stripped of their titles, lands, rulership, their nobility, and their lives are declared forfeit for the betterment and reunification of the Elven races. While the Elven Court elves believe themselves to be free of corruption, the Vyshaan representatives flee to their redoubts within in Sharlarion and then have their spies amongst the body guards of the delegates begin assassinating their most dangerous rival.

With their spies warnings they marshal their forces against the decisions of Elven Court. The Fifth Crown War begins quietly but recklessly with the arrest and execution of Prince Giilvas father, the Emperor In desperation, and maddened by this apparent betrayal the newly crowned Emperor Giilvas Vyshaan unleashes his most potent servants and assassins and begins a campaign that attempts to slay all the wizards and High Mages who stand against him, counting on the support of his High Mage sons and brothers to protect the clan. In an attempt to secure his realms western flanks and all important access to the sea, Lords Giilvas and his legions attack neutral Illefarn. This surprise invasion annihilates the Elven Courts northern army and their attacks on Illefarn and its northern colony of Llewyr succeeded securing for them the all important harbour of Deepwater Bay.

While the charismatic Emperor compels great loyalty among his nobles, troops and supporters, his forces cannot not hope to stand against the combined power of all the other elves, backed as they are by Corellon's mandate. In turns of desperation, Lord Giilvas fakes his own death, placing the eldest of his seven sons upon the throne as a puppet ruler. The

Fifth Crown War lasts only 200 years before the growing desperation and madness of the Vyshaan Emperors compels even their most fervent followers to abandon them before all the elves lay dead at their hands.

In a final desperate gamble the shadowy Lord Prince Giilvas summons his 12 most loyal lieutenants the Tower of Screams in the Barrens of Doom and Despair where the last meeting of the Great Lords took place. Listening in with avid interest Malkizid finally decides to intercede when the lords vote to remove the Vyshaan from the throne and install one of their own, Count Saelethil Dlardrageth, as interim Ar'coronal. Siding with his patron Prince Giilvas, the daemonic servants of the Branded King along with the honour guard of Prince Giilvas turn upon the 12 lords and their followers. In a titanic battle lasting many days, the Valley of Silken Shadows is laid waste and Lord Malkizid, mortally wounded flees for the outer planes, abandoning his shattered realm and leaving the suddenly bereft Prince Giilvas to his fate. The three surviving rulers, Lords Saelethil Dlardrageth, Nelaeryn Marstarym and Yrlessa Craulnober begin their greatest casting forcing Prince Giilvas and his surviving high magi to flee to the hidden fortress city of Veldaoresk where eventually confronted by the combined armies of all the surviving Elven realms, and a host from Arvandor, the Vyshaan and their most rabid Elven and Daemonic followers, make their final stand. Fleeing the resultant calamity, the four youngest sons of Emperor Giilvas flee westward and escape in a hidden spelljammer to quietly marshal their strength and wait such a time as they can return in glory to Faerûn.

With the death and disappearance of the last scions of House Vyshaan, the Fifth Crown War also cancels the growing monarchical ambitions of the Vyshaan loyalists in Evermeet, since the Vyshaan managed to send word of the fall of their empire via High Magic. In order to keep the chaos of the Wars off Evermeet's shores, those closest to the Vyshaan denounce their former overlords either leaving to join their comrades or abandoning them to their fates. In the end the dozen or so lesser Vyshaan nobles found upon the island are quietly arrested and executed their battered remains consigned to the deepest parts of the Sword Sea.

**Adapted from "Cormanthyr: Empire of Elves" by Steven E. Schend and Kevin Melka.**

# Kethryllia Amarillis

“The Flame Flower”



Race: silver Elf

Al: CG

Gender: female

AC

Ht: 6'

Classes: fighter/archmage/spellsinger

Wt: 122 lb

Levels: 18 24 9

Hair: lustrous, fiery, red

HP 125

Eyes: piercing gold eyes

Kit: bladesinger

Skin: Fair, clear skin

MR%

Age: ???

God/s: Corellon Larethian , Sehanine, Labelas

Name: Kethryllia Amarillis

Str 18/00

Con 16

Int 20

Dex 16

Wis 14

Chr 16

Languages: Seldruin Elvish, Auld Wyrmish, Elvish Common, Thorass Common, Giant Common, Aryvan Centaur, Fey Speech, Treant, Dryad,

Skills:

Description:

“In the autumn of the Year of Singing Sirens, the orcs marched in numbers greater than the elves had ever seen. They overran the northland plains and plunged deep into the forests. The city of Occidian—that great centre of Elven music and dance—was conquered and the orcs pressed on to the very gates of the ancient

city Sharlarion. At that time, *Durothil's Keep* (This estate is a walled castle of exotic design, with many towers, crenulated walls, domes, cupolas, and parapets.) was held by the archmage Kethryllia. This warrior-mage was also known as Amarillis, the high Elven word for "Flame-Flower"—partly for her red-haired beauty, and partly for the searing anger she loosed in battle. Like many of the elves, Kethryllia studied many arts during her long life, but concentrated her skills upon a single great work. For decades, this work had been the forging and enchanting of a great sword. Just two nights past, in a rite that gathered starlight and magic upon the mountaintop plateau known as Dragonriders' Leap, she had completed her task. For years, the mystics had been predicting that this sword, Dharasha—"destiny"—would play an important role in the history of the People."

### **Evermeet Island of the Elves by Elaine Cunningham.**

Kethryllia appears as a tall Elven warrior with piercing gold eyes and flaming red hair. She is clad in bronze and silver scale mail and carries an enchanted spear and sword. Her personality is much like Corellon Larethian's and Sehanine's. She is tender and caring toward the Elven people, but at the same time stern and merciless toward her enemies. Kethryllia Amarillis also known as Flame-Flower was a moon elf who founded House Amarillis. Her body resides in the Hall of the Ancients in Leuthilspor on the island of Evermeet. She lived long before the Crown Wars as the archmage of Sharlarion.

The burgeoning cities of the elves were seen as picking by the maturing Nabassu Haeshkarr. He was a servant of the demon Lolth, who was at that time still a Tanar'ri and ruled only the Demonweb Pits in the abyss. But the power hungry demon, Haeshkarr had an agenda of his own and led an orc horde to conquer Elven realms on Faerûn in -24400 DR. They destroyed the city Occidian and with that many Elven high mages of other cities too. Then they tried to capture the city Sharlarion but met strong resistance by the inhabitants there. The cities defensive army was led by Kethryllia Amarillis, who wielded the magical sword Dhashara. They defeated the army of orcs at great costs and finally the priest Anarallath banished the demon Haeshkarr. But the demon reached out for him and took the elf with him to the Demonweb Pits.

Kethryllia, who was the lover of Anarallath, followed both through the magical portal. She fought the minions of Haeshkarr and tried to find him in the unknown territory. Instead of the demon she found the goddess Kiaransalee, who was intrigued by her wish for revenge. She helped the moon elf to find Haeshkarr, but Kethryllia should hail to her god Corellon Larethian for every victory she gained here. Finally she managed to kill Haeshkarr and fled with her lover back to Toril.

But her hailing stayed not unnoticed in the realm of the Spider Queen. Lolth heard and saw her fight Haeshkarr and followed the elves back to their world and therefore learned of Toril and its inhabitants. She also saw a magical weapon worn by Kethryllia, a dagger of the archmage Ka'narlist. Lolth found him promising and decided to seduce him out of his worship for Ghaunadaur. That was the beginning of her own plans to achieve her godhood back.

**Dharasha (The Sword of Destiny)**, is a broad sword +4 - disruptor, that instantly disintegrates any undead that it hits (saving throw allowed). The touch of Dharasha acts as a cure serious wounds spell (3d8+12) upon any elf.

**The Spider Sticker** is an enchanted spear +3, of hurling that causes triple dg vs servant/worshippers of Lolth thanks to an un called for boon from Kiaransalee. In the hands of an Amarillis the wielder is invisible to undead and immune to their life draining, paralysis and fear attacks.

# Sharlario Moonflower

## The Captain of the Wandering Moon'



Race: Silver Elf

Gender: male

Ht: 6'3"

Wt: 188lb

Hair: lustrous, fiery, red

Eyes: Deep Sky Blue

Skin: skin pale as parchment

Age: ???

Name: Sharlario Moonflower

Ab: NC

AC

Classes:

Levels:

hp

Kit: Corsair

MR%

God/s: Sehanine, Corellon, Aerendir.

Str 17

Con 16

Int 16

Dex 19

Wis 12

Chr 17

**Languages:** Seldruin Elvish, Auld Wyrmish, Elvish Common, Thorass Common, Fey Speech,

**Skills:** swimming, seamanship, looting, intimidation, information gathering, navigation, spellcraft, metal smithing, air-borne riding, appraising, heraldry, ship wright, tracking, weather sense, alertness, observation,

**Weapon Skills:** sabre, twin-bladesong, ambidexterity, twin weapons, short sword, dagger, spear, cutlass, scimitar, shortbow, throwing knife.

**Description:** Captain Moonflower has a deep timber to his voice with the lilting accent of Faerie's far northlands. A tall, flame-haired, Sharlario Moonflower is a merchant, and sometimes pirate, who had the misfortune to make port at Tintageer days before the invading forces struck. The northerner's appearance is quite different from the golden,

elegant beauty of Tintageer's folk. Sharlario's skin is pale as parchment, a stark contrast with his bright red hair and sky-coloured eyes. Radiating a commanding, no nonsense air he is considered by many to be blunt to the point of rudeness. Sharlario has little use for the elaborate traditions and protocols of court life. To many he is little better than a brigand or pirate, but as a Corsair and Privateer of the Kingdom of the Northern Isles he and his ilk were all that kept the enemy at bay for many years. They may be privateers who have gained an undeserved reputation, and who are hunted by the evil that destroyed Tintageer, but in their own home islands the Captains of the Osprey fleets are heroes.

He travelled with the last fifty people of Tintageer through a gate created by the sacrifice of the High Priestess, Bonnalurie, the last priestess of Angharradh, who upon the Dancing Hill helped to create a portal and sacrificed herself in the process of controlling the High Magic. They landed on the top of a plateau of superheated glass-like stone, the site of an epic battle between Avariel and the red dragon Mahatnartorian, King of the Northern Mountains.

Later Sharlario married Amnadonna, the eldest daughter of Lady Bonnalurie and a priestess of Sehanine Moonbow. Over the centuries the long lived couple were blessed with more than 30 children, most of whom in turn intermarried with many of the indigenous Green Elves and in turn had unusually large families. All of them followed their mothers and grandmothers worship for the Goddess of moonlight, magic, beauty and death, claiming links to House Moonflower becoming known as Elves of the Wandering Moon.

Sharlario began to wander over the new found continent and travelled to other lands, cities and Elven communities for more than 300 years. Later after the death of Prince Durothil and his companion, the young dragon, Silverwing in the final battle against Mahatnartorian, Sharlario swore to the dying Elven prince, that he would train other elves to follow the example of the first dragon-rider and bond with good aligned dragons for the benefit of the elves both races. Unfortunately for Sharlarion and his kin, this later led to their subjugation by the very dragons they sought to ally themselves to.

# Ivósaar Vyshaan

## 'The First Daemon Fey'

**Race:** Sun Elf – Bonded One (Daemon Lord)

**Gender:** Male

**Ht:** 6'1"

**Wt:** 182 lb

**Hair:** Silver

**Eyes:** Copper

**Skin:** Bronze

**Age:**

**Name:** Ivósaar Vyshaan

**Al:** LE (N)

**AC**

**Classes:** priest/high mage/conjurer

**Levels:** 18 37 24

**HP**

**Kit:** D'aravanshee

**MR** 30%

**God/s:** Malkizid, Labelas,

**Str** 19

**Con** 18

**Int** 22

**Dex** 15

**Wis** 18

**Chr** 14

**Languages:** Seldruin Elvish, Auld Wyrmish, Elvish Common, Thorass Common, Dark Speech, Abyssal, Daemon, Infernal.

**Abilities & Immunities:** +1 to hit with sword & longbow, 90% resistant to sleep & charm, infravision 120, shape change , charm monster, produce flame, teleport w/o error, continual darkness, fear, heat metal, invisibility, telekinesis all at will, Improved phantasm, control temperature, fly, magic missile, warp wood 1/day each. Immune to acid, fire, iron weapons, poison, double damage from cold.

**Description:** Lord Ivosaar is a statuesque elf of truly noble bearing who believes whole heartedly in the righteousness of his cause. A devout follower of Labelas, he is the high priest and chief purveyor of the heretical belief that Labelas, and not his younger brother Corellon, should lead the Seladarine. It is this belief that frames all of his actions, working towards to the philosophy that all will eventually submit to this ‘truth’ or die. Early in his career as a conjurer for the Hidden Society of the Sacred Sun, an order of nobles dedicated to the overthrow of the Durothil’s and the misguided followers of Corellon, Ivosaar quickly found his way into positions of influence and power.

In his early researches on forbidden arcane and daemonic texts, he stumbled upon mention of an unholy text known to a few planar sages as “The Book of Keeping”. After centuries of research and perfecting his methods, Lord Ivosaar felt confident that he could summon a Daemon Lord and bind it to his will. The summoning worked better than the ambitious

mage could ever have hoped for and after a violent struggle the elf found himself the master of an insipid Arcanoloth named Pexattorix. Much to Lord Ivósaar's annoyance and chagrin, the startled Daemon Lord lacked the ability to grant the ambitious elf any enhancements to his already prodigious powers. Instead he offered the mage a deal. In return for his freedom he would reveal to Ivosaar the greatest secret of his race, the location of a copy of The Book of Keeping. In all his excitement, the one important detail that Ivosaar forgot to ask before he released the Arcanoloth was just what kind of being, the mysterious daemon lord Malkizid really was.

Despite all his divinations, Ivosaar could learn little more about this mysterious daemon. So armed with the mightiest arcane weapons and protections he could beg, borrow, buy or steal, Ivosaar ventured forth to a scorched and blasted rubble strewn valley deep in the heart of the Barrens of Doom and Despair. There in the centre of a barren and scoured landscape he spied a tower. The citadel had three distinct spires in one structure, winding around each other, grown out of the ground in this form. About halfway up the height of the central spire, one of the two smaller ones branched off and soared out as a hanging minaret. The other branched out a little bit higher. The whole edifice spurned the earth below, boldly leaping out over dizzying drops below with the support of long, slender buttresses.

Intrigued by the brazen temerity of this intruder Malkizid allowed him access to the Tower Screaming, and there was forged a relationship where by each gained what they most desired; power, knowledge and most importantly - revenge. In Prince Ivosaar, Malkizid found a willing lieutenant eager to learn, and a tool to further his revenge against his former master and mistress – the over weaning upstart Corellon Larethian and his treacherous wife Araushnee Larethian; in exchange Ivosaar gained great powers far beyond those known by any other Selutaar of his generation. In Lord Malkizid Ivosaar found a willing teacher who was happy to sponsor his rise to power, thus each served the avarice and greed of the other.

After 3 centuries away and armed with his own copy of the Book of Keeping, Ivosaar Vyshaan emerged from the Tower Screaming a drastically altered being. Gone was the waif thin elf with the straggly white hair and pallid complexion. In his place was a towering being of awesome might and power, a mating of elf blood with daemon – the first Daemon Fey. Schooled in the high magic arts of ancient Arvanaith, Ivosaar ventured forth firstly to establish his dominance within his families hierarchy, and thence to take revenge upon the family he blamed for his clans (and deities), fall from grace, the descendants of Lord Kellor'avae Durothil, the last monarch of Tintageer.

# Kits & Classes

## of

# Aryvandaar

## Corsair

**Description:** The Corsair is a roving warrior, sailing the sea lanes seeking pirates and other criminals. Corsairs are semi-official agents of the law of their lands travelling under letters of marque with authorization to attack and board suspicious or known criminal vessels and bring the booty home. Corsairs are the customs agents, border patrol, and first line of defence for many sea going nations. Despite their legal role, Corsairs are not always lawful. They pursue their enemies (who may merely fly the flag of a rival nation), capture their ships and treasure, and return a portion (sometimes a small portion) to their home nations. Corsairs' letters of marque lose significance the farther they get from their homes. Some Corsairs, particularly those who are pirates on the side, do not stop at their official borders. Their ability to get away with their activities depends on their strength and speed.

**Role:** Corsairs when operating as agents of the law, stop true smugglers or pirates, they are respected at home. When they engage in piracy under cover of their police powers, they are reviled. One's opinion of a Corsair depends on whether you are the beneficiary or the victim. To become a Corsair, the character must convince his/her home nation of her ability to act as an agent in the freedom of the high seas. To abandon the roll of Corsair the character must renounce his commission. Renouncing the commission may be a crime (if the character was already in trouble for abusing his commission) or a respected retirement from the duties of service. The Corsair must be in his home port to renounce the kit, and it takes one month in port to process the paperwork.

**Secondary Skills:** Required: Navigator.

**Weapon Proficiencies:** None required or recommended.

**Non-weapon Proficiencies:** Bonus: Heraldry Recommended: Navigation, Seamanship.

**Equipment:** The Corsair may buy whatever equipment she chooses, keeping whatever money is left over.

**Special Benefits:** Corsairs have the right, under letters of marque, to legally stop any ship within their home port's sphere of control. "Home port" could be a fixed base or even a fleet mother ship. Within the realms area of control, the Corsair may legally stop vessels, board them, assess customs duties, and seize contraband. Contraband may be any item that is illegal to import or export, or an item for which the proper taxes have not been paid. In addition, at the DM's discretion, there may be certain enemy nations whose ships are always confiscated. Of course, not every ship is going to peacefully await boarding. The only real meaning of this power is that law-abiding ships will comply, and any hostile action

taken against other ships will probably be supported by Corsair's commanders back home. Corsairs keep 10% of the contraband cargo seized and taxes collected to pay expenses and reward the crew. Some Corsairs withhold more than 10%, risking discovery and prosecution.

**Special Hindrances:** The Corsair must return to his home port regularly (at least every six months) to report on his activities, and of course must give 90% of the value of cargoes and ships she seizes to her command at that base. In addition, the home base may choose to send the Corsair on missions that she must undertake. The cost of mounting the mission (including paying her crew) is borne by the Corsair, although as with all of her other activities she may keep 10% of what she finds. Finally, Corsairs are obligated to defend the home base.

Adapted from: *The Complete Space Farers Guide & Pirates of the Fallen Stars* by Curtis Scott.

## **Moondark Hexblades**

For the clan members of the Vyshaan Hex magic was a form of sorcery that manifested at a young age in a few lesser septs of the clan with some Dark or Green Elven ancestry in the bloodlines. It tended to occur in the poorer families where magical training and education were unavailable, though this was not always the case. These youths tended to study this form of dark sorcery in depth, becoming dark masters of the dark light of hex magic-- the allure of hex magic being seductive and especially strong amongst the disenfranchised members of this elite clan. They embraced a "might makes right, you keep what you kill" attitude, viewing academia as pointless, asceticism as foolish, do-gooders as deluded, and book-learners as weak. Many Hexblades were adopted by elder mentors who turned the Dark Blades rage upon the clan's enemies in a school hidden deep within the forbidding forests of the Darkmoon Vale. At this school, generations of Hexblades studied to become elite bodyguards and officers in Vyshantaars growing armies.

## **Eternal Blades of The Midnight Sun: (Warblade-singers)**

The Eternal Blades of The Midnight Sun were an order of Warblade-singers in service to the Coronals in Sharlarion. They were an arrogant and elite order made up exclusively of the lesser sons & daughters of the great Sun Elf clans of the empire. Such esteemed students would spend their time learning of the religious strength and devotion of their ancestors, and would learn under esteemed masters, the fine arts of Blade Magic. The schools of the Midnight Sun would operate in most major cities and settlements, where ever the Vyshantaar military might could reach. The Sun Lords temples would sponsor the establishment and over see the upkeep of the order in places away from the capital. Such chapter houses were loyal, not to the local ruler, but to the Coronal and the high priests of the realm. They became wealthy and politically powerful and were both feared and envied by many lesser orders and noble clans. The patron power of the War-Blades was Lady Melira Taralen, seen by many as the patron of the combination of music and magic, the Lady of Song became the holy focus of Spellsingers and Blade Singers alike. In the many differing Warblade-Singer schools and traditions of Aryvandaar, the Lady of Battle Songs was portrayed as the quintessential warrior-bard.

## **MELIRA TARALEN (The Songstress, Patron of Bards and Minstrels magic, Spell Singers & Blade Singers etc.)**

### **Lesser God**

**ALIGNMENT:** Neutral Good

**TYPICAL WORSHIPPERS:** Any non-evil Half-Elven bards, Elven minstrels, songwriters, spell singers, blade-singers etc.

**SYMBOL:** A golden lute on a blue background

**DOMAINS:** Good, Luck, Protection.

Melira Taralen is a lesser goddess (the daughter of Hanali and Labelas), who, like many of her followers, has a patron (in this case, Corellon). It is said that her mother Hanali Celanil sent her to Corellon to serve as an apprentice. Melira's faithful tend to be musically-inclined and appreciative of music. Not only are musicians favoured by her, but also those who act as patrons and those who treat their musicians well are said sometimes to receive a boon from the goddess.

## **Archivists of the Lord of Time**

<http://www.wizards.com/default.asp?x=dnd/cwc/20061212> The Archivists of Aryvandaar were an order shrouded in mystery, mostly because these enigmatic priests were loath to share their sacred and often forbidden knowledge. Dedicated to the service of the temple of Labelas, the Archivists were the Lore Lords of the empire whose sole roll it was to record then safely store the collective lore of the vast and burgeoning empire. They occupied a small but vital niche in Aryvandaaran society focusing entirely on the accumulation of knowledge from as many sources as possible. In many cases, clerics became archivists when their minds were awakened by a special vision from Labelas, though most members of the order were recruited from the more scholarly families and from various schools and institutions where certain individuals showed a certain knack or talent for acquiring knowledge.

## **KIRITH SOTHERIL The Magess**

### **Lesser god**

**ALIGNMENT:** Neutral Good

**TYPICAL WORSHIPPERS:** Any good or neutral (elves)

**SYMBOL:** Rainbow-striped sphere

**DOMAINS:** Good, Knowledge, and Magic.

Magic is a very important part of Elven life, and while Corellon Larethian holds magic to be his domain, other Elven gods lay claim to more specific forms of magic. Kirith Sotheril (the second child of Corellon and Sehanine), is one such deity whose portfolio concerns magic, in this case divinations and enchantments. She and Sehanine Moonbow are rivals of a sort, since in many worlds Sehanine considers herself to be the patroness of the subtler forms of magic, but they're far from enemies.

## Aryvandaaran Warmages

Aryvandaaran Warmages were the undisputed lords of the battlefield, equipped with a greater array of destructive evocation and conjuration spells than any other being. Despite their great power, Aryvandaaran Warmages suffered from a lack of respect off of the battle field. To some members of Aryvandaaran society the ability to destroy in a variety of ways was of little benefit to the Elven people. To others the Warmages served as elite battlefield generals, espousing the old adage that the best defence is overwhelming offense. Aryvandaaran battlemages were some of the most fearsome examples of Warmages in Faerûnian history. While many of the battlemages were wizards and sorcerers, a significant portion of was made up of Warmages. Aryvandaaran battle magic involved a mixture of both destructive arcane magic with gracefully deceptive swordplay, blending the two in terrifying destructive synergy that would sweep the battle field of enemies in vast and deadly display of martial-arcane mastery.

## Patherfinders of the Silver Wolf

Pathfinders were the first line of defence for Aryvandaar throughout its history. With their ability to move quickly, superlative stealth and survival skills, and their penchant for sniping at enemies while staying out of harm's way, Pathfinders were masters at disrupting an enemies supply lines and forward elements whilst also being the best defence against an army being surprised, surrounded, and possibly wiped out. The wilderness abilities and toughness of the Pathfinders, and their skill and speed in the forests of western Faerun, along with the ability to mark trails, and set traps and ambushes, made the Society of the Wolf Pathfinders a great asset to the Vyshaan Empire. The main peace time role of the Pathfinders was to patrol the forests, stomping out bands of Goblinoids, Giants, and other threats. The Pathfinders were the unsung heroes of Aryvandaar's armies their feats of daring often went unrecorded, their lonely deaths unmarked and only mourned by their closest families and fellow Society members. Many members of this mostly elite society were also worshippers of Solonor and many followed his sacred creed:

*"Walk in harmony with nature and oppose the efforts of those who would disturb her delicate balance. Preserve the wild places from excessive encroachment, and work with those who would settle the land to preserve the beauty that first attracted them. Hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper. Like an arrow in flight, it is difficult to arrest the consequences of an action. Choose your targets carefully, for an ill-considered action can have a long-reaching impact."*

Eric Boyd<sup>©</sup> – Demihuman Deities

## SOLONOR THELANDIRA (god of archery and hunting)

### Intermediate god

**ALIGNMENT:** Chaotic good

**TYPICAL WORSHIPPERS:** All good and neutral hunters and warriors (elves)

**SYMBOL:** Silver arrow with green fletching

**DOMAINS:** Good, Strength, Sun, and War.

Clad in a great cloak of living leaves, Solonor strides through the forests in search of game and to seek out and destroy evil. His only weapon is a longbow that has a range as far as the horizon. Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised by any being, due to the keenness of his senses. When travelling through forests, Solonor becomes automatically invisible (as in Improved Invisibility, the 4th-level illusionist spell) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected. Elven hunters and fighters frequently worship Solonor Thelandira, and appeal to him for better catches of game.

### The White Dove Healers - The Watchers of Souls

The White Dove Healers were divine spellcasters devoted to the worship of the little known deity NARALIS ANALOR, committed entirely to tending to the sick and injured regardless of their race or political or religious persuasion. This tendency eventually saw them being declared enemies of the realm by the latter Vyshaan Emperors. The White Dove Healers only belonged to the faith of Naralis and could never refuse to help good-aligned wounded creatures. Those beings and faiths that pushed forward the ideas and causes of destruction, hatred, retribution, suffering, tyranny, or war domains were anathema to the followers of the White Dove. White Dove Healers were unique amongst the faiths of the empire in that they typically remained entirely apolitical. It was rare for a healer to be involved in religious intrigue or to be denied spells from her deity. Such betrayal of the faith would see banishment from the order. . The White Dove Healers were famed throughout the empire as excellent and trustworthy peace negotiators, midwives, physicians, combat medics, and impartial ambassadors.

### NARALIS ANALOR (The Healer, The Watcher of Souls)

#### Lesser god

**ALIGNMENT:** Neutral Good

**TYPICAL WORSHIPPERS:** Healers, Any non-evil (elves)

**SYMBOL:** A white dove-shield

**DOMAINS:** Good, Healing, Sun.

Naralis (the eldest son of Corellon and Sehanine) is an Elven god whose primary interest is not just the safeguarding of Elven souls after they depart, but also healing of the living. He is one of the few death gods who isn't malevolent or uncaring, and he's very popular in those worlds where his worship is practiced. Naralis's worshippers are those who are concerned with keeping their fellow elves healthy, and in caring for those who are going to die. Some adventurers give their respect to Naralis in the hope he'll be able to turn the next potential deathblow away from them.

### Aryvandaaran Duskblades

In the ancient Vyshaantar fighting academies, a martial style developed among young elves that were gifted in fighting and magic. This was a divergent path of blade singing -- a more brutal style that incorporated heavier armour and more deadly spells. Originally known as

Nael'kerym, these warriors greatly complemented Bladesingers. They were meant to be heavy combat spellblades, while the Bladesingers acted as precision skirmishers.

When the army of Aryvandaar invaded Shantel Othreier in -10,900, the heavily armoured spellblade contingent was faced with a terrible decision. Witnessing their nation invading an allied land, trafficking with infernal powers, and showing a complete disregard for the lives of their kin, these warriors were torn between abandoning their nation and slaughtering their brethren. Heated discussion occurred at the war council. One side was firmly in support of the Vyshaantar, citing a variety of reasons why the attack was just. To the other side, these explanations and excuses rang hollow.

Before the war council could resolve this thorny question, a fast-moving orc horde fell upon both armies. The loyalists stayed with the Aryvandaaran forces, slaughtering elf and orc alike. The dissenters fought orcs only, attempting to stay away from both other contingents and meeting mostly with success.

Afterward, the warriors who slew indiscriminately became known as Duskblades. They received this name because their contingent broke through the Shantel Othreier line at dusk, cresting a hill toward victory. Survivors of the enemy forces described these warriors as frightening blurs of magic and metal, shining in the fading orange sun like vengeful, fallen angels.

Following the massacre, the Duskblades came to be thought of as "steel dancers," or H'ei'Yal Drathinmaleé. Those that cleaved through their brethren with sword and spell became ignominious symbols of Aryvandaaran treachery. The dissenters were forgotten, a footnote in most Elven lore tomes. When the Vyshaantar descended into the evil of infernal lore, the Duskblades became symbols for the corruption of the ancient blade singing tradition.

The dissenters at the battle for Northern Shantel Othreier may have been forgotten, but the tradition did not end there. Valorous Duskblades remained, helping Shantel Othreier until the end, as well as other invaded kingdoms. They constantly proved their valour in these battles, but eventually, their tradition all but died out when the Vyshaantar succeeded in conquering the rest of the Elven realms. When the Vyshaan reign came to an end, many of the Duskblades died with it. A few of the Duskblade dissenters remained after the Crown Wars, passing down the tradition through the generations. Eventually, this art became mostly lost, something that was practiced only secretly for fear of association with the Vyshaantar. Future Duskblades hid their abilities, mimicking the more fluid styles of the Bladesingers by wearing mithral armour and studying music and dance. They knew that if their true abilities were revealed, they would be associated with the treachery of the crown wars. The patron deity of the Duskblades of Aryvandaar was TETHRIN VERALD, the quintessential Blade Singer and seen in different manifestations amongst the differing orders and schools of Blade Singers found throughout the empire.

## **TETHRIN VERALD (The Shining One, The Master of Blades)**

### **Lesser God**

**ALIGNMENT:** Neutral Good

**TYPICAL WORSHIPPERS:** multi-classed (elves)

**SYMBOL:** A long and a short sword lying parallel to each other on a disk, their blade tips angled toward the upper left

**DOMAINS:** Good, Strength, and War.

Tethrin the Shining One is the patron god of fighter/mages and other multi-classed elves, and is apparently the son of Corellon Larethian. An adventurous, strident god, he believes in the power of Elven blades and magic to win the day, and likewise encourages his followers to use such to protect and further the Elven cause. The goddess Kirith Sotheril is his lover and confidant. They dwell in a small but pleasant place, complete with a large copse of trees as well as a fruit orchard. There, amid the trees and open field, followers of his who have died continually practice and hone their skills.

## **The Twilight Knights of the Prince of Stars**

This valiant order of soldiers, followers of the teachings of Lord Araleth Letheranil, were dedicated to defend the weak and honour-bound to fight the various despots thrown up at various times by the empires spasmodic and violent expansion. The Twilight Knights, like their countless brethren in the many other orders found within the empire fit easily into the many organizations of lawful clerics, fighters, and paladins found within greater Aryvandaar. With the destruction of Miyeritar, the Twilight Knights found themselves actively opposing the armies of the Vyshaantar. In their role as active rebels they became beacons of freedom and resistance to the growing Vyshaan threat. They were actively hunted down across the length and breadth of Faerun and often found themselves leading rebel armies, boosting the morale of their soldiers and directing the attacks of key enemies away from allied spellcasters and archers. Not all of the Twilight Knights became members of good organizations. Several evil Knights betrayed their fellows and actively began serving the Ar'coronals in their prosecution of the various wars that were fought in the name of racial purity and political and cultural unification. Many secretly began worshipping the Dark Elven Lord of War, their god's passion for tyranny and fear moulded these warriors into fearsome black knights of ill-repute.

## **ARALETH LETHERANIL (The Prince of Stars, The Twilight Rider)**

### **Lesser God**

**ALIGNMENT:** Chaotic Good.

**TYPICAL WORSHIPPERS:** Chaotic Good (elves).

**SYMBOL:** A white shaft of light, small at the top and largest at the bottom

**DOMAINS:** Good, Protection, and Sun.

Araleth is one of the "Second Powers," those Elven gods who came after the Sundering War. He is engaged in an eternal war against the powers of darkness, and is known for his relentless pursuit of the dark elves when they came forth again (indeed, one of the most

commonly known stories concerns his battle with Lolth, from which he bears a scar from her poisoned bite). Accordingly, he is often the favourite choice of adventurers because of his aggressive stance. Araleth lives in the House of Glowing Stars, a dwelling beset by drifting, glowing stars. He works closely with the rest of the Seldarine as needed, and his priests likewise work with other priesthoods in their efforts to eliminate evil. Araleth's clergy have few holy days except for the spring equinox, whereupon they sacrifice items of beauty within a circle illuminated by Starshine spells. They prefer to start their prayers at dusk, just about the time that their god's presence in the heavens can be felt. While within the confines of the church (or on holy days), clerics and specialty priests of Araleth wear robes of white. At other times they're free to wear whatever they choose (though dark-coloured cloth is frowned upon and considered a minor transgression).

### **The Hidden Society of the Sacred Sun – Vyshaan Warlocks of Aryvandaar**

Before their rise to power a small number of Sun Elf warlocks derived their powers from fey pacts with Eladrin of indifferent outlooks and morals. This in turn led to a strengthening of the Vyshaan bloodlines as the ambitious Sun Elves mated frequently with their fey benefactors, producing many aasimar blooded children. These most commonly arose from pacts with the Unseelie courtiers of the Queen of Air and Darkness, but other sources existed as well.

This form of elicit power gathering attracted the attention of the fallen Solar, Lord Malkizid, his initial efforts concentrated on the lesser scions of the Vyshaan clan as he sought to gain a toe hold amongst the nobility of the clan.. His early efforts produced a coven of Sun Elf warlocks who derived their power from a pact with the fallen solar. In time his influence and machinations posing as a holy representative of Arvandor, saw him mate with many of the lesser female members of the clan producing a small number of fey'ri. However the deaths of their mothers saw Malkizid change tactics, resulting in a subtler, more far reaching approach that produced far greater benefits for the vengeful Solar. Warlocks were present among a number of the plane touched families of Aryvandaar. Many tieflings who descended from infernal powers posing as Eladrin servitors of Malkizid pursued dark invocations, all the time advancing the plans of Lord Malkizid and the power of the Vyshaan Elves.

The fey of Faerûn are reclusive and mysterious, When Malkizid corrupted the sun elf house of Vyshaan and others, and he made a number of magical pacts with the clans leading High Magi. Thinking they were trading parts of their spirits with an Eladrin of awesome powers they never realised until it was too late that they had sold their souls to a Devil. Most Sun Elven followers of the Vyshaan failed to realise this as the power from these pacts remained and was been passed down several times to younger members of the clan. Most fey beings that the Vyshaan aligned themselves with imbued their supplicants with strange, dark powers. Most Vyshaan Selutaar became known as malevolent entities with increasing influence in Aryvandaar's growing empire.

# Resources Used

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- Dungeons Masters Guides: All
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- Races of Faerun by Eric Boyd, JAMES JACOBS, AND MATT FORBECK
- Lords of Darkness by JASON CARL & SEAN K. REYNOLDS
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