**Dungeons and Dragons Profile**

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| **Character Profile: Auldauthor Telendseer** | | | |
| **Race \ Class** | High Elf / Faerna of Corellon (Cleric) | **First** | **Personality Traits** |
| **Where are you from, Where do you live** | Myth Drannor (Cormanthyr)  Myth Drannor (Cormanthyr) | Despite his noble birth, the character does not place himself above other folk. We all have the same blood. | |
| **Type of Government** | Monarchy |
| **Your Social Class** | Elven Nobility (House holds a seat at the Elven Court) | **Second** | **Personality Traits** |
| **Religion** | Corellon Larethian | The character is always calm, no matter what the situation. He never raise his voice or let his emotions control him. | |
| **Organizations** | The Silver Twilight, Harpers |
| **Languages** | Common, Elvish, Orc, Sylvan | **Flaw** | **Personality Traits** |
| **Allies** | House Telendseer, House Miritar, Berrenion Faerondalan | The character is a sucker for a pretty face and he has an insatiable desire for carnal pleasures | |
| **Enemies** | Zhentarim, House Starym |
| **Background (Noble)** | The character while a noble, does not place himself above the other Tel’Quessir although he sees the other races as childish. | | |
| **Ideal:** | It is his duty to protect and care for the people beneath him. | | |
| **Virtue: (Prudence)** | “People only act in ways that they perceive will bring them maximum good. It is the lack of wisdom that results in the making of a bad choice instead of a prudent one.” | | |
| **Vice: (Lust)** | “Lust is the craving for salt of a man who is dying of thirst” (Blood, lust and pixie dust) | | |
| **Bond** | The character will face any challenge to protect his family. | | |
| **Bond** | The character have been searching his whole life for ways to restore the ancient art of High Magic. | | |
| **Bond** | Every five nights, the character has a strange sequence of apocalyptic dreams. The world is destroyed by cold, choking fumes, lightning storms, waves of acid, and horrible fire. Each time, the dream ends with ten evil eyes glaring at him from the darkness. He feels a strange compulsion to travel to Greenest. Perhaps the answer to the riddle of his dreams awaits him there. | | |
| **Character Description** | The character is a High Elf with bronze skin, golden blond hair and green eyes. He wears azure priestly vestments embroidered with silver patterns. Around his neck hangs a mithral eight-pointed star, an old symbol of Corellon. A shortsword is visible in his waist, while he carries a longbow and a quiver on his back. | | |
| **Short-Term Goal** | Now that the Weave is stable again, the character starts to practice the art of the arcane magic once again. | | |
| **Mid-Term Goal** | The Tel’Quessir fought the dragons over 25 millennia ago. The character will not let anyone to bring back the horrors of the Times of Dragons | | |
| **Long-Term Goal** | The character is searching for ways to restore the ancient art of High Magic. | | |
| **Short Story** | Born in the year of the Haunting (1377 DR) {Year of the Black Banner in the Black Chronology}, the second son of Arandur, head of the House Telendseer, Auldauthor had always had an easy life. While Taenis, his brother, was to succeed their father as the head of the house, Auldauthor had the freedom to follow his own path. Arandur, their father had great dreams for his children, wanting them to help the Tel'Quessir recover their lost grandeur. Their bed stories were about Aryvandaar and Cormanthyr while the dark stories of the Crown Wars and the Fall of Myth Drannor were the prime example how even the mighty can fall.  The tragic passing of Iamorasse, their mother, was never fully explained and was speculated by many that it was a political assassination from the house's enemies. Fearing for the lives of his greatest treasures, Arandur sent both his sons away from Myth Drannor. Under the watchful eye of Berrenion Faerondalan, they were sent to the "Glade of Elistraee", the fortified secret retreat of House Telendseer. Having lost both their parents practically, the brothers had only each other and Berrenion to hold on. It was not until their father's passing, many years later, that the children, men now, returned to Myth Drannor to reclaim their rightful place.  Under the care of Berrenion both grow to become great examples and paragons of the House Telendseer and the Ar'tel'quessir of Myth Drannor. Berrenion also initiated them to the Corellite clergy as Faerna.When the childs came to age, Taenis followed the road of the warrior, like their father, while Auldauthor chose the path of Arselu'Tel'Quess, like their mother. Soon after his brother joined the military school in Evermeet, Auldauthor left to study at Lady's College.  There he studied history, geography, biology and many other fields. But most importantly he studied Cosmology and the Arcane. As a talented wizard and someone with cooperative spirit, he joined the Order of the Silver Twilight, a fraternity inside the College whose objective is the advancement of magical knowledge through both ongoing research and archaeological investigation of lost arcane disciplines.  That led Auldauthor to an archaeological expedition in the old ruins around Myth Drannor and the forest of Cormanthyr. After years of research, hampered by the occasional attacks from the dhaeraow who want the secrets of the old city, as well as the remaining terrors that live in the ruins, Auldauthor's treatise on Cormanthyr was ready. This publication was greeted with respect from the mentors of the College, who awarded the title "Seeker of Mysteries" to Auldauthor for this.  Soon after this expedition Auldauthor reunited with his brother for the funeral of their father. Taenis, as Arandur's heir took over the reins of House Telendseer and Auldauthor helped him to establish his station. The house's enemies became visible to the brothers and a great deal of time and effort was spent to fortify the house from future intrigues against them.  With the revival of Mystra and the reconstruction of the Weave, Auldauthor started working on his quest to revive the old elven magic teachings of Arselu'Tel'Quess. | | |