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Introduction to the Empire

Just 900 years, a mere two generations after the collapse of the Vyshaan Empire, a few Sun Elf families led by the High Mage Kelloran Ourothil, returned from Evermeet and Arcorar to found Silvanede in the north-western reaches of the High Forest. Their dream was to re-establish Aryvandaar the way it was always meant to be before it became corrupted by the greed and arrogance of the evil Vyshaanti. They began by resettling the old ruins of Occidian, the former Gold Elf city that once rivalled ancient Sharlarion in beauty and grandeur.

This kingdom of the Sun Elves was the first to be established in the High Forest after the Crown Wars. Silvanede occupied the western and north-western portions of the forest, including the Silverwood. High Mage Kelloran Ourothil was elected by the council of nobles as the realm's first coronal with the raising of the first mother of pearl coloured spire amongst the ivy covered ruins of old Occidian. Before long the city's walls and defensive works were rebuilt and protecting an increasing number of Gold and Moon Elf immigrants.

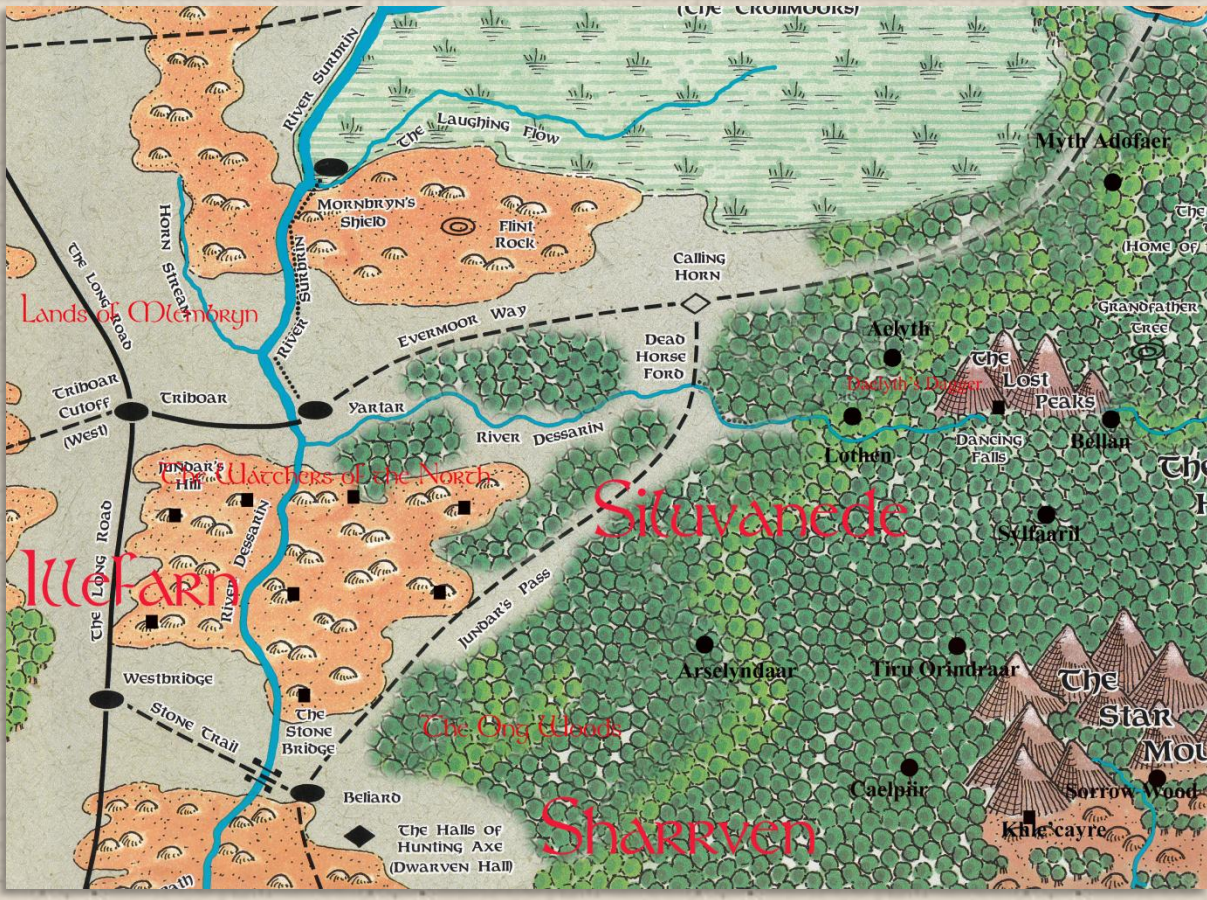
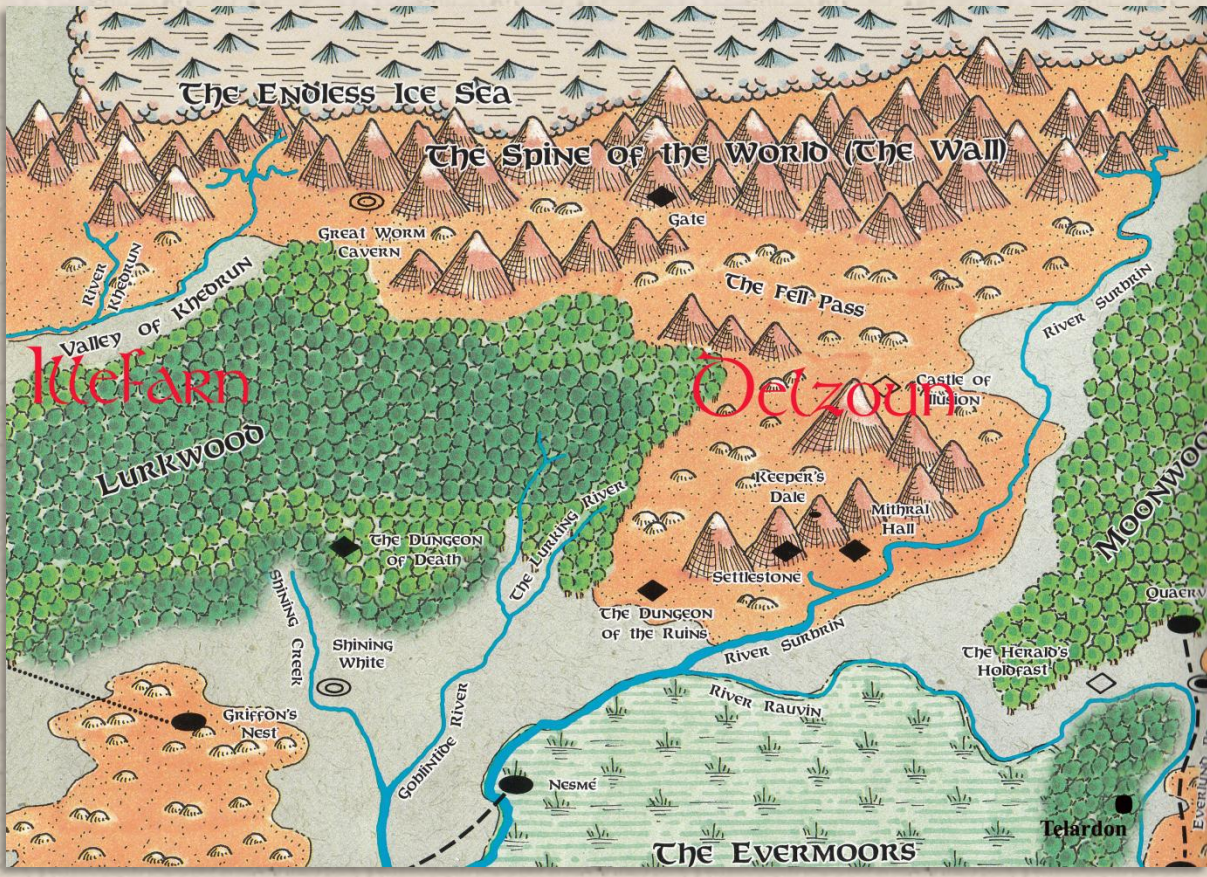
But beneath Silvanede's beauty lay a growing cancer, one that harkened back to the darkest days of the Vyshaanti. The fallen Solar Malkizid, once more began to court the rulers of the realm with his plots, schemes and promises of unlimited power. In the early days of the realm, the Decree of the Elven Court, the folly of Dark Disaster and the fall of the Orow were still fresh in the minds of many of Silvanede's Elves. The people were deathly afraid of the wrath of the Seldarine.

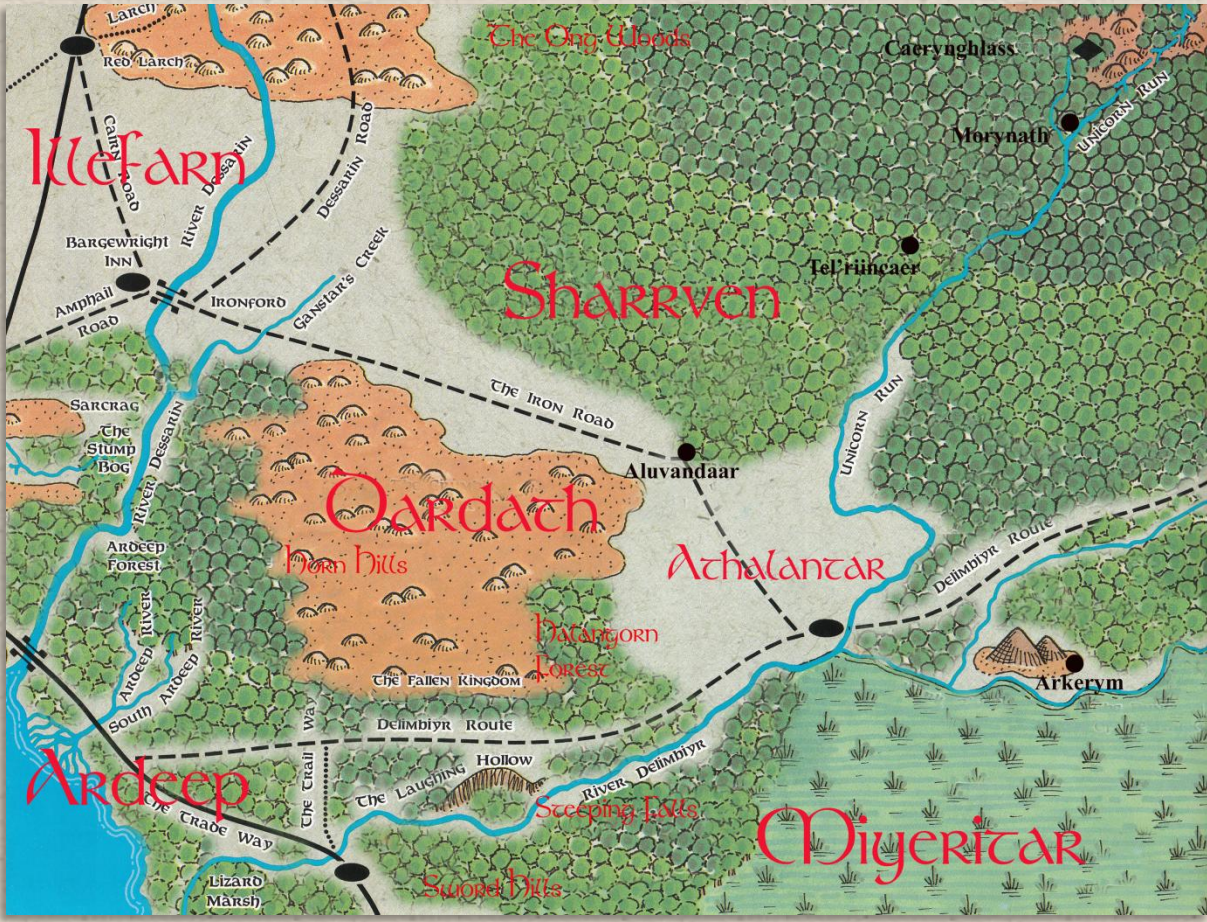
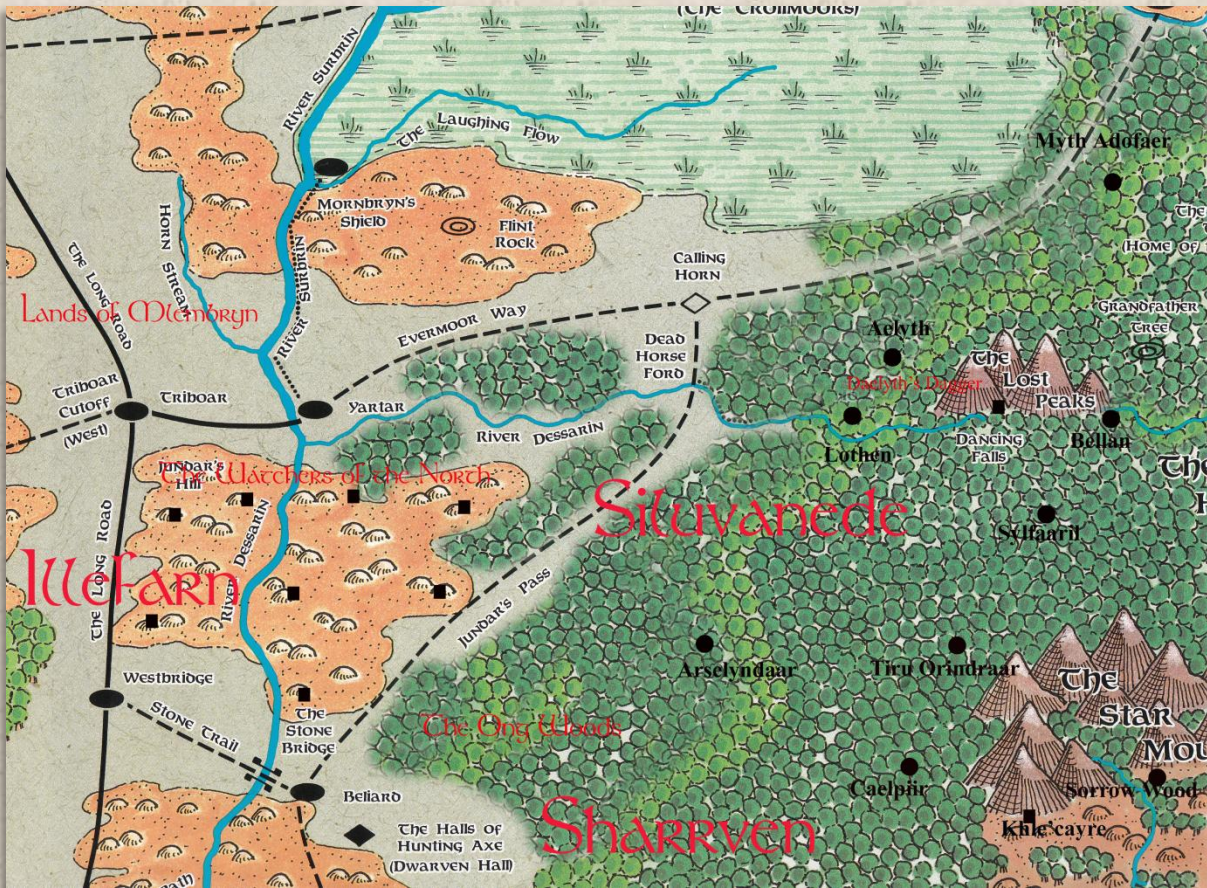
The coronal Naonnyr Ourothil decreed that all temples are to be outlawed, all their lands and assets seized and forfeit to the crown. The public reaction to his decree was immediate. Riots broke out across Lothen and in the major settlements surrounding the city. Many temples and their communities refuse to follow the coronal's decree. Many temples were converted or closed; others burned or pulled to the ground. The High Priests of the various Seldarine faiths fled east into the High Forest and eventually established the Temple city of Mhilamniir, guiding their faithful, as priests and their followers are persecuted and driven out of the realm. In response to these atrocities, the coronal and his nobles were declared apostate by all the churches of the Seldarine.

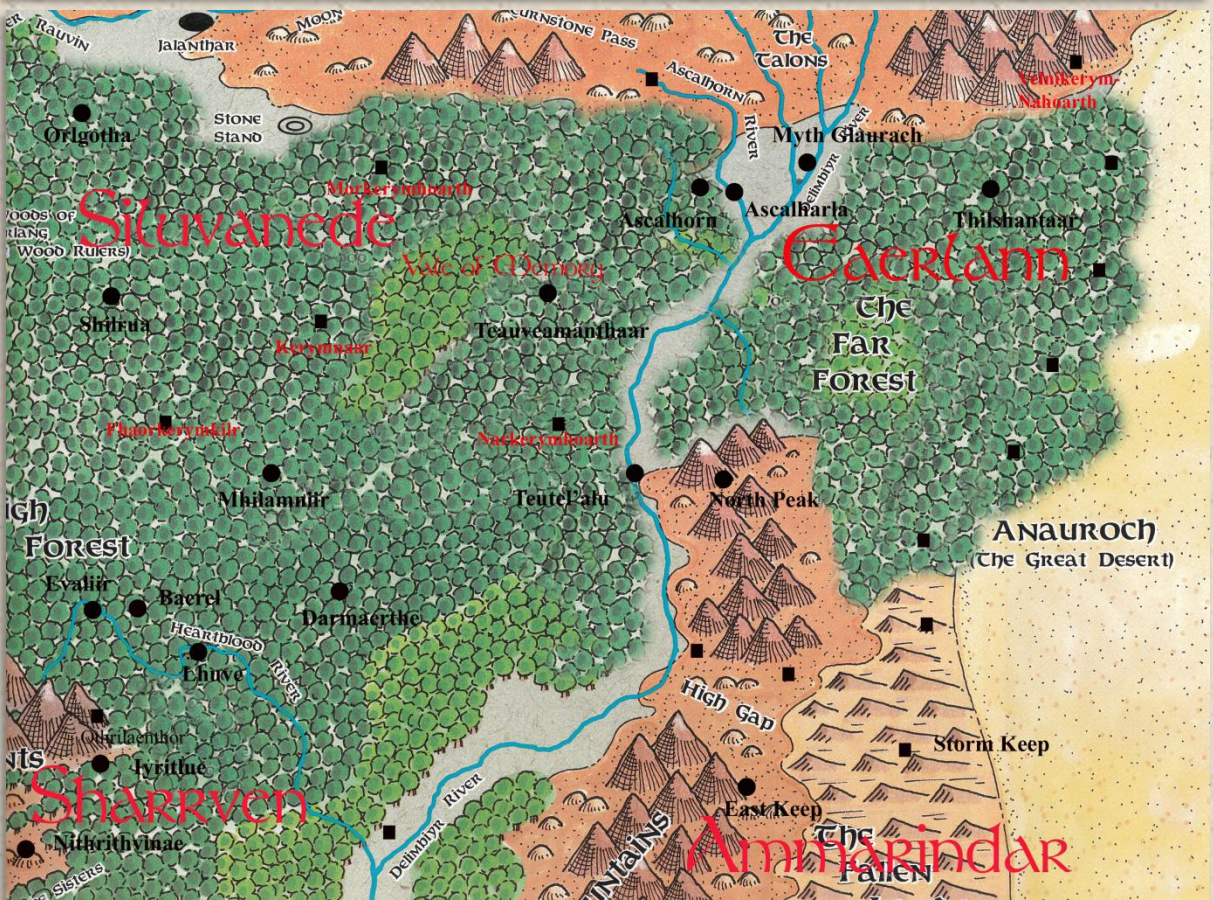
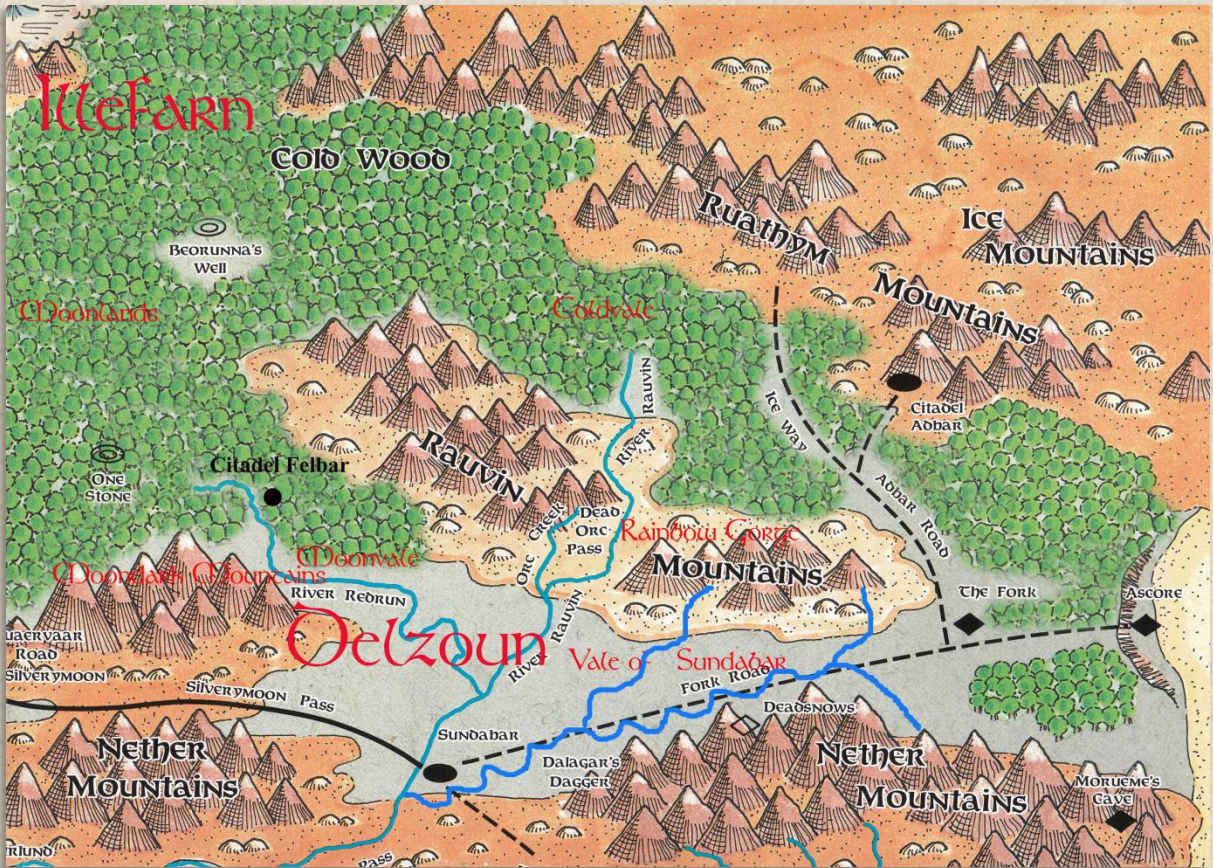
The godless nature of the Seldarine played a large part in the Empire's eventual fall when the Daemonfey seduced them into their own dark schemes and war with Eaerlann, Sharrven and the Empire of Illefarn. As more houses fell to demonic influence an increasing number of Sun Elves chose to follow the ways of their despotic and tyrannical Vyshaan forebears.

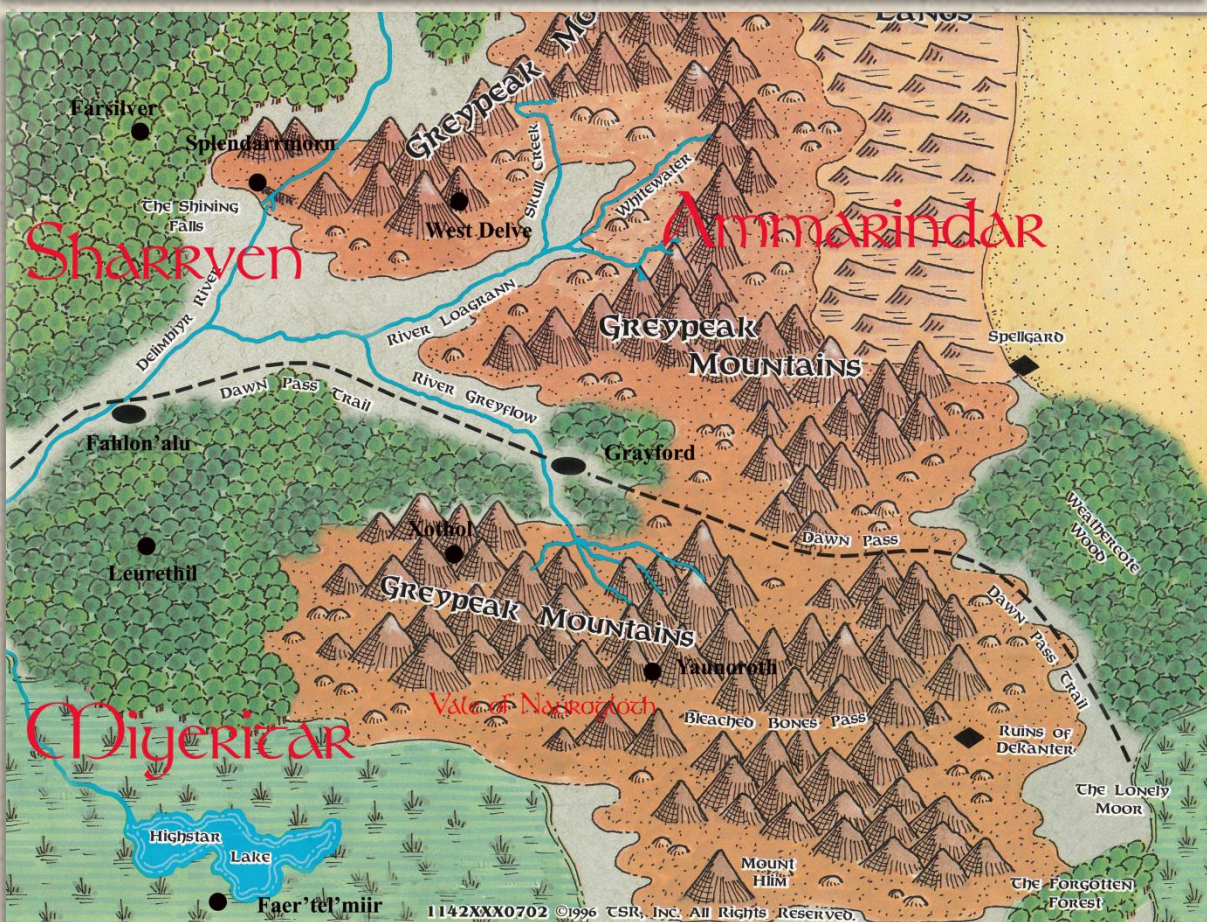
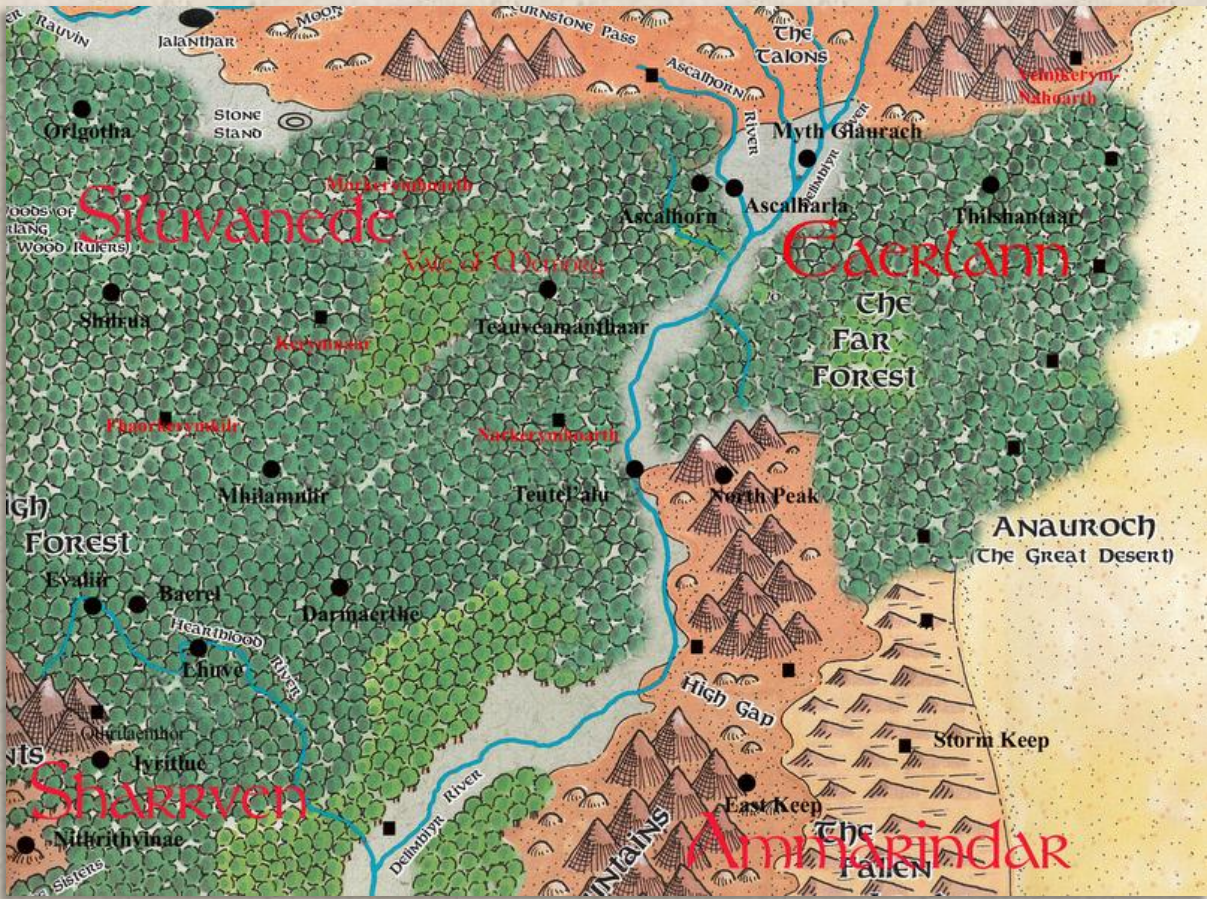
After nearly 9000 years the Empire, such as it was finally collapsed when after a brief deliberation, the council of elders announced a general retreat to Evermeet. The gathered populace of Siluvanede emigrated to Evermeet. The capital, Lothen was largely abandoned, the Gold Elves agreeing that a return may someday occur, but only when they could atone for and learn from their sins and mistakes of the past.











Ages of the Setting Sun

-9000 DR

The Fifth Crown War ends with the utter defeat of the Vyshaan and the dissolution of Aryvandaar. Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace. Many elves begin migrating back to the Elven Court in the eastern forests. Keltormir and Illefarn emerge intact from the Crown Wars, and the latter realm joins with the vassal realm of Ardeep now that Shantel Othreir is no more.

-8600 DR

Evereska is founded in secret by surviving clans of Eiellûr, Miyeritar, and Orishaar as an elf haven in the woods east of Aryvandaar.

-8500 DR

Aelinthaldaar, which becomes the capital city of Illefarn, is founded on the future site of Waterdeep.

-8400 DR

Led by the High Mage Kelloran Durothil, a few Sun Elf families return from Evermeet and Arcorar to found Siluvanede in the north-western reaches of the High Forest. Their dream is to re-establish Aryvandaar the way it was always meant to be before it became corrupted by the greed and arrogance of the evil Vyshaanti. They begin by resettling the old ruins of Occidian, the former Gold Elf city that once rivalled ancient Sharlarion in beauty and grandeur.

Coronal Vaellensra sends delegation from Illefarn to oversee the re-founding of this Gold Elf homeland in the western High Forest. The envoys ensure that the returning Gold Elves honour Kelytha's Peace before allowing them to re-build over the ruins of old Occidian, the new city Lothen of the Silver Spires. In time they are joined by clans of Moon Elves migrating from the remains of Shantel Othreier, Ardeep and Illefarn.

High Mage Kelloran Durothil is elected by the council of nobles as the realms first Coronal with the raising of the first mother of pearl coloured spire amongst the ivy covered ruins of old Occidian. Before long the cities walls and defensive works are rebuilt and protecting an increasing number of Gold and Moon Elf immigrants.

-8300 DR

Despite the best of initial intentions the Sun Elves of Siluvanede continue the elitism and arrogance of the Vyshaan ancestors, which does not sit well with the realms Moon Elf minority. Driven by a desire for change the Moon Elf nobles and a few Sun Elf clans gather to discuss the

establishment of a new realm to free from the taints and hubris of the past.

-8210 DR

The non-gold elf clans of Ildhar abandon that realm due to constant harassment by orcs and ogres. Several clans travel north to Rystall Wood, while others travel east to western Arcorar.

-8200 DR

Founding of Uvaeren. Its First Rysar begins with the crowning of its first coronal. Elves from the outer reaches of Illefarn begin migrating to this new realm, many looking for a fresh start away from the constant reminders of all that was lost during the Crown Wars. Coronal Kelloran Durothil attends the coronation and subsequent celebrations, promising to provide open access to all the knowledge and skills the people of Siluvanede have to offer.

-8007 DR

The aging Kelloran Durothil, nominates his eldest daughter as the true and rightful heir to the throne. As a High Mage and noble of great standing, Ahskahala Durothil is uniquely suited to the role. Many nobles attend her coronation and wedding to Lysandruar Windwalker, who becomes the Prince consort to Coronal Ahskahala. At the end of the festivities, Kelloran Durothil ascends to Avrvandor, surrounded by a host of celestials and Eladrin. Thus making the whole event a bitter sweet occasion for many.

-7976 DR

Despite the outward appearance of a happy marriage, Ahskahala is shamed by

the aberrant behaviour of her abusive and philandering husband. Whilst caring for her two young children in an outer wing of the palace, she learns that her misbegotten rogue of a husband is attempting to usurp her power. Stricken by grief and outrage, and with much regret, she orders his arrest and execution.

-7892 DR

A heartbroken Coronal Ahskahala abdicates from the throne of Siluvanede electing to sail into the west. Before leaving however she secures her daughters inheritance as the next Coronal of the realm. The under-age Lady Alea Durothil ascends to the throne to a background violent plotting and scheming by several of the lesser noble clans, all of whom seek to advance their cause and gain the throne either through marriage or murder.

The regency is taken up by the Arcorselutaar Timions Eroth who oversees Lady Alea's protection and continuing education.

-7800 DR

A schism develops between the differing schools of High Magic, taught within the Schools of Lothen. The High Council of the Ar'selutaar favours the long and collective approach to create rituals of myriad and compliment, whereas the conservative and power hungry amongst the High Mages favours a return to the old (and forbidden) ways of their Vyshaan ancestors. The arguments within the conclaves eventually lead to a violent split that is only solved by the establishment of a new centre of magic and learning, radically different from the High Magic taught in Lothen. The Ar'selutaar of

houses Reithel, Yesve and Floshin establish the Yr'tel'Ardoness High Magic circle in the woods overlooking the Evermoors, the settlement that grows up around it is called Telardon, city of the Emerald Spires.

-7790 DR

The Dragon Wars

A Flight of Dragons descends on the settlement of Lothen but is destroyed in a spectacular use of High magic by Arcorselutaar Timions Eroth and the Coronal, Lady Alea Durothil who at last ascends the throne after a longer than average minority.

-7600 DR

Founding of Sharrven in the southern reaches of the High Forest, due to overcrowding in Evereska and elitism of Siluvaneden elves. Despite the many protests and attempts to redress their many grievances, Coronal Lady Alea Durothil grants the migrants leave to establish their new realm, issuing the charter to establish Sharrven.

Many of the Elves reunite with their kin from Illefarn forming a lasting bond between the two nations. The Evaere, led by the High Mage sisters Nithrallnor and Rithaenlor Vinae, elect the Moon Elf Duskblade Telporine Estelda as the realm's first Araegisses. The council of elderly matrons charges her with leading Sharrven's forces as they fight to clear out the areas around their new realm of orcs, trolls, giants and hobgoblins.

War of Reformation

-7599 DR

Telporine Estelda leads a mixed group of knights, archers, infantry and spell blades on a long and arduous campaign to root out their enemies from the Tildarynn Hills, (later known as The Sisters in honour of the Vinae twins). After the battle of Shadows Run, the first tombs in the sisters are dug for the fallen, the first of many.

Coronal Lady Alea Durothil sends several contingents of knights from noble houses sympathetic to the Moon Elves cause to assist with the establishment and security of their new realm. These knights in turn swear allegiance to the new realm, establishing the first members of the order of Knights of the Midnight Sun, duskblades, spell archers, blade-singers and knights make up the vast majority of the new order's members.

-7549 DR

After a short illness the Lady Durothil succumbs to the Black Lung, her nephew, the prince and duskblade, Naonnryr Durothil becomes the newest Coronal of Siluvanede. Mindful of the Elven Court decree and fearful of the Seldarine's reaction to their refounding of a Gold Elf realm upon the ruins of ancient Occidian, Naonnryr decrees that all temples are to be outlawed, all their lands and assets seized and forfeit to the crown.

The public reaction to his decree is immediate. Riots break out across Lothen and in the major settlements surrounding the city. Many temples and their communities refuse to follow the Coronal's decree. Over the next 9 months many temples are converted or closed, others are burned or pulled to the ground. The High Priests of the various Seldarine faiths flee east into the High Forest, guiding their faithful, as priests and their

followers are persecuted and driven out of the realm.

In response to these pogroms the Coronal and his nobles are declared Apostate by all the churches of the Seldarine.

-7500 DR

After wandering the wilderness for nearly 50 years, the priests of the Seldarine are welcomed into the lands of the Moon Elf Starsong clan, in the north eastern High Forest. The clan leader donates much of his estate including his family's ancestral home on Starsong Hill to the establishment of a new centre of religious freedom and worship. The temple city of Mhilaamniir is founded with the raising of the triune temples dedicated Corellon, Sehanine and Labelas. The city becomes the centre of religions and learning for elves all across the north, including Gold Elven exiles from Siluvanede.

-7450 DR

After successfully routing out the last hill giant stronghold in 'The Sisters', Araegisses Telporine Estelda is slain whilst saving a clutch of Gold Dragon Hatchlings (whose parents have already been slain), from a marauding band of Green Dragons out of the High Moor. Given to the care of several Moon and Green Elf youngsters, these 14 dragonettes bond upon hatching with their carers, forming the nucleus of what later becomes the Arkiirkerym – Order of Dragons and their Riders.

-7400 DR

The gold elf realm of Ilodhar falls under an orc horde. Many refugees re-settle across the mountains in Arcorar, whilst a few families make their way to Siluvanede. Coronal Naonnyr Durothil sends a relief

force of knights and infantry to clear away the orcs surrounding the last of the elves as they attempt to flee the realm via specially established portals.

-7002 DR

Aradoness Hallon Hawkmoon of Sharrven, and a hunting party he is leading, mysteriously disappears whilst investigating reports of strange demonic creatures being sighted in the mountains north of Caerynghlass. Despite several searches and the scrying of the Shadow Queens, no signs are found of either the Aradoness or of the mysterious intruders. The Moon Elf warrior-priestess of Angharradh, Nahomaer Eveningshine becomes the next Aradoness of Sharrven.

Coronal Naonnyr Durothil sends a group of Sun Knights to investigate but neither they or the Griffon Riders sent to find them, ever return.

-6952 DR

Siluvaneden politics is thrown into chaos when Coronal Naonnyr Durothil is suddenly assassinated by a disgruntled Sun Knight body guard. It is later ascertained that the assassin is working for the Evanarra noble family who seek to place their own upon the throne, Naonnyr's bastard son, Killiantyr Evanarra. Instead every leading member of the family as well as those with any direct connection to the plot are rounded up and disintegrated by order of the Council of Nobles. To prevent further unrest, Naonnyr's youngest brother, the Duskblade Sun Knight, Zevrass Durothil is chosen to fill the gap left by his siblings' sudden demise.

-6950 DR

Star elves begin to gather in the Yuirwood, leaving the other elf nations behind.

-6900 DR

Tired of the political bickering and continued interference in their affairs in Lothen, and deeply concerned about the increasingly abhorrent practices of the magi of telardon, the Sree'selutaar of both city's establish the Tower of Adofaer. Built on the edge of the Living Woods, half way between the two realms, Adofaeranede becomes a symbol of all that is right and good within traditional Sun Elf culture.

-6870 DR

Coronal Ellardreth of Illefarn and the Song Knights agree to establish watch posts, hostelries and chapter houses at all of the major portal exits throughout the Empire; Thus increasing Illefarn's presence and hopefully influence throughout all the lands that were once in Elven hands.

Coronal Zevrass Durothil of Siluvanede nominates several dozen Sun Knights to act as guardians for the portal networks in his realm, emulating Illefarn's Knights of the Silent Song. Whilst flattered by the comparison, there is bitter rivalry between the two orders.

-6692 DR

Aradoness Nahomaer Eveningshine settles a border dispute between Moon Elf settlers to Caelpiir and long-term resident Gold Elves. The dispute leads to the establishment of a permanent garrison within the settlement.

-6691 DR

Coronal Zevrass Durothil sends troops south to relieve the beleaguered Gold Elf residents of Caelpiir. In a series of vicious border clashes between soldiers of Siluvanede and Sharrven, the town changes hands several times over the next 2 years before a peace deal is finally negotiated by the Coronal and nobles of neutral Illefarn.

-6562 DR

Riots once again break out within Caelpiir as the garrison is called away to take care of roving forest orc bands in the north. For 8 days and nights Moon Elven farms and tree homes are burned and their occupants either forced to flee or put to the sword in an orgy of frustrated blood-letting. The rioters and rebels are only brought under control with the arrival of Dragon Riders from Lhuve. Coronal Zevrass Durothil once again sends his knights south to 'rescue' his much persecuted southern kin. A short but nasty clash known as the Battle of Caelann's Run, on the shores of the River Caelann (a tributary of the Dessarin) sees the Siluvaneden routed but not before 2 dragons and their riders are slain.

Aradoness Nahomaer Eveningshine resigns in disgrace at her poor handling of the settler's dispute, and her sister, Alarendi Eveningshine is elected in her place.

-6500 DR

Coronal Hoccar dies, ending the Second Rysar of Jhyrennstar. The Third Rysar begins with his niece, Coronal Haalija.

Due to over crowding in Lothen, the Coronal establishes a city amongst the southern woods of the empire, the city, Arselyndaar welcomes Gold Elf

immigrants from Caelpiir, Telardon, Sharrven, Shantel Othreier and Illefarn. The City of the Sunlit Spires becomes famous throughout the north as a beacon of tolerance and understanding, famous for its libraries and schools of music and the arts.

-6437 DR

After a long and at times violent reign Coronal Zevrass Durothil passes peacefully onto Avrandor, confident in the knowledge that his realm is secure. His weak, but politically powerful son, Mentellor Durothil maneuvers his way onto the throne as Siluvanede's sixth Coronal. His first order of business is to remove his political rivals by any clandestine means possible. Thus forever branding the beginning of his reign, as the Month of the Mithral Blades.

-6400 DR

After killing off one too many potential rivals, Zevrass himself is slain by the Sun Knight, and house heir, Tathalass Dahast in revenge for the murder of his father and elder sisters. Removing Zevrass' Coronet from his severed head, Tathalass Dahast crowns himself Coronal by right of conquest.

-6000 DR

The Fourth Rysar of Jhyrennstar starts here.

-5888 DR

Dwarven ambassadors from Shanatar arrive in Lhuve to arrange trade between the two realms. Tallon Hawkmoon is invited to journey with the Dwarves back to their realm to see what they have to offer for himself. A delegation of Dwarves

stays behind for the purpose of prospecting and mining exploration in the foothills of the Great Starmounts.

-5880 DR

Coronal Tathalass Dahast leads secret hunting parties against the Dwarven interlopers who come seeking riches in Siluvanede's southern provinces. Tathalass and his troops secretly slaughter dozens of prospecting parties before the Dwarves finally retreat south of the River Caelann to the Lands occupied by Sharrven.

-5803 DR

Coronal Tathalass Dahast finally gets his comeuppance whilst out searching for a Dwarven prospecting party said to be mining in the northern Star Mounts. In a turning of the tables he and his party of knights and nobles are all slain by a huge avalanche of boulders caused by 6 runecasters of Moradin. The fate and whereabouts of the fallen Coronal are quickly established as his head is returned to Lothen in a wicker miner's basket on the back of a lonely mule.

Despite this apparent outrage, none truly mourn the Coronal's passing and his name is quickly removed from the rolls and annals of the elves, thus befitting the fate of a murdering Usurper. Taking up her husband's cause, the young Gold Elf maiden Perramonte leads a rebellion from the northern city of Telardon, plunging Siluvanede into a brief and bloody civil war.

At the same time the southern nobles elect the High Mage Thelosia Orbryn as the rightful Coronal of the realm.

The War of the Warrior Queens

-5728 DR

In a surprise move designed to foster better relationships with Siluvanede, the Gold Elf Ormpillaer Ellorshin is selected as Aradoness of Sharrven. Thelosia Orbryn reciprocates by marrying the heir to the clan, Thallan Ellorshin, Ormpillaers younger brother.

-5710 DR

Battle of the Dancing Falls

After year of guerrilla style warfare Thelosia and her nobles finally trap the pretender Perramonte Dahast in a valley at the foot of Daelythe's Dagger. Thinking to have her bottled up the forces of Lothen settle in for a long siege, only to inturn be fallen upon by a horde of devils and yugoloths summoned by Perramonte's benefactor.

In the ensuing slaughter, Coronal Thelosia barely escapes back to Lothen with her life.

-5700 DR

Tales of Intevar's Librarium in Uvaeren spread throughout all elf lands, since this site allegedly contains the collective knowledge of the elves.

-5671 DR

Besieged in her own capital, by the forces of Perramonte Dahast and her nefarious horde of Gold Elves and carefully disguised demons, Coronal Thelosia issues a call for help. Salvation arrives from an unlikely quarter when a host of wyrms and their riders arrive to scatter the host

and slay the demon worshipping pretender 'Perramonte the Damned'.

-5660 DR

Intevar's Librarium and some strongholds in Uvaeren are attacked by greedy elf wizards from Siluvanede and other places, seeking knowledge of High Magic, to no avail. However, Intevar dies of a poisoned wound. Tallon Hawkmoon tracks several of the attacking mages back to Lothen, but the authorities there deny all knowledge and bar him from entry.

-5611 DR

Ormpillaer Ellorshin is assassinated by summoned demons whilst on a diplomatic tour of Telardon. He and most of his escort are slain. The perpetrators are quickly rounded up but are mysteriously disintegrated by forces unknown in their holding cells before they can be properly questioned.

A retaliatory raid led by 3 Shadow Queen High Magi sees several prominent figures within Telardon's society meet a similar fate to the much loved Lord Ormpillaer. Sensing war upon the horizon, the mysterious Shadow Queens instruct the Council of Velarshree to select the Duskblade dragon rider, Falrassa Moondark as Araegisses and ruler of Sharrven.

-5426 DR

After a long and somewhat tumultuous reign, Coronal Thelosia Orbryn passes on to Arvador whilst alone in her chambers. Her passing is mourned by nobles and commoners alike in all 4 northern realms, Sharrven, Ardeep, Illefarn and Siluvanede. Fearful of the gigantic boots she has to fill, the High Priestess of Sehanine, and

Thelosia's grand-daughter, Callistanyr Orbryn steps up to the role and is crowned the next ruler of the realm.

-5300 DR

Under the direction of the Coronal and her Grand High Mage Bylantorll Korianthil, the elves of Siluvanede erect a *mythal* in the city of Adofaeraned and rename it Myth Adofaer. The city is dedicated to the peaceful pursuit of the Art in all its form, for the benefit of all Tel'quessir. Amongst the mythals more obvious powers is its prohibition on the entry of evil outsiders and those with such blood running through their veins.

The laying of the mythal shocks and alarms the moon elves of Sharrven, Ardeep and Illefarn, who are deeply concerned about developments in old Aryvandaar. Coronal Dalsien of Illefarn convenes a High Lords Conclave with the Shadow Queens to decide the best course of action. Ambassadors are sent to remind the gold elves that they are being watched very carefully.

-5114 DR

Coronal Callistanyr Orbryn is killed whilst out hunting boar in the forest. Her horse stumbles in a rabbit hole and the aging Coronal is thrown breaking her neck, and refusing aid dies quietly and is buried beneath the Blueleafs she so loved. A month after the memorial service, her cousin, the High Mage Nelaerorn Orbryn becomes the next Coronal of Siluvande.

-5000 DR

The Forsaken House Dlardrageth.

In the forests east of the Teshar Mountains, amongst the trees of Arcorar,

the Gold Elves of House Dlardrageth seek to strengthen their house after its fall from power during the Crown Wars. The matriarch of House Drlardrageth (influenced by the fallen Solar Malkizid), convinces her family that breeding with Tanar'ri and Yugoloth will greatly strengthen their bloodline, allowing them the chance to regain their lost glory.

Soon the dealings of House Dlardrageth are eventually uncovered in Arcorar and the Coronal and his High Magi led by the Great Starsinger Ithraides destroy the family, sealing them behind a mythal within their palace on the outskirts of the city of Cormanthor. Their house is forsaken by all other elves, their dealings renounced, their titles and lands taken from them.

Survivors of House Dlardrageth, a clan of demon-blooded sun elves, flee from Arcorar to Siluvanede. Immediately they begin insinuating themselves into every aspect of Siluvaneden society.

The Twelve Nights of Fire (Midsummer)

Uvaeren is destroyed by a falling star whose impact opens a hundred-mile-long and thirty-mile-wide clearing in Cormanthor's treeline. The coronal and nearly all of Uvaeren's noble houses die instantly or during the conflagration. Few Uvaeranni escape to the safety of deeper Arcorar, aside from those few dozen away from the realm during this disaster.

-4900 DR

The Fifth Rysar of Jhyrennstar convenes under the warrior Coronal Khilseith.

-4866 DR

Kholynar's says Dlradrageth, a scion of the house marries Nealla Ealoeth in a wedding attended by many minor noble families disaffected with the current rulers of the realm. Other members of the family Ealoeth begin making trips east to the Silverrun Hills, disappearing for months or even years on end before returning with young children in tow.

-4846 DR

Coronal Escathallon of Illefarn and three entire circles of druids are slain whilst attending a High Moot in the south-western High Forest. In all 53 druids and their apprentices are slain. When questioned, their animal companions tell of the druids being slain then the bodies destroyed by winged elves wielding strange, archaic weapons and magic.

-4720 DR

Coronal Nelaerorn Orbryn is killed whilst investigating reported looting of ancient Aryvandaaran ruins and citadels dating back to the times of the fifth Crown War in the lonely hills of the Evermoors (an ancient Crown Wars battle site). Investigations are quickly curtailed by his replacement, the avaricious Gold Elf, Maelin Starym who sets about consolidating his hold upon power.

-4710 DR

Ancient Vyshaan relics and artefacts of great power are stolen from the treasuries and vaults of nobles across Siluvanede. In each case the guards, all Gold Elves are reported missing as well, where as Moon Elves and those guards belonging to houses Durothil, Starym and Swordstar are slain outright. Their souls stolen. All across the High Forest previously hidden

caches of Vyshaan weapons and magics are located and looted by roving bands of disguised Gold Elves in a livery of sable and scarlet.

-4700 DR

Horribly alarmed at these events, nobles of Sharrven who seek to restrict the ambitious Siluvanenedenn found the kingdom of Eaerlann among the ruins of Aryvandaar. Fearful that the Sun Elves would repeat the mistakes of the Vyshaan Empire, the Velarshree of Sharrven, backs efforts by War Leader Arccantyll Lighshiver and young nobles to establish the realm. To this end they begin rebuilding the walls of the ruined capital Sharlarion, renaming it, Glaurachyndaar, the City of Scrolls.

-4690 DR

Paranoid Coronal Maelin Starym upset at the moves made by Sharrven immediately begins building his own line of watch tower (many upon the ruins of Vyshaan citadels) along his southern and western borders. Companies of infantry and archers are sent to watch the borders alert for attack from their treacherous kin to the south and east.

-4550 DR

The elf tree city of Teuveamanthaar is founded on the present-day site of Talltrees and named the capital of Eaerlann. A system of portals is established at key points around the realm along with a series of watch posts and signal towers along Eaerlann's northern, western and eastern borders, all interlinked by portals and communication orbs.

-4539 DR

Whilst travelling alone from Darmaerthe to Mhilamniir, War Leader Arccantyll Lighshiver is attacked and eaten by a rogue green dragon and its mysterious demonic rider. The famed High Mage Delsinor Estelda become the next Araegisses of Sharrven. Prior to their imprisonment, the Dlardrageths have worked hard and made pacts with some of the lesser houses of Siluvanede to the west, formenting a war against their betters (Durothil, Starym) ...and Eaerlann.

-4499 DR

The daemonfey begin their own private war when they start assassinating minor nobles and the heirs of lesser houses supportive of the Coronal. Their coup de grace comes when they unleash a trio of Nycaloths into Coronal Maelin's private chambers where they slaughter him and most of his immediate family. Siluvanede's Araegisses, the Knight-Prince Terriavor Starym becomes the next Coronal of the empire.

c. -4500 DR to -4300 DR

Seven Citadels' War

These battles and skirmishes between the elite forces of Siluvanede and the fledgling forces of Eaerlann are sometimes collectively referred to as the Sixth Crown War.

-4500 DR

A dozen Mages and their heirs who had originally imprisoned the Dlardrageths, from Arcorar, track House Dlardrageth to a secret lair beneath Ascal's Horn. With the aid of Eaerlanni forces, they slay several of the Dlardrageths. Other Siluvaneden houses under Dlardrageth

influence retaliate, beginning the Seven Citadels' War. Sarya Dlardrageth and her sons are captured, but the fey'ri-led Siluvaneden fight on.

The offensive actions against the Fey'ri by the combined might of the magi of Eaerlann and Arcorar help ignite the flames of war. Fey'ri led forces begin by attacking the noble estates of Houses Durothil, Moonflower, Swordstar, Irithyl, and Starym those Moon and Gold Elf families seen as traitors to their cause. Arcorar's people become caught up in the conflict, and there they die. Whilst they had only planned to imprison the fey'ri for a few centuries, none survived the war, who knew how to release them from the magical reverie, thus in time they were forgotten.

Fearful of a return to Vyshaan style rule Coronal Ar'reyla commands, Laranlor Nendryll Silverspear of Ardeep to lead a force of Green, Moon and Gold Elves into the High Forest to put down the Siluvaneden/Vyshaantar menace once and for all. With ruthless efficiency, the implacable Nendryll Silverspear leads his troops on the systematic destruction of all of Siluvanede's southern and western holdings, settlements and cities. Faced with invasion, the common folk of Siluvanede rally to their leaders, most of whom support or are in league with the daemonfey.

The Siege of Bellan'

-4498 DR

Moon, Gold and Green Elf forces from Eaerlann and Ardeep lay siege to the Siluvaneden citadel of Bellan'daaran. The small fortress city on the southern slopes of the Lost Peaks is quickly over-run, and a guerrilla style of warfare persists for

months amongst the hills and valleys surrounding the mountains. The newly crowned Coronal Terriavor Starym is killed in the battles for the city. Dismayed by the initial losses by Siluvanede's troops, the new Coronal, the weak-minded Terralass Starym is forced to pay closer attention to his generals, the Lords Floshin, Ealoeth, Reithel, Yesve and Aelrothi.

-4489 DR

After suffering grievous losses from the outset of the war, the demon-tainted houses of Siluvanede open the Vyshaan armouries left to them by House Dlardrageth. Eventually the Gold Elves open four of the five armouries, unleashing horrors upon the world that have not seen daylight for more than 5000 years. Outraged by the presumptive arrogance of the Siluvanede Gold Elves, the Araegisess of Sharrven declares war upon the Vyshaan pretenders, which in turn draws Illefarn into the conflict.

-4449 DR

Sack of the Sunlit Spires

At Coronal Ar'reyla Moonflower's command, Laranlor Nendryll Silverspear leads an army of volunteers to attack the southern Siluvanede city of Arselyndaar. After a protracted siege they manage to eliminate many of the Fey'ri root and branch, but the city is all but destroyed in the process.

-4402 DR

The Battle of the Grandfather Tree

While camped within the Vale of the Grandfather Tree, Coronal Terralass Starym and his loyal retainers are

attacked by a horde of demons and yugoloths led by winged, red-skinned Elves wearing sable and scarlet. Finding his courage at last, the Coronal summons a mighty Soul Dragon to obliterate the demonic host. This allows several of his followers to flee, including the High Herald Danthanae Mistrivven, who carries word south to Lothen, of the Coronals' betrayal and murder by his generals.

In the aftermath of the massacre of Grandfather Woods, the Fey'ri Lord Maerytim Reithel crowns himself Coronal of Siluvanede, this with the full backing of his fellow Fey'ri Lords.

Being basically good people, the common folk of Lothen are horrified, and when the Fey'ri secret escapes. This news sparks a rebellion amongst the common folk and those nobles still loyal to the former Coronal. This leads to a three-way war for several years, with the Fey'ri fighting Siluvanede's populace, and both of them fighting the Eaelanni and Sharrven.

-4400 DR

The Battle of Aelyth (Swanship War)

Greatly strengthened by their use of Vyshaan battle crawlers, and worse, the Fey'ri led troops of Siluvanede finally meet the full might of Sharrven's military forces when the two sides meet in the glades and meadows surrounding the Gold Elf settlement of Aelyth'vorshin, (a tree town nestled upon the northern banks of Starfire stream, a minor tributary of the Dessarin).

In a battle that rages for 21 days and nights across vast stretches of forest, the combined might of Sharrven's armies, mages, dragons and the timely arrival of the Skyfleet from Illefarn sees the

demonic elves and their gold elf minions routed from the woods east of the Lost Peaks and the Usurper Maerytim Reithel captured and beheaded for his crimes.

With Maerytim Reithel's untimely death, the Dlardrageths crown Lord Karstelmor Ealoeth as the next Coronal of the dying empire.

-4363 DR

In revenge for their heavy losses sustained at Aelyth, the Dlardrageth's convince several of Telardon's Selutaar to make use of a Vyshaan War Mythal. In an act of human-like treachery the Fey'ri magi allow their Gold Elf lackey's to die whilst they cast an abomination that brings about the complete annihilation of the Sharrven fortress city of Tiru Orindraar.

-4357 DR

The Rape of Telardon

Joining a combined army from Shaarven and Eaerlann, the elves of Ardeep and Illefarn, sack and level Telardon, the City of the Emerald Spires in retaliation for Siluvanedes use of forbidden Vyshaanti weapons and magic. The combined might of Sharrven, Eaerlann, Illefarn and Ardeep reduces Telardon to rubble. Much of the fey'ris strength is slain defending the city, along with its Coronal, the Lord Karstelmor Ealoeth. Much of the fleeing populace is slain by Nendryll's Green Elf (Gruarch) mercenaries, as they scatter into the forest.

Down but not defeated the Daemon'fey and many of their noble followers retreat to the hidden valleys and redoubts of the Lost Peaks whilst sending the newly crowned Lord Aliorfindor Floshin with the bulk of their army back to Lothen where

he turns them loose upon a rebellious populace. The result is much raping, looting, burning and killing within the city walls before order and an uneasy calm is restored.

-4331 DR

Coronal Aliorfindor Floshin is captured by dragon riders from Sharrven as he and his Sun Knights exit a Daemon'fey armoury in the northern forest. Taken east to Teuveamanthaar, his capture and the intelligence learned before his execution leads the elves of the grand alliance to discover the full extent of the Daemon'fey's nefarious plans and treachery.

Having learned of her leaders demise, the unsympathetic ruler of House Aelorothi, Astirya Aelorothi assumes the throne and control of a realm consisting of Lothen and its immediate surrounds.

-4300 DR

The Sack of Lothen

With the full backing of the forces of Sharrven brought to bear against the increasingly desperate Siluvaneden, the Seven Citadels war is finally ended with the sacking of the capital Lothen. Fleeing with their surviving forces, the Daemon Fey head to Nar'kerymhoarth to open the final, and greatest armoury known to them. The final battle unfolds as Sharrvenar High Mages, Dragons and Windriders, battle with the fey'ri and their demonic allies as they emerge from the fifth armoury, Nar Kerymhoarth, in a desperate and unsuccessful gambit to reverse their fortunes in the war. The legacies of the Vyshaan that cannot be destroyed are again stored away in the darkest vaults and galleries of the

armoury. Once sealed the Moon Elves refuse, and forbid anyone from speaking its name, and establish a garrison of strong Spell blades to forever watch over this darkest of evils.

With the death of Coronal Astirya Aelorothei, the final surrender of Lothen and the defeat of the fey'ri, the Seven Citadels' War ends, and Eaerlann forcibly annexes Siluvanede. Upon discovering the deceit of the fey'ri, untainted Siluvaneden High Mages place the city of Myth Adofaer in magical stasis, effectively fleeing to the far future to escape association with the fey'ri houses. Most of the surviving fey'ri warriors are imprisoned in Nar Kerymhoarth, the Nameless Dungeon but some avoid capture and eventually spawn long-lived houses of demon-tainted elves that successfully conceal their nature.

Coronal Ar'reyla sends a contingent of Armathors and Song Knights to watch over the various Fey'ri prisons, and to assist with the hunting down of any who remain.

-4260 DR

After four decades of lawlessness, Telegaunt Aulathar Starsword of Sharrven is appointed as the first Laranlor of the newly dedicated principality of Siluvanede, becoming the first "Duke" of Lothen. Ruling over a much reduced realm consisting the capital Lothen and the smaller cities of Aelyth, Bellan, Sylpharil and the tree cities of Origothat and Shilrua, Lord Aulathar's first act is to offer amnesty to all those who fought in the war but who did not knowingly support the fey'ri. He later invites refugees to return to rebuild the realm and welcomes the High Priests of Mihilamniir to send representatives to

rebuild and re-dedicate the temples of the Seldarine. Lothen in time becomes a seat of learning and the arts for all elves across the north.

-4218 DR

Finally laying her sword and stave to one-side, Araegisses Delsinor Estelda, retires from active service to her people and takes up the mantle of Shadow Queen and a position on the Velarshree Council. Her long and meritorious career is sung about in every festhall and tavern across the two realms. Whilst in defeated and battle-shocked Siluvanede, her name fills those survivors who hear it with hatred and loathing.

-4211 DR

Coronal Ar'relya passes onto Arvanaithe peacefully in her sleep, her granddaughter Yrgenta Moonflower becomes the new Coronal of Illefarn. With help from Armathors supplied by Kassaldor Estelda the warlike Coronal of Illefarn continues the hunt for missing Fey'ri whilst at the same time stepping up the hunt for roving bands of orcs and hobgoblins that have started appearing in increasing numbers amongst the hills and valleys of the Sword Mountains.

-4188 DR

The Cloven Shield Goblinoid Horde led by the Ogre-Magi K'jaius Nathrglasht thunders out of the Crag and Spine of the World. They quickly overrun many of Illefarn's northern settlements with refugees pouring into Aelinthadaar via the portal network. Leading a small relief force from Caelpiir Kassaldor Estelda manages to save countless elves whilst buying time for the Coronal to gather her forces.

The War of the Moonrose

Leading the largest army of elves seen since the end of the Sixth Crown war, Coronal Yrgenta and her 100000 warriors smash the Cloven Shield Horde upon the Plains of Iliyannar outside the gates of the city currently under siege. Singling out the hordes leader K'jaius for single combat, Yrgenta manages to slay her, but not without being mortally wounded in the process.

-4160 DR

The shield dwarf realm of Ammarindar is established beneath the Graypeak Mountains.

With prompting from the Coronal of Eaerlann, Laranlor Aulathar instigates a free trade agreement between the two realms in an attempt to make up for past ill deeds between the two races.

-4006 DR

After long and meritorious service, Lord Aulathar Starsword, sails west to Evermeet, handing the reins of power to his daughter, the Paladin-LaranlasYsmyra Starsword, the Duchess of Lothen.

-4000 DR

The Coronal Oacenth of Jhyrennstar falls ill, leading to the forging of the three elfblades and the Ruling Trials. Coronal Kahvoerm Irithyl becomes the ruler of Semberholme, Jhyrennstar, and Elven Court, all of which are now Cormanthyr.

-3983 DR

The city of Cormanthor, now Myth Drannor, is founded with the Summoning of the Rule Tower.

-3917 DR

The drow city of Menzoberranzan is founded by Menzoberra the Kinless. In that same year, Aradoness Kassaldor Estelda, is slain by drow raiders looking for ancient Vyshaan weapons and magics in the ruins dotted about the High Forest. LaranlasYsmyra Starsword leads a punitive expedition driving hundreds of Drow raiders deep into the Lost Peaks before trapping and slaughtering more than 900 Dark Elves beneath the cliffs in the Vale of Riven Rock.

-3830 DR

The Eaerlanni elves initiate a formal dialogue with humans of Netheril and begin instructing promising Netherese students in the Art. Netheril's first arcanist is Therion of Gers.

-3656 DR

Laranlas Ysmyra Starsword and a contingent of Songkhights are killed at the Citadel of Mists, when a gate they are travelling through mysteriously malfunctions. The Araegisess, Shantelor Starsword immediately assumes the mantle of Laranlor of Siluvanede, becoming the Third Duke of Lothen.

-3655 DR

Orcs pour forth from the Spine of the World, first meeting a mighty host of Gold Elves marching out of Siluvanede, the orcish vanguard is annihilated at heavy cost to the Gold Elves whilst the main host continues its destructive run south where the elves of Illefarn and Eaerlann stand to meet them on the west bank of the Dessarin River at the Battle of Weeping

Arrows. Just about to be overrun by the 150000 strong horde, a relief force in the form of dragons from Sharrven and Dwarves of Ammarindarr turn them back with help from the fledgling Netherese Empire and the Rengarth barbarians. Driven south this orcish incursion last 19 years.

-3654 DR

A Sarrukh lich of tremendous power disguises himself as a human arch wizard and appears to the Netherese who have begun to learn magic from the Eaerlanni elves. Although he calls himself Arthindol, the Netherese dub him "Terraseer" for his power to see events all over the world. The Terraseer teaches secrets of the Art to humans and reappears to help them over the coming centuries, never seeming to age. Among his achievements are translations from many of the nether scrolls, the exploration of the Sword Coast North, the occupation of Old Owl Well, and the warning of impending doom at the hands of Karsus among his many other prophecies and teachings.

-3605 DR

The *Nether Scrolls* are discovered amid the ruins of Aryvandaar. The Netherese abandon the magic they learned from the Eaerlanni in favor of the scrolls' greater power.

-3520 DR

The elves of the North begin helping gnome slaves escape from their Netherese captors and move south and east across Faerûn.

-3327 DR

Finally feeling the effects of a long and eventful life Laranlor Shantelor Starsword announces his intentions to pass over to Arvandor, amidst a solemn celebration of his life as a hero and peace-keeper of the people, he takes his final journey to Arvanaith. In turn the crown is passed to his successor, the High Mage and chief counsellor, Tamadyws Amarillis.

-3150 DR

With the help of Songknights from across the north the Trail of Mists (a series gate) is established to speed the escape of gnome slaves from Netheril. Parties of magi and Songknights are despatched to set up way stations along the trail until the gnomes can be taught to manage it for themselves.

-3095 DR

The elves of Cormanthyr steal one set of the *Nether Scrolls* and hide it away in the depths of Windsong Tower [569]. One of the thieves, a gnome elf-friend named Rilmohx Sha'Quessir, steals a glance at one of the scrolls and is rewarded with a deep understanding of how to cast illusion spells. This knowledge spreads quickly through the gnome community.

-3000 DR

Laranlor Tamadyws Amarillis and the Circle of the Sapphire Moon, raise two new temples along the Astorian Way in Lothen. One, the Starfire Cathedral, a temple dedicated to all the Seldarine, and the other, the Aeral Spires, a series of Tree Towers dedicated to the nature Spirits and Deities of the Seelie Court.

-2900 DR

Start of the Second Rysar of Cormanthyr with the death of Coronal Kahvoerm and the accession of Sakrattars Irithyl, his youngest great-grandson.

The Shadow Queen Khalavaera Estelda gives birth to triplets, an extremely rare occurrence in Elven society and an event celebrated throughout Shaarven. The two girls and a boy named; Kelritha, Oluvaera and Hallon Estelda are loved and cared for by their doting grandmother, the Ar'corselutaar of Sharrven Astrith Hawksong MEF HM 27, who recognises very early on their unusual strength of will and talent for magic.

-2880 DR

It is discovered by a court-mage from Illefarn that Lipwyll of Ardeep is consorting with a cable of Fey'ri operating from the ruins of Telardon. Advised by the Corselutaar Adriana Suldusk, Coronal Yr'nvae orders Illefarn's forces to track down and destroy the fey'ri and their allies. In the ensuing battle Lipwyll and most of the Fey'ri are slain by a contingent of High Magi and Spell Blades led by Chorara Saarinstar. The surviving Fey'ri and their demonic minions are tracked down by dragon Riders and destroyed upon the slopes of Mount Hotenow before they can escape into its' fiery depths.

-2790 DR

As a reward for her outstanding efforts, the Matrons offer her the position of Araegisses. At her grandmothers prompting, the Moon Elf, Oluevaera Estelda becomes the youngest ruler of Sharrven, in the realms long history.

-2770 DR

The Slaughter of Sharrven

Not all of the Gold Elves of Siluvanede accept their defeat. Three houses, Floshin, Ealoeth and Aelorothi flee to the depths of the pillaged Dlardrageth strongholds. Where they plot in secret to re-build their strength. Following the example of the Dlardrageths, the Gold Elves summon and breed with succubi and Incubi thus both strengthening and forever tainting their bloodlines.

After centuries of carefully selective breeding, they create a clan of Fey'ri skilled in magic and possessing powerful innate abilities. Utilising all that they have learned about the relative strengths weaknesses of Sharrven's defences, the Fey'ri shift their base of operations to the ruins of Tyllathardon in Morynath. There they re-awaken the citadels abandoned portal nexus. Over the next few months using a captured colony of Deep Spawn, and an alliance with a demon named Malorus'kand, they summon hordes of demonic minions and enslaved goblins, giants, and trolls. Others make use of captured Dragon Orbs to summon and unleash a Dragon Rage.

The fey'ri choose the autumn equinox to unleash their hordes through the very portal network established by the Vyshaanti so many millennia before. Using spells taught to them by demonic powers the Fey'ri magi cast spells that transform the very forest animals into unspeakable horrors. These along with their summoned and suborned minions begin pouring forth from their hidden caves and grottos. The Daemon'fey's careful planning and spells cause a seeming explosion of monsters that begin appearing right in the heart of almost all the major cities and settlements within Sharrven, and beyond to Illefarn, Eaelrann

and Ardeep. The ensuing slaughter leads to the collapse of Sharrven, leaving naught but a few Elven settlements and outposts in the southern High Forest.

Having been in the job for only 20 years Oluevaera Estelda leads Sharrven's shattered forces in a series of desperate rear-guard actions, from Tel'riincaer in the west to burning Lhuve in the east. Finally when she thinks that no more can be done to save her dying realm, help arrives in a form she doesn't ever look for.

Survivors flee to Cormanthyr, Ardeep, Illefarn, Eaerlann and Evereska. The mysterious arrival of a flight of silver dragons wielding Elven high magic, manages to stem the worst ravages of the horde preventing it from spreading across the Lhuvael River (Hearts Blood River) and into Eaerlann. King Connar IV of Ammarindar vanquishes many of the creatures that have devastated Sharrven, including the red wyrm Rithaerosurffel, known as the Bane of Sharrven.

Oluevaera Estelda leads a ragged group of 3000 survivors west to Arcorar where they establish a small refuge and name it in honour of Oluevaera's Silver Dragon clutch mate, the young wyrm Sshrinnisharess. The people calling themselves the Lost Elves of the Srinshinnar.

Using the portal network established so long ago by the Elves of Illefarn, Coronal Orm'lanass orders Illefarn's troops into the Hills of Dardath and beyond, to stem the monster hordes southern advance. After many days of running forest battles, Araegisess Valiaor Ildacer and King Connar IV of Ammarindar meet at the confluence of the Delimbiyr and Lhuvael Rivers atop the corpse of a great red Wurm the dwarf has just slain.

Outraged by this sudden reappearance of a menace long thought laid to rest, Laranlor Tamadyws Amarillis secretly leads all of the knights of the Reformed Order of the Midnight Sun, south to Morynath to root out the fey'ri menace once and for all. In the ensuing battle 500 fey'ri are trapped and systematically slain within the tunnels and ruins when they find all of the portals leading from the citadel do not function, but still some hundred manage to escape via deep tunnels into the underdark.

Frustrated by the escape of so many Tamadyws Amarillis resigns his commission and gives up the crown so he and his remaining knights can run the remaining fey'ri to ground. In his place, his daughter Labelia Amarillis accepts to title and responsibilities that go with being the newest Duchess of Lothen.

-2500 DR

Trade between Siluvanede and Cormanthyr increases, also contingents of knights and infantry travel east to help the rulers of Rystal Wood and Cormanthor in their wars with the Drow.

-2357 DR

Laranlas Labelia Amarillis travels to Evermeet to see to the settlement arrangements of those citizens of Siluvanede who wish to migrate west. The first major settlement to elect to retreat are the Gold Elves of Orlogtha, the 7500 Ar'tel'Quessir give up their homes, as Lothens High Magi erase the city from the face of Faerun

-2263 DR

Lady Labelia Amarillis herself sails into the west with many Gold and Moon Elves

from Shilrua, the second Siluvaneden city to be erased from the realms. The 1200 year old High mage and most of her 9000 kin make up the bulk of the elves sailing west upon the swan ships of Evermeet.

In her place, the Lords of Eaerlann select the Spell singer and Armathor, Hastarlon Goadulphyn as Siluvanede's sixth Duke of Lothen.

-2103 DR

A horde of orcs from the Spine of the World, led by giants and their ogre generals, crushes the human civilization of Illusk despite aid from Netherese arcanists led by Jeriah Chronos the Chronomancer. Heading south they run into an alliance of Elves from Illefarn, Siluvanede and Eaerlann. In the ensuing battle, known to bards as the War of Wailing Shadows, the combined High Magi of the three realms bring down boulders and stars from the sky upon the mighty horde, whilst the armies round up and exterminate the survivors.

-2020 DR

Laranlor Hastarlon Goadulphyn marries his long time love, the Lady Amellia Moonflower in a majestic ceremony attended by the who's who of Elven society at the feet of the Dancing Falls.

-1980 DR

Courtiers are overjoyed to learn that the Lady Amellia has given birth to twin girls in the autumn of this year. Named Fonthalyra and Farynlai, the tiny ladies are the toast of the court for many years to come.

-1883 DR

Gold and Moon Elven caravaneers journey north to begin trading with the newly established Citadel Felbar. Princess Fonthalyra secretly accompanies her ranger mentor, the ½ Moon Elf, Darius Rivencloak upon the journey. Her disappearance causes panic amongst her guards and family until divinations reveal her whereabouts. Thence a party of Songknights is dispatched to covertly keep an eye on the princess while she learns more about the world.

-1800 DR

Fonthalyra and Farynlai Goadulphyn are suddenly placed into isolation without explanation before being spirited off to Evermeet for their own safety when they begin exhibiting signs of the draconic heritage. Her parents and their counsellors rightly fear the peoples' reactions to another N'tel'Quessir taking up the Coronet of Siluvanede.

-1759 DR

Duke Hastarlon and Lady Amellia celebrate the birth of triplets this time, 2 boys and a girl. Hallondyr, Elladon, Mirranae are immediately whisked off to Evermeet to be cared for by Lady Amellia until their majority in 100 years time.

-1642 DR

Princess Farynlai Goadulphyn returns to Lothen at the head of a delegation of Moon Priestesses of Sehanine. Once there she and her party begin re-building the Kallynkiir Spire, a temple dedicated to the worship of Sehanine. The princess' half-dragon status is known only to her consort, due to her rare gift of shape-changing conferred upon her by the Goddess.

-1465 DR

The Battle of Laughing Giants

An unholy alliance of cloud, fog and frost giants emerges from the Great Glacier, thundering through the Moon Woods and western Delzoun. Sacking and burning every settlement and standing in their path, this army of over 500 giants and countless ogres and winter wolves is met head on by Dwarven Steel Shields of Delzoun, and Gold Elf Knights and Moon Elf Dragon Riders from Lothen and Glaurachyndaar.

In heavy storms brought on by the druids of the advancing giants, the Elves, Dwarves and Dragons stage a series of running battles and skirmishes all across the Evermoors, carefully luring the behemoths towards the junction of the Laughing Flow and Subrin Rivers.

In a ruse worthy of the finest sagas the elves fool the giants into gathering at the confluence of the two rivers by retreating to this narrow tongue of land. Surrounded and apparently outnumbered, the rapidly dying elves suddenly spring their trap as almost 50 High Magi, a dozen dragons and three whole circles of druids cause the waters to rise up, the sky to rain fire and the earth to swallow the gathered host of giants, ogres and wolves.

-1338 DR

The Fourth Rysar of Cormanthyr begins under Coronal Miirphys Irithyl.

-1299 DR

Coronal Miirphys Irithyl marries the princess Fonthalyra in a ceremony celebrated throughout Siluvavede and

Cormanthyr. It is not long before she has her first child.

-1293 DR

Coronal Miirphys helps raise the Crescent Court, the temple of Sehanine in Cormanthyr. The High Priest Elladon Goadulphyn of Mhilamniir arrives to dedicate and over see the establishment of the new temple community.

-1186 DR

After a lengthy and peaceful reign the aged Laranlor Hastarlon Goadulphyn quietly passes onto Arvandor, despite persistent rumours, his draconic status is never publicly revealed, thus giving Lord Hastarlon the unique sobriquet of Hastarlon the Immortal Mage.

In a break from tradition, the Coronals of Eaerlann and Illefarn agree that their married children shall jointly rule the realm in preparation for its eventual retreat to Evermeet. This Neradass & Cataliya Starsong become Duke and Duchess of Lothen. A move that angers many staunch supporters of the old system of rulership they enjoyed under Lord Hastralon.

-1100 DR

Illefarn's last coronal, Syglaeth Audark, commands a Retreat to Evermeet. The remnants of the elf empire fragment into the independent realms of Ardeep, Iliyanbruen (in Neverwinter Wood), and Rilithar (in Westwood and Kryptgarden Forest).

Joining the exodus from Illefarn, Lord and Lady Neradass & Cataliya Starsong lead

almost half of Siluvanede's Gold Elves west to Evermeet. High Mages from Lothen proceed to erase the settlements of Aelyth and Bellan from the map of the realm. A goodly number of Gold and Moon Elf stalwarts reject the Lord and Lady's command and elect to stay in Lothen rather than join the retreat.

Lord Fathaldynn Echorn the Araegisess of Lothen is chosen by his peers, and approved by Eaerlan's Coronal to become the Ninth Duke of Lothen.

-1088 DR

Deeply saddened by the loss of Illefarn, Laranlor Fathaldynn Echorn, is shocked to learn that humans have invaded the site of the former realms capital. He closes off Siluvanede's borders and seals off his realms end of the Old Forest Road.

Despite this, Moon and Gold Elven traders continue to head to the old site of Aelinthaldar to trade with the Dwarves and visiting human merchants who use the harbour as a safe anchorage for their ships whilst they too trade with the Dwarves, the Moon Elves of Ardeep and the wandering human tribes of the region.

-999 DR

The future Seer of Siluvanede, the Lady Aeltagarr Durothil, is born to a lowly Moon Elf merchant and her clandestine lover, the heir of the house and Ar'corselutaar of Lothen, Mithraess Durothil.

-648 DR

Laranlor Fathaldynn Echorn is stricken with grief when his wife of over 500 years suddenly takes ill and dies. Feeling the will to live slowly leaving him, he

abdicates in favour of Lothen's Araddoness, the Telegaunt Diallorindar Korianthil. Lord Diallor's first act is to raise a statue and grand garden in his uncles honour.

-470 DR Year of Perdition's Flame
The Shadow Wars, pitting Cormanthyr and Rystall Wood against the Twisted Tower, begin.

-461 DR Year of Bold Pioneers

The Phaerimm begin casting the spells that eventually lead to the creation of the Great Desert of Anauroch and the abandonment of Low Netheril.

-400 DR

Lord Diallor' and the realms' Grand High Mage Mithraess Durothil are slain in a battle with a cable of Phaerimm as they attempt to raid the royal tombs thought well hidden deep within the Lost Peaks. It is thought the Wyrd Worms were attracted by the Mythal protecting the catacombs, deep beneath the Peak known as Daelyth's Dagger.

Many notable selutaar and Siluvaneden nobles are killed and many spell blades, mages and warriors of renown give their lives to protect the darkest secrets of Siluvanede's past.

Lord Diallor's younger sister Alameril Korianthil, the High Priestess of Sehanine is selected by the Lords of Lothen as the tenth Laranlas of Siluvanede.

-372 DR Year of Owls' Watching

Moon Elf noble and military engineer Ascal Rachiiistar builds a fortress citadel upon the very peak that houses the

imprisoned (and long forgotten) remnants of House Dlardrageth. Sensing an opportunity for possible escape, Countess Sarya instructs her son Lord Ryvvik to begin attempts to tempt and then turn, the Lord Rachiilstar, so that he may set them free. Failing this Ryvvik then plants the suggestions (over many years) that others should guard the borders of Eaerlann, from the various goblinoid incursions from the Nether Mountains to the north.

–351 DR Year of Dark Roads

As the life-draining spells of the phaerimms rapidly despoil central Netheril, several Netherese arcanists abandon their demesnes and begin searching for a place to build a city in the Underdark, beneath the western wilderness.

Fall of Netheril

Nearly all of the Netherese enclaves fall to the earth and are destroyed due to disruptions in the Weave brought about by the casting of the spell *Karsus's avatar* and the subsequent death of the goddess Mystryl. The body of the momentary god Karsus falls to earth in the eastern region of the High Forest.

-342 DR

Alarmed at events unfolding in the west, Coronal Allyndaer Starsong of Eaerlann summons all his Lords and Ladies to a special summit to decide what should be done about the encroaching human refugees and desert. Working with the rulers of Evereska, Rystal Wood and Cormanthor, the High Magi of all the realms are contacted by a mysterious group of shape shifting beings who call themselves, the scions of Miyeritar, a

shadowy group from old Shantel Othreir, the Eldar Sharn.

Together they formulate a plan to contain the growing Phaerimm menace once and for all.

–334 DR Year of Three Seas' Rage

After approaching the rulers of Eaerlann and Siluvanede for permission the dwarves of western Delzoun build Besendar's Blockhouse on the site that will become present-day Everlund. The site becomes a place of trade between the elves, dwarves and humans of the region.

–333 DR Year of Humbling Havens

Ascalhorn and Citadel Sundbarr accept human refugees from Netheril. As the Narrow Sea dries up, the dwarves begin the slow abandonment of Ascore. The elves of Eaerlann allow other Netherese refugees to settle in Ascalhorn .

Deep beneath Lord Ryvvik finds suitable candidates for his mother's plots, and slowly with the ice of malice in their hearts they begin to draw their plans.

–298 DR Year of Nine Watchers

The Cult of Karsus founds the city of Karse in the depths of the High Forest.

–223 DR Year of Burning Briars

The Sixth Rysar of Cormanthor begins with the realm's greatest warrior, Eltagrim, taking his first steps toward magic (and High Magic).

–111 DR Year of Terrible Anger

The Orc Marches: The entire North erupts as great orc hordes stream south from the Spine of the World and the Ice Mountains

to lay waste to all in their path. Illusk and Gauntlgrym fall to this onslaught, and Delzoun is devastated by countless orc assaults. Most of Illusk's population manages to escape by sea or by magic and is spared. The elves of Iliyanbruen, Rilithar, Siluvanede, and Eaerlann unite to shatter the strength of the orcs and halt their rampage south into the High Forest and Dessarin Valley.

-104 DR Year of the Star Stallion

Besendar's Blockhouse is abandoned by the dwarves of Delzoun in the face of countless orc raids. Laranlas Alameril Korianthil stations a contingent of Songknights in a nearby hidden redoubt to watch over the block house and the portal nexus hidden beneath.

-100 DR Year of the Black Unicorn

The dwarf realm of Delzoun, the Northkingdom, falls to encroaching phaerimms and other dangers. The dwarves' surface citadels survive the attack and remain in dwarf hands.

005 DR

Duchess Alameril Korianthil falls to raiding orcs whilst leading her army against a horde pouring through the Subrin Gap. The horde is crushed but at great cost to the Elves who know their military strength is on the wane. Her death triggers another wave of migrations to Evermeet by both Gold, Moon and Green Elf families of the realm.

The newly appointed Araegisess, Hasstarlon Durothil of Siluvanede suddenly finds himself the next Laranlor of the Realm.

146 DR Year of the Risen Towers

Aravae Irithyl is born, the first child of House Irithyl in centuries. Her mother dies giving birth, leaving the infant and her great-uncle, the coronal, as the sole heirs of House Irithyl. From birth, Aravae has a personal guard of three soldiers whose sole purpose is to protect the child who will be the coronal's heir.

177 DR Year of the Troublesome Vixen

The elves of Iliyanbruen destroy the orcs of the Severed Hand and Argrock, though the effort costs much of their strength. Within three years, Iliyanbruen is no more. Many of its moon elf inhabitants travel west to Evermeet or south to Ardeep, leaving only scattered wood elf settlements and the abandoned capital of Sharandar.

216 DR Year of the Battle Horns

The North erupts in battle as many orc bands vie for supremacy, and countless thousands of goblinkind perish. Upon the death of the Stag King, his five sons, known thereafter as the Warring Princes of Athalantar, begin open battle for the throne.

218 DR

In Athalantar, Prince Belaur proclaims himself king and takes the throne. In response, Laranlor Hasstarlon Durothil of Siluvanede lets Belaur know in no uncertain terms that he and his kind are not welcome anywhere north of the Dessarin, upon pain of a very pointy and arrow filled death.

220 DR Year of the Sword Violets

Coronal Eltagrim opens the forest of Cormanthor to non-elves, *N'Tel'Q uess*,

primarily druids, great wizards, and crafters who can add to the glory of Cormanthyr.

224 DR

The Mages, Priests and Druids of Lothen spend much of their time fighting vast forest fires set by both orcs and humans across the north. In retaliation Hasstarlon Durothil orders his troops to kill any intruding humans not on official business, on sight, no questions asked. The summary execution of any goblinoids, giant-kin or Drow, is a natural given for the elves.

225 DR

Gluthtor's great orc horde is turned back by the combined forces of the Elves of Illefarn, Ardeep and Siluvanede, at the cost of much of their strength, in the battles of the Five Falcons (east of Stone Bridge), and Hungry Arrows (south east of Besendar's Blockhouse). The rise of archery amongst the orcs is said to rise from this slaughter as the surviving orcs saw a few thousand Elven archers slay hundreds of thousands of goblin-kin.

256 DR

Tired of the constant infighting, political bickering and manouvering of the newly arrived Gold Elf houses from Cormanthor, Laranlor Hasstarlon Durothil sails west with his family to settle into retirement upon his family's estates outside of Luethilspar on Evermeet. His cousin, the mighty Telegaunt of Rystal Wood, Tannyll Durothil is summoned by the Coronal of Eaerlann to take control of the realm and rein in the potentially seditious hotheads within Lothen

261 DR Year of Soaring Stars

The elf city at the heart of Cormanthyr becomes the unified city of Myth Drannor. Coronal Eltargrim, in an edict called the Opening, declared that Cormanthyr was to be an open realm, accessible to all non-elves (*N'Tel'Q uess*), following the laying of the *mythal* and the renaming of the city.

262 DR Year of Pages Perilous

Formation of the Eldreth Veluuthra

Five leading elf houses—Bharaclaiev, Hysaanth, Rhae-vaern, Tellynnan, and Starym—declare that they cannot support the coronal of Cormanthyr's liberal attitude toward non-elves (particularly humans), nor can they allow the continued encroachment of humans into ancestral elf lands. Rather than battle fellow elves, the five houses depart Myth Drannor for Evereska and Siluvanede, and began to catalogue the crimes of humans against both nature and the lands they inhabit.

266 DR Year of the Unspoken Name

A number of humans are murdered in Myth Drannor by a bigoted servant elf of House Ammath, secretly working for its rival, House Symbeam.

302 DR Year of the Deep Bay

Tavaray is abandoned as the surrounding Lizard Marsh rapidly expands, prompting a wave of migration northward along the coast and eastward up the lower Delimibiy Vale.

307 DR Year of Sundered Sails

After decades of debate, the elves decide to allow *N'Tel'Q uess* (non-elves) to join the *Akh'Velahrn* (the army of Myth Drannor) after training in the Cormanthyr methods of battle. More than four hundred humans and one hundred dwarves eagerly enlist.

335 DR Year of Seven Stones

The Darkwoods Massacre

The fourth major foray by Myth Drannor forces against the invading orcs occurs within the Darkwoods in high summer. The battle is lost as the orcs surround over half of the allied forces and decimate them in their sleep; since the human guards were also among the slain, no explanation is apparent for the negligence. In all, more than 1,000 soldiers died that night, though only 100 of them were elves.

345 DR

Whilst searching for rare spell components in the Teshar Mountains, Saeval Ammath rescues a beautiful Green Elf maiden from a rampaging tribe of goblins. Little suspecting treachery, the mage Saeval, nurses the maiden back to health, only to fall in love with the mysterious elf who goes by the name, Simmonaar. (The Daemonfey Syrmonara Ealoeth).

Continuing his search with his new companion, Saeval Ammath and Simmonaar come across the freshly slain corpse of a Red She-Dragon, outside of her lair. Exploring the fallen wyrm's cavern the elves take their pick of its horde, discovering her nest with all but one small egg smashed and eaten by another draconic predator, a Teshan Land Wyrm. At Simmonaar's urging Saeval takes

the egg to raise it in the old ways of his ancestors from Sharrven.

346 DR Year of Blushing Stars

Seven elf officers of the *Akh'Velahrn* are exiled from Myth Drannor and Cormanthyr after their court martials discover their barbaric treatment of non-elf troops and responsibility for the Darkwoods Massacre.

Saeval Ammath returns from an excursion into the western mountains and immediately sequesters himself in a House Ammath tower-holding outside the *mythal*. While many find this behavior curious, none suspect that he has found and claimed a dragon's egg.

358 DR Year of the Battle Talons

The dragon Garnetallisar becomes known to the folk of Myth Drannor, as he takes to flying with the wizard Saeval astride his back. Despite much uproar, Garnet proves himself trustworthy and humble before the coronal and others. Saeval's enchantments give this unique dragon a lawful good nature. The coronal grants his trust by providing a means for the dragon and his master to live within the *mythal*, despite its normal defences against chromatic dragons.

390 DR Year of the Half Moon

The Srinsee, High Mage of Cormanthyr and Myth Drannor, goes into deep mourning for a decade, after her first paramour (and apprentice) in centuries dies in a hunting accident. While she and others suspect that one of the noble houses had a hand in her beloved's death, no proof ever surfaced and the matter was dropped. Hereafter, the young-

appearing Srinshree never appears clad in any colors brighter than midnight blue, black being predominant.

459 DR Year of the Blooded Dagger

Silvermoon Ford becomes Silver Village when a logging camp is built around the inn and bridge.

515 DR Year of the Frivolous Exchange

Humans from Ascalhorn resettle Besendar's Blockhouse and rename it Everlund.

516 DR Year of the Haunting Hawk

Halflings from Delimbiyr Vale and humans from Delimbiyran establish Secomber on the ruins of Hastarl, the fallen capital of Athalantar.

519 DR Year of the Phoenix

Sammkol Thistlestar, one of the halfling soldiers of Myth Drannor, is assassinated by bigoted elves of House Selorn, who implicate and slay a visiting human necromancer from Cormyr to cover their misdeed.

523 DR Year of Trials Arcane

Moon elves of Clan Starym return to Myth Drannor from Evereska and Siluvanede (driven out by their frustrated rulers for stirring up dissent), restoring that house as a social power and taking over the house lordship with the absence of Josidiah Starym. Lord Illitran Starym undergoes a Cleansing March intended to purify his spirit and ready him for the responsibilities of wielding a *moonblade*. He treks to Moander's abandoned temple and forges a pact with the imprisoned deity, allowing him to draw the blade

upon his return to the City of Songs without suffering its retributive powers. Realm of Three Crowns

The rising power of orc hordes in the North leads to the calling of the Council of Axe and Arrow. There, the humans of Delimbiyran, the dwarves of Dardath, the elves of Ardeep Forest, the gnomes of Dolblunde, and displaced halflings from Meiritin collectively found the Tri-Crowned Kingdom of Phalorm. The aging Ulbaerag rejects an invitation to join the Realm of Three Crowns.

528 DR Year of the Burning Sky

Phalorm's armies slaughter the Howltusk orc horde at the House of Stone, but their human King Javilarhh "the Dark" Snowsword is slain.

557 DR Year of the Melding

An army of hobgoblins devastates the dwarf Duchy of Hunnabar, which is centered above the underground city of Kanaglym near present-day Dragonspear Castle. Phalorm's armies destroy the hobgoblins, but the elf king, Ruardh Lightshiver, is slain.

572 DR Year of Writhing Darkness

Zaor Moonflower is born in Semberholme.

574 DR

Laranlor Tannyll Durothil is assassinated by disaffected Gold Elf nobles from Gold Elf Houses Hyshaanth and Rhae-vaern. In response the Coronal of Earlann strips them of their lands and titles and has those deemed responsible executed for High Treason against a sovereign of the realm.

In her cousins place, the Ar'corseletaar Ollakiira Durothil is selected in his place becoming the 14th Duchess of Lothen.

590 DR Year of the Turning Leaf

Elf and human wizards from Ascalhorn, Eaerlann, Evereska, Silverymoon, and Myth Drannor raise a *mythal* over the Eaerlanni city of Glaurachyndaar, thereby establishing Myth Glaurach.

604 DR Year of the Immured Imp

The armies of Phalorm drive off an orc horde that besieges Secomber. Ellatharion, Phalorm's elf king, leads an army of elves and halflings into the High Forest in pursuit of the orcs, and neither king nor army returns.

612 DR Year of the Jester's Smile

The armies of Phalorm and their allies in the North crush the Everhorde south of Triboar, but their victory comes at the cost of many lives. The casualties include Lathlaeril "Leafspear," the elf king.

614 DR Year of the Shattered Scepter

Two orc hordes attack Phalorm, a realm that has already been gravely weakened by the Everhorde. The dwarf king Oskilar of Phalorm dies in battle with the second horde, and Dolblunde [232, 698] is sacked and pillaged. Phalorm's northern armies, still mopping up the remnants of the Everhorde, move south to defend the realm but are driven into Uthtower.

627 DR Year of the Bloodcrystals

Ecamane Truesilver and his nine apprentices arrive in Silverymoon.

Claiming that five goddesses (Eldath, Mielikki, Lurue, Mystra, and Sehanine) drew them there, the mages create a school of magic patterned on elf teachings.

637 DR Year of the Silver Sun

Ecamane Truesilver, a great teacher of magic, is elected High Mage (ruler) of Silverymoon.

659 DR Year of the Hunting Ghosts

Thirty wizards from Myth Drannor and twenty wizards from elsewhere in the Realms migrate to Silverymoon and begin establishing its role as a sister city to Myth Drannor and a center of magical and mundane learning. This year is known as the Year of Mage's Dawning in Silverymoon.

664 DR Year of the Falling Petals

The Heir's Passing

Aravae Irithyl and all her personal guards are murdered in Myth Drannor by the Starym, who use magic to hide their foul deed. The Srinshree and the High Court mages insist on maintaining the Mourning Days and add the funeral of Aravae to the solemn times while staving off a succession war among the nobles of Cormanthyr.

666 DR Year of Stern Judgment

The Claiming Chaos: The end of the Mourning Days in Myth Drannor sees a Claiming Ceremony convened to determine the next coronal of Cormanthyr. After the death of many elves, humans and other citizens of the City of Songs and the destruction of the Rule Tower, the Srinshree claims the

Crownblade, restores the Rule Tower, and disappears with the ancient *elfblade*.

667 DR Year of Austere Ceremonies

By early summer, the Council of Twelve now rules over Myth Drannor, crafting a new form of representative government. The city is without a coronal for the first time in its existence.

674 DR Year of the Nomad

Josidiah Starym returns to Myth Drannor to a hero's welcome after retrieving not the expected *Warblade* but the Akh'Faer's *Artblade*. He becomes Spell-Major and takes over leadership of the Akh'Faer, thus rising to a seat on the Council of Twelve.

702 DR Year of the Clutching Death

Orc raiders from the High Forest inflict heavy losses on the splinter kingdoms of Delimbiyran that were formerly part of the Kingdom of Man. Many of these lesser realms are destroyed before the armies of the Duke of Calandor finally defeat the orcs.

708 DR Year of Bound Evils

High Mages and three battalions of Akh'Faer mages battle a resurgence of evil beasts and cultists of the fallen god Moander near the site of his fallen temple. The cult is dispersed, and numerous "lost spells" of Moander's clergy are recovered from the ruins by the elder priests and restored to use.

Three nycaloths escape their dimensional pocket prison that floats invisibly high above Cormanthyr. Their freedom depends on a "red dragon that never held

malice or greed in its heart [flying] over the coronal's throne." As Saeval Ammath and his adopted dragon-mount Garnetallisar fly above Myth Drannor, they weaken the dimensional prison enough for the nycaloths to escape.

709 DR Year of the Earnest Oaths

The three freed nycaloths and their summoned yugoloth allies spend twentynine months drawing together their forces amid the mountains and hills north of the Dragon Sea. In all, their army consists of orcs, ogres, bugbears, hobgoblins, gnolls, flinds, trolls, and an ever-growing assortment of lesser yugoloths.

711 DR Year of Despairing Elves

The Weeping War

This event begins on the Feast of the Moon with the Northern Massacres campaign as the Army of Darkness engages many elf patrols and destroys several elf villages and clan enclaves.

Late in autumn, the Army of Darkness overruns the mining and trading encampments on the western Moonsea (the site that will become Zhentil Keep).

714 DR Year of Doom

Battle of Two Gates' Fall

During this battle in the Weeping War, the city of Delimbiyran and much of the southern Delimbiyr are devastated by a magical explosion resulting from the destruction of the Warrior's Gate—a *portal* in Myth Drannor. Many of Delimbiyran's remaining splinter kingdoms sink into decline.

Fall of Myth Drannor

The final campaigns of the elves and allies against the Army of Darkness see the reestablishment of the Elven Court as a seat of elf power in Cormanthyr while Myth Drannor falls under siege by the Army of Darkness. With the slaughter of the army and cavalry, little can be done against the Siege of Shadow, which descends on Myth Drannor on the 21st day of Kythorn.

715 DR

Gold Elf refugees from the fall of Myth Drannor come to Siluvanede, where they are settled in the mainly empty noble quarter of the city.

731 DR

Stricken with grief and tired of having to safe guard a dying land, Laranlas Ollakiira Durothil leads many Gold Elf refugees of Cormanthor, and much of Lothens dwindling population on a final journey into the west across the seas to Evermeet, and peace. Lady Ollakiira leaves behind her daughter, the High Mage/High Priestess of Corellon, Mirjala Durothil to become the 15th and final Duchess of Lothen.

864 DR Year of the Broken Branch

The fey'ri strike when they led a specially prepared orcs, trolls, giants and demons of the Nethertusk horde against the city of Myth Glaurach, sacking and burning the city, putting most of its inhabitants to the sword and claw. The fey'ri then proceed to loot another Vyshaan armoury and search the ruins for other hidden secrets and treasures.

880 DR Year of Unfettered Secrets

Emboldened by the success of their Glaurachyndaar campaign to retake the old Vyshaan capital, the fey'r strike again, when they take advantage of the rising influence of the Baatezu (who too are supplied by the fallen Solar, Malkizid), in the city of Ascalhorn to induce the few remaining wizards to summon Tanar'ri to battle their ancient foes. Alerted by their carefully hidden agents and warding devices, this act proves to be the fey'ri's undoing as the leaders and Selutaar of Eaelann retaliate with overwhelming force.

882 DR Year of the Curse

Demons and devils battle in the elf citadel of Ascalhorn. Triumphant demons stream forth, bringing about the fall of Eaelann. Dwarves allow human refugees to settle in the surface strongholds of Citadel Sundbarr.

Moon elf refugees from Eaelann resettle Ardeep and rebuild the realm. A brief alliance with the humans dwelling along the Delimbiyr and the dwarves of the Forlorn Hills founders because of lingering suspicions about the role of humans in the fall of Ascalhorn, later to be known as Hellgate Keep. This alliance is dubbed the Fallen Kingdom (the same name already given to Phalorm), much to the confusion of later historians.

The dwarf realm of Ammarindar is overrun by lingering horrors unleashed by the Netherese of Ascalhorn. The rampaging hordes from Ascalhorn never reach the city of Silver Spires thanks in large part to the Fey'ri who lead the demons on their march, so Lothen is spared from the devastation wrought by demons elsewhere in the high forest.

In the last months before their fall to the demons of Hellgate Keep in the waning days of 882 DR, the Moon Elves of Eaerlann imprison the Siluvaneden rebels within their ancient Dlardrageth armouries and then abandon their ancient realm. In the ensuing chaos the role the fey'ri played in the fall of Ascalhorn and the realms of Eaerlann, Sharrven and Ammarindar, let alone their very existence, is forgotten, as all of their Eaerlanni captors die in the battles of the "Exodus".

883 DR

The War of the Setting Sun

Horrified at the roll their leaders have played in the slaughter and destruction unleashed from Ascalhorn, many of Siluvanede's nobles and commoners alike, take up arms against the evil cancer within their midst

The mobs descend upon the estates of noble families known or suspected of having demonic connections. In the ensuing slaughter hundreds of nobles, families and retainers are put to the sword and spell. Only those nobles and Fey'ri away from Lothen at the time, escape the battles and butchery.

The Laranlas of Lothen, Mirjala Durothil, vows never again to allow the Ar'tel'Quessir to be the unwitting dupes of arrogant nobles and their hubris and stupidity.

890 DR

The Retreat

After brief deliberation, the council of elders announces through Laranlas Mirjala Durothil a general retreat to Evermeet. The gathered

populace of Siluvanede begin emigrating to Evermeet via a series of specially prepared portals and gates. For those further out or to far or infirm to travel to the staging areas a fleet of Monarchs, Leaf and Swan Ships land to pick up those wanting to make the retreat.

The capital, Lothen is largely abandoned, the Gold Elves agreeing that a return may someday occur, but only when they can atone for and learn from the sins and mistakes of the past.

Rysars/Laransars

of Siluvanede

-8400 DR to 890DR

Length of the CoronalsReign	Rulers Name	Race and Gender
-8400 DR to -8007 DR	Kelloran Durothil	Gold Elf Male
-8007 DR to -7892 DR	Ahskahala Durothil	Gold Elf Female
-7892 DR to -7549 DR	Alea Durothil	Gold Elf Female
-7549 DR to -6952 DR	Naonnyr Durothil	Gold Elf Male
-6952 DR to -6437 DR	Zevrass Durothil	Gold Elf Male
-6437 DR to -6400 DR	Mentellor Durothil	Gold Elf Male
-6400 DR to -5803 DR	Tathalass Dahast	Gold Elf Male
-5803 DR to -5671 DR	Perramonte Dahast	Gold Elf Female
-5803 DR to -5426 DR	Thelosia Orbryn	Gold Elf Female
-5426 DR to -5114 DR	Callistanyr Orbryn	Gold Elf Female
-5114 DR to -4720 DR	Nelaerorn Orbryn	Gold Elf Male
-4720 DR to -4499 DR	Maelin Starym	Gold Elf Male
-4499 DR to -4498DR	Terriavor Starym	Gold Elf Male
-4498 DR to -4402 DR	Terralass Starym	Gold Elf Male
-4402 DR to -4400 DR	Maerytim Reithel	Fey'ri/Gold Elf Male
-4400 DR to -4357 DR	Karstelmor Ealoeth	Fey'ri/Gold Elf Male
-4357 DR to -4331 DR	Aliorfindor Floshin	Fey'ri/Gold Elf Male
-4331 DR to -4300 DR	Astirya Aelorothi	Fey'ri/Gold Elf Female
Length of the Laranlyr's Reign	Rulers Name	Race and Gender
-4260 DR to -4006 DR	Aulathar Starsword	Gold Elf Male
-4006 DR to -3656 DR	Ysmyra Starsword	Gold Elf Female
-3656 DR to -3327 DR	Shantelor Starsword	Gold Elf Male
-3327 DR to -2770 DR	Tamadyws Amarillis	Gold Elf Male
-2770 DR to -2263 DR	Labelia Amarillis	Gold Elf Female
-2263 DR to -1186 DR	Hastarlon Goadulphyn	Gold Dragon (Elf) Male
-1186 DR to -1100 DR	Neradass & Cataliya Starsong	Gold Elf Male/Moon Elf Female
-1100 DR to -648 DR	Fathaldynn Echorn	Gold Elf Male
-648 DR to -400 DR	Diallorindar Korianthil	Gold Elf Male
-400 DR to 005 DR	Alameril Korianthil	Gold Elf Female
005 DR to 256 DR	Hasstarlon Durothil	Gold Elf Male
256 DR to 574 DR	Tannyll Durothil	Gold Elf Male
574 DR to 731 DR	Ollakiira Durothil	Gold Elf Female
731 DR to 890 DR	Mirjala Durothil	Gold Elf Female

The Fall of an Empire

and

The History of the Daemonfey

House Dlardrageth

House Coat of Arms: A scarlet phoenix with sable batlike wings of a balor, and a burning whip clutched in its beak.

Traditional Colours: Scarlet & sable. In addition fey'ri sometimes incorporate aspects of their Siluvedenn house colours into their garb.

Dlardrageth Notables -

Count Saelethil Dlardrageth, High Mage 27 and brother of Xiiltharra, Str 12 Int22 Wis19 Con10 Dex15 Chr17, a lean demonic looking, black skinned, red eyed Sun Elf who was the instigator of the Fey'ri line after years as a transformed High Mage in the Vyshann Tradition Also High Star Singer of House Dlardrageth and bitterest foe and rival of Ithraides of Arcorar.

Countess Xiiltharra Dlardrageth, High Mage 24, Str18 Int21 Wis18 Con13 Dex15 Chr20, Lady Xiilthara was suborned into her elder brothers schemes very early on. As an avid supporter, the avaricious and sadistic Countess was also the cause of their downfall in Arcorar when she kidnapped and murdered Saelethil's wife (who had tumbled onto their schemes and threatend to turn them in.), the sister of Star Singer Ithraides Durothil, the High Priestess Angalaen.

Countess Sarya Dlardrageth, leader Daemonfey Mage 17 - mother Gold Elf, father a Balor. Sarya is heir to House Dlardrageth and current Queen of the Daemonfey and their Feyri followers.

Baron Khuumal Dlardrageth, Daemonfey Fighter 15/Sorcerer 15 – Duskblade, Str22, Int15 Wis14 Con20

Dex19 Chr12, the head of Dlardrageths forces and the first Daemonfey slain by Ithraides in his hunt for his sisters killers.

Lord Xhalph, Fighter 12,/Sorcerer 9, Str19 Int15 Wis17 Con19 Dex14 Chr9, an unacknowledged son of Sarya. Xhalph's mother is Sarya Dlardrageth and his father was a glabrezu.

Baron Xhalh Fighter 11, Str18/20 Int13 Wis17 Con16 Dex18 Chr11, Son of Countess Sarya's twin brother Khuumal and a marilith, Sarya's chief enforcer and a wild berserker in battle wielding for weapons at once.

Baron Ryvvik Dlardrageth, son of Countess Sarya Dlardrageth Psionicist 12, Str11 Int20 Wis19 Con16 Dex15 Chr 10, youngest son of Sarya, and former spy master. Killed for his plotting against his mother.

House Aelrothi

Coat of Arms: Red swan on a sky blue field.

Traditional Colours: red and bright blue.

Aelrothi Notables

Vesryn Aelrothi is a male fey'ri sorcerer9/Rogue 9, Str 10 Int 17 Wis 12 Con 15 Dex19 Chr14, a member of the daemonfey and spy master after the death of Lord Nurthel Floshin.

Baron Pharnth Aelrothi, Diviner 8, Str8 Int18 Wis18 Con12 Dex17 Chr14, a wiry hawk-nosed Gold Elf with a shaved head sporting many mystical tattoos, is a cautious character with little weight.

Lady-Consort Saesaan Aelrothi, Mg7/Thf8 – Shadow Master & Spell Filcher, Str7 Int17 Wis12 Con12 Dex19 Chr 20. Wrapped in an ever present mantle of writhing shadows, Saesaan is despised by many fey'ri for her penchant for intrigue and betrayal, excessive even amongst the fey'ri.

Laelran Aelrothi, Conjurer 13, Str11 Int20 Wis13 Con16 Dex14 Chr12, A spy and human specialist, resident in Luskan with his Quasit familiar.

Lady Jasrya Aelrothi Sorcerer 11, Str9 Int 17 Wis12 Con14 Dex16 Chr16– a high lady of House Aelrothi and sister to Baron Pharnth Aelrothi.

House Ealoeth

Coats of arms: Two addorsed pegasi volant on a sky blue field.

Traditional colours: Sky blue, violet and rose.

Ealoeth Notables

Teryani Ealoeth is a female fey'ri ranger 8 sorcerer 14, Str 16 Int 17 Wis 15 Con 14 Dex 17 Chr 19, daughter of Xhalth. She is the chief scout for the daemonfey as well as an assassin & spy.

Jhaartael Ealoeth is a male fey'ri, fighter 9/Sorcerer 7 - Duskblade, Str 16 Int 17 Wis 12 Con 15 Dex 13 Chr 15 and a member of the daemonfey.

Lord-Consort Myrtaer Ealoeth, Fg 8/Mg7 Blade-Singer, Str 16 Int 17 Wis 15 Con 16 Dex 14 Chr 18, a tall, lean Gold Elf wrapped in fine chainmail, a master Blade-Singer, High Captain of a company of Fey'ri Blade-Singers, as able as any Evermeet Blade-Singer and a Grand Master of the Style.

Baroness Nydyaa Ealoeth, Mage 10 High Lady of House Ealoeth, Str 7 Int 20 Wis 16 Con 16 Dex 15 Chr 19, a pale skinned, short, blonde, cropped haired, feyri with oversized batlike wings. Nydyaa is in charge of internal security and takes great pleasure in rooting out spies and traitors and is a master of torture and interrogation techniques.

House Flosin

Coats of arms: a gold two headed griffon rampant on a white field.

Traditional colours: White and gold.

Flosin Notables

Count Faersynd Flosin, Pr 9 of Ghaunadaur, High Lord of House Flosin, Str 9 Int 16 Wis 18 Con 12 Dex 17 Chr 15, an obese Gold Elf with thinning hair and red eyes.

Lady-Consort Talya Flosin, Invoker 9, Str 8 Int 18 Wis 12 Con 10 Dex 15 Chr 19, stunningly beautiful fey'ri who bears a striking resemblance to Hanali, only her fiery red irises. A manipulative plotter, pregnant with triplets fathered by Baron Xhalth Dlardraeth.

Lord Nurthel Flosin - Sorcerer 13/Fighter 9/Rogue 8, Str 12 Int 16 Wis 14 Con 13 Dex 17 Chr 17, served the daemonfey leader Sarya Dlardraeth as her spymaster.

Laerdyn Floshin is a female fey'ri rogue 5 and a member of the daemonfey.
Str 7 Int15 Wis12 Con15 Dex17 Chr14.

Sariandi Floshin is a female fey'ri fighter 8 and a member of the daemonfey.
Str 17 Int 12 Wis10 Con16 Dex15 Chr9.

Nylaersyn « The Changeling » Floshin, Mage 9, Str 8 Int17 Wis14 Con12
Dex15 Chr18, an agent of Baron Ryvvik's spy network. Nylaersyn is noted for her ability to imitate specific individuals, a master of acting, information gathering, mimicry and disguise.

Lord Mardeiyim Floshin, Fighter 10, Str 18/98 Int 13 Wis10 Con16 Dex18
Chr 12 the Barons eldest son and heir to the House, warrior and a high captain.

House Yesve

Coat of Arms: Scarlet Dolphin leaping on white and sea green wave.

Traditional colours: Scarlet, white and sea green.

Yesve Notables

Baron Breden Yesve, Fg 7/Sorc8 – Duskblade, High Lord of House Yesve and leader of the fey'ri.

House Reithel

Coat of Arms: Black dragon rampant on burnished silver field

Traditional colours: Black and silver

Reithel Notables

Duke Mardeiyim Reithel Fg 14 High Lord of House Reithel and Araegisess (war leader) of the fey'ri.

House Ursequarra

Coat of Arms: Magenta moonhorse rampant of field of white with gold left diagonal sash, behind.

Traditional colours magenta, silver & gold.

Ursequarra

Baroness Alysir Ursequarra Mage 10 – High Lady of House Ursequarra.

House Teshurr

Coat of Arms: Wreath of sapphire roses on blood red field.
Sapphire blue and blood red.

Teshurr

Baroness Hallyra Teshurr, Mage 9/Fighter 8 – Blade-Singer, Str19 Int17 Wis12 Con15 Dex16 Chr10, High Lady of House Teshurr and Captain of Countess Sarya's personal bodyguard.

House Nlossae

Coat of Arms: Five golden butterflies set against a quartered field: black, white, green, blue – one in each quarter and one at the intersection of the four quarters gold or yellow with one other colour.

Traditional colours: Silver, black, white, green, blue, gold

Nlossae

Baron Gellendorf Nlossae, Transmuter 12, Str9 Int19 Wis16 Con16 Dex18 Chr 8, High Lord of House Nlossae, not very well liked but feared for his ability to transform opponents into objects they find difficulty getting out of, even in a society of shape changers.

House Goadulphyn

Coat of Arms: Two pairs of eagle silhouettes respectant, Silver and Dove Grey on a shield of solid sea green.

Traditional colours: Dove grey, sea green and white.

Goadulphyn

Baron Borllyn Goadulphyn, F14/Sorc12 – Duskblade, Str20 Int16 Wis12
Con16 Dex15 Chr9, High Lord of House Goadulphyn and High Captain of Sarya's elite Knights.

House Haevault

Coat of Arms

Two crossed spears against a split shield of white and gold; white, ochre and gray.

Haevault

Baroness Kalyndra Haevault, Sorcerer 9, Str7 Int19 Wis19 Con10 Dex15 Chr17, High Lady of House Kalyndra, advisor and cousin to the Countess Sarya.

History of the Daemonfey

Since the founding of their realm in the north and west of the High Forest, circa -8400 DR, the Gold Elves of Siluvanede have long emulated the elitism and arrogance of their Vyshaan ancestors. Such traits did not endear them to the realms Moon Elf minority, as well as alienating the Durothil and Starym clans of Gold Elves. This sentiment led to the establishment of Sharrven in the southern High Forest, circa -7600 DR. Fearful that the Gold Elves would repeat the mistakes of the past, the elders of Sharrven backed efforts by young nobles to establish the realm of Eaerlann, starting with reestablishing a presence amongst Aryvandaar's former capital, Sharlarion, circa, 4700 DR.

Meanwhile, in the forests east of the Teshar Mountains, amongst the trees of Arcorar, the Gold Elves of House Dlardrageth sought to strengthen their house after its fall from power during the Crown Wars. In -4690 DR, the matriarch of House Drlardrageth (influenced by the fallen Solar Malkizid), convinced her family that breeding with Tanar'ri and Yugoloth would strengthen their bloodline. Many of the children born of such unions were physically weaker than the average elf, but later proved to have more inherent magical powers and

skills in sorcery, thanks to their demonic sires. House Dlardrageth was cast down by the Cornoal of Arcorar and the High Stasinger ithraides, when their horrid dealings were discovered a few decades later, but seven escapees – the Lady Dlardrageth's youngest daughter Sarya, four sons and one daughter, and Sarya's nephew (her twin brothers son) – secretly fled west toward the Upvale, the former lands of thei Vyshaan forebears, hoping to escape and create a home in the mountains.

Centuries later the elves of Arcorar dropped the mythal surrounding the long-fallen Castle Dlardrageth and sifted through the wreckage, divinations revealed that not all members of the house had been destroyed or imprisoned, but a few had escaped during the initial assault. A dozen Selutaar (of Houses of Durothil, Moonflower, Swordstar, Irithyl, and Starym) and the heirs of those who had originally imprisoned the Dlardrageths (heirs of Rystall Wood and Jhyrennstar), gated to Eaerlann. They tracked the last members of the house to their redoubt hidden beneath the low volcanic crag later known as Ascal's Horn.

The corrupt daemonfey now lived in a series of caves within the crag and when confronted by these new adversaries, they fought to save themselves. The initial skirmishing between the Dlardrageths, the High magi, and the forces drawn from Eaerlann slew four of the seven Daamonfey, and the Selutaar sealed the survivors within their chambers beneath the crag. The magic that held them stopped all time and placed the survivors in a state of reverie so that they could contemplate the evil they had done during their imprisonment.

Prior to their imprisonment, the Dlardrageths had made deals with some of the lesser houses of Siluvanede to the west, fomenting a war against their betters (Durothil, Starym) ...and Eaerlann. The offensive action by Eaerlann and the High Magi against a once mighty Gold Elf House – even though it was but a corrupt remnant – was among the sparks that set off the Seven Citdels wars in -4500 DR. Arcorar's people became caught up in the conflict, and there they died. While they had only planned to imprison the Daemonfey for a few centuries, none survived the war who knew how to release them. Thus the Dlardrageths remained trapped in time, never aging but their minds always in reverie. They spent millenia staving off insanity by carefully plotting revenge.

The efforts of House Dlardrageth to induce several of the lesser houses of Siluvanded to join their demonic breeding programme barely had time to bare fruit before the arrival of Arcorar's forces. Yet the tainted seed that the Daemonfey had sown flourished during the Sixth Crown War. Before the establishment house Dlardrageth has established 5 hidden strongholds in former Vyshaan armouries that still contained much of the lost magic of their Vyshaan ancestors. These store houses of magical artifacts recovered from the ruined cities and citadels of the Vyshaan Empire were defended by dabolical traps and bound demonic guardians. Hints of these armouries were communicated to the lesser houses of Siluvanede, in an effort to draw them further into the schemes of the daemonfey. After the

forces of Siluvande suffered grievous losses in the initial skirmishes with the Eaerlanni, those same lesser houses sought out the terrible legacies of the Vyshaan in hopes of turning the tide of battle. Four of the five citdels were eventually discovered by the Siluvanede, and many weapons thus discovered not seen since the darkest days of the 5th Crown War, made their way into the hands of Siluvaneden forces. Aware of their likely fate if the forces of Eaerlann ever discovered them, the Siluvaneden rebels constructed a labyrinth of deadly traps and defensive fortifications in the upper reaches of each complex.

With the full backing of Sharrvens forces brought to bear against the oft-victorious Siluvaedenn, the Seven Citadels War was finally won by Eaerlann and her allies in -4500 DR. The Gold elves had been beaten by superior magic and dragons. The final battle unfolded as the Siluvaneden forces and their demonic counterparts emerged from Nar Kerymhoarth, in a desperate and unsuccessful bid to reverse their fortunes in the war. Those legacies of Vyshann that could not be destroyed were again hidden and sealed within the fifth armoury. Once sealed, the Moon Elves refused to speak its name, and erased all record of from their histories. In time it became known as the "Nameless Dungeon".

Not all of the Siluvaneden Gold Elves accepted defeat, three houses that secretly supported the Dlardrageths, and the looting of their armouries, fled. Members of Houses Flosin, Ealoeth and Aelorothi stole away to the depths of the pillaged armouries, where they plotted in secret to re-build their strength.. Deep below ground in purpose built summoning chambers they summoned succubi and incubi and bred with them to strengthen their bloodlines. After centuries of effort they created a clan of fey'ri skilled in the art and possessing innate magical abilities. These fey'ri unleashed their first major act of vengeance in -2770 when their spells caused an explosion in the monstrous populations within Sharrven. The ensuing slaughter led to the collapse of the realm, leaving just a few isolated settlements and tree steadings.

The fey'ri struck next in 864 DR when they led a specially prepared horde of orcs, trolls, giants and demons against the city of Myth Glaurach, sacking and burning the city, putting most of its inhabitants to the sword and claw. The fey'ri then proceeded to loot another Vyshaan armoury and searched the ruins for other hidden secrets and treasures.

Emboldened by the success of their Glaurachyndaar campaign to retake the old Vyshaan capital, the fey'ri struck again in 880 DR, when they took advantage of the rising influence of the Baatezu (who too were supplied by the fallen Solar, Malkizid), in the city of Ascalhorn to induce the few remaining wizards to summon Tanar'ri to battle their ancient foes. Alerted by their carefully hidden warding devices, this act proved to be the fey'ri's undoing as the leaders and Selutaar of Eaerlann retaliated with overwhelming force.

In the last months before their fall to the demons of Hellgate Keep in the waning days of 882 DR, the Moon Elves of Eaerlann imprisoned the Siluvaneden rebels within their ancient Dlardrageth armouries and then abandoned their ancient realm. In the ensuing chaos the

role the fey'ri played in the fall of Ascalhorn and the realms of Eaerlann, Sharrven and Ammarindar, let alone their very existence, was forgotten, as all of their Eaerlanni captors died in the battles of the "Exodus".

Extracted from "Cloak & Dagger & Hellgate Keep",



Cities of the Empire

Telardon (City of the Emerald Spires) ᑭ ᑦ ᑭ ᑦ ᑭ ᑦ ᑭ ᑦ ᑭ ᑦ ᑭ ᑦ

Brief Description: Many spired large city

Population: 48000 (Gold Elf 85%, Moon Elf 5%, Green Elf 5%, Others 5%)

Who Rules: Laranlor/Laranlar and council of Lordly advisors

Products: Unusual magical items, Forest fruits, plants, roots & herbs, honeys, jams & preserves, timber furniture, leather goods, silk tents, ropes & clothing, horses & griffons, tack & harness for a variety of uses, dragon armour and harness & weapons, scrolls, potions, enchanted items of all sorts, lore gems, spell books (sic), education and mages of high esteem and ability.

Armed Forces:

Dragon Riders: Gold, Silver, Bronze & Copper dragon mounts, Elven Plate-mail, shield, long lance or spear, pole-axe, elven longsword, dagger, shortbow.

Griffon riders: Elven chain-mail, longspear, elven longsword, elven shortsword, dagger, shortbow.

Heavy Infantry: Elven plate-mail, elven broadsword, spiked mace or battle axe, pole-axe, spear, longbow.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longspear, dagger.

Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Mounted Knights: Elven plate-mail, shield, heavy lance, elven longsword, battle axe or mace, shortbow, dagger

Mages of Note: Shilshreesantorro Circle of Sorcerers & Witches, Cartenvraen High Magic Circle, Court magi of the Arcorselutaar, Spell Singers of the Glenn

Temples of Note: The Grand Cathedral of Kirith Sotheril – The Magessa and her consort, Tethrin Veralde – Master of Blades

Organisations of Note: Tyrriltass Blades of Arcane Majesty – Independent Order of Duskblades Loyal only to the Arcorselutaar and the orders' Grandmage.

Prominent Locations:

The Emerald Palace

The seat of the city's government and palace of the ruling Ar'corselutaar, this collection of 14 gigantic jade and green theur-crystal towers rise nearly 400' above the forest floor, spiralling staircases wind their way up 200' to the lowest levels of the towers. Each tree is 50' wide and houses many extra dimensional spaces within its walls. At night the towers are

lit by faerie lights that twinkle like multi coloured stars when seen from below. The palace is a city unto itself with the day to running of the city taking place here. The administration of the city and much of its military might is housed within the palace precinct. It is not unusual to see strange and wondrous (sic) creatures wandering the palace and surrounding gardens in the company of wizards, sorcerers and their ilk.

Any one taken for questioning by the city guards will be taken here for imprisonment and questioning. The Emerald Palace has a fell reputation and belies its unearthly beauty and grace. Strange lights and sounds are often witnessed by newcomers to the city, and ignored by its long-time residents. At least one fire breathing black dragon had been spotted perched atop the roof of the highest spires of this imposing symbol of Elven power.

Griffons Glenn

This marbled and many columned collection of halls dormitories, libraries, concert halls and conservatories is renowned for its balanced and far reaching education. It is here that the well-to-do of Telardon sends their children to learn of history, song and literature. They are taught by the scribes, engineers, scholars, bards, skalds and spellsingers of the college. Education here is both prestigious and expensive The Glenn is exclusive in who it accepts takes in and tests the talented for further training in the arts of history, storytelling, music, dancing and song.

Seven Peacockspire

Named after the 7 rainbow hued, multi linked towers, the school houses mages who serve the city and the wider community in the use and peaceful pursuit of the Art. All 16 crafts are taught here, as well as the fundamentals of spell casting and arcane lore.

Smithies of the Fhaorkerym

Known as the finest blade smiths in Telardon, and house in a multi storied, fortress like complex, the smiths of the Fhaorkerym take careful pride in turning out the finest Elven blades. Each blade is made on a commission only basis, as each sword takes 3-4 smiths about 1 month to craft. The smithies work alongside mages of great power to enhance their blades with the appropriate enchantments. Even without arcane enhancement the blades here are so well balanced and crafted, anyone but the person it was made for will fight at a -1 to hit and damage, until they can be trained to use it, 4-6 weeks continuous use. Normally Fhaoekerym blades inflict an additional +1 to hit and damage. In the hands of the being they were created for, this increases to +2. The wait is long, and the prices steep, but any piece coming out of this smithy has been thoroughly tested before being passed onto the customer. Many unique blades, from returning throwing knives, shattering swords, and longswords with blades sharp enough to decapitate a god are kept within the enchanted and heavily warded vaults.

The Three Serpents Spire

This imposing edifice of the Cartenvraen High Magic Circle is made up of 3 intertwining serpent like towers of the greenest jade and marble, topped by glittering silver spires. The 3 towers twist around each other but never quite touch.

Local Lore: Telardon was constructed on the western edge of the Silverwood overlooking the Evermoors, in the days when those regions were part of the High Forest. The City of Emerald Spires was well known in Siluvande and beyond for the unusual magical artefacts created by its wizards. The architecture of Telardon, like its sister cities favoured long, graceful, stone structures and bright colours, so the city was filled with tall towers and slender spires grown from glittering emerald green marble and jade. Magnificent manors lined every street, and nearly every boulevard ended in a park where artisans came to create works of art

During the Seven Citadel's War the combined might of Eaerlann and Sharrven reduced Telardon to rubble. In their haste to level the city, however, the Eaerlanni overlooked dozens of underground chambers and libraries in which a few rebellious Gold Elves had been practising their fiendish arts. The fey'ri continued to practice their fiendish ways long after the armies of good had left. Even today well below the Green Radiations that permeate Telardons' ruins, certain deep vaults remain sealed against the day of the fey'ri's return.

Myth Adofaer (City of the Ruby Spires)



Brief Description: Many spired large city.

Population: 29500 (Gold Elf 50%, Moon Elf 30%, Green Elf 10%, Halfling 3%, Forest Gnome 2%, Other 5%)

Who Rules: Velorshee/Velarshree Council of High Magi

Products: Magical items, scrolls, potions, enchanted items of all sorts, lore gems, spell books (sic), education and mages of high esteem and ability, wines, spirits, meads & ales, artworks & musical instruments.

Armed Forces: Griffon riders: Elven chain-mail, long spear, elven longsword, elven shortsword, dagger, shortbow.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, long spear, dagger.

Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Mages of Note: Elders of the Faertelfhaor High Magic Circle, Sree'Selutaar of the Rulers Council Circle.

Temples of Note: Harvest Tide Temple of the Sedarine, Mhiltarlee Fey Mound & Stone Menhir Crescent.

Organisations of Note: The Sky Captains & Navigators Guild and Charts Hall. Myth Adofaer has its own skyfleet of leaf and swanships kept hidden in a subterranean lake deep below

the city. They are able to enter and exit via a specially prepared portal hidden just inside, and anchored to the top of the mythal, 1 mile above the High Guard Tower.

Prominent Locations:

The city proper is dotted with arcane spellcasters towers, for almost half of the citizenry are spellcasters. There are, however, actually only about 300 practicing mages; many others are bards and sorcerers. All of the buildings and streets have magical lighting and other conveniences. Many of the buildings are kept magically cool in summer and warm in winter and all have running water. Myth Adofaer is home to no less than 17 High Magi of the Rulers Council who pay only nominal homage to the Coronal in Lothen.

The Gardens of Patient Reverie

Set at the heart of the city is a magnificent formal landscape garden with perfect examples of the trees from all across the north and more than a few from across the globe, and from Faerie as well. Several ponds and small lakes dot this park as well as sweeping stretches of lawn, wisteria arbours, colonnaded walk ways, statuaries, mazes green houses, endless beds of flowers packed with all the colours of the spectrum, from the infrared to ultraviolet. Hundreds all small animals scurry around the gardens along with a large community of fey spirits and creatures. A small herd of dappled grey unicorns and moon horses inhabits this central park with its dells, hollows, and quiet plazas.

Deep within the heart of this enormous garden is a 20' wide lilac coloured stone that gives off a soft lambent glow day and night. Set 10' into the ground and surrounded by a low red brick wall for people to sit upon this stone is engraved with runes the “𐌹𐌺𐌿𐌸𐌰𐌹𐌺𐌰𐌹𐌺𐌰𐌹𐌺𐌰𐌹𐌺𐌰𐌹𐌺𐌰𐌹𐌺𐌰” – the Heart Stone. This is the heart of the city’s mythal and is what keeps all happy, healthy and safe. There are also a number of small open air theatres and stages for outdoor concerts, and a large number of archways with portals leading to other destinations within the city and beyond.

Halls of the Elders

These grand dwellings serve as both a common halls for the residents of Teuveamanthaar and as a meeting places for the different communities. Not far from parks and gardens of the city, the Halls of the Elders often become the centres for learning for many young artists practicing their trade who are able to learn from the collective knowledge of those much more knowledgeable than themselves.. Several wealthier clans with young artisans donated precious metals and jewels to show off the skills of their young. Though not as exalted as some of the structures of Lothen or Telardon, citizens of Myth Adofaer view these places as a crowning achievement to their dedication to the living history and knowledge of People.

Academy of Faertelfhaor

Faertel’Fhaor is named after the philosophy of its leading High Magi who believe that change comes through the enlightened and peaceful use of magic in all its forms. The school is made up of a collection of sparkling white, silver roofed, granite halls, spires,

refectories, lecture halls, theatres, cloisters, dormitories, laboratories and gardens surrounded by a dozen gleaming white, blue tile roofed towers. Made from gleaming white marble, the school houses mages who found that their fellows on Ascalhorn have strayed too far from the Elven path of magic, so they set up their own more accommodating school. All magical crafts are taught here, as well as the fundamentals of spell casting and arcane lore. Elven philosophy, music, song, and assorted artistic skills also find their place here. While there have been places elsewhere that were more learned, none devotes more time to educating young elves in said skills in the empire than Faertelfhaor. Like the School of Arms, this institute has many different instructors, depending on their residency in the city. For many Faertelfhaor has become a place for elderly artisans to pass on their knowledge before departing for Arvador.

It is here that the children come to learn of history, song and literature. They are taught by the scribes, scholars, experts, magi, priests, bards, skalds and spellsingers of the college. Education is free but a small annual donation is appreciated by those who can afford it. The college takes in all comers, and tests the talented for further training in the arts of history, storytelling, music, dancing and song.

Tower High Guard

Tower High Guard is the finest example of Myth Adofaer's home-grown architecture. The tower resembles a giant of Redwood Tree. The scaling on the bark is so expertly done that even a practiced sculptor's eye would not know it is stone, it is a place of mighty defensive magics and ancient powers. Here at the heart of the city is the mythal stone, a sapphire blue edifice some 10' across like a giant carbuncle cut gem of pure magic. At all times it is guarded by a contingent of Spellblades and Knights, along with 4 Balenorn High Magi, whose partners sacrificed themselves to raise the mythal, as its principal casters.

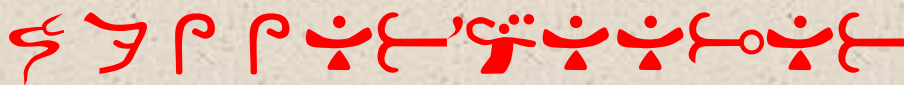
Local Lore:

Myth Adodaer was the last Siluvaneden city established, its mythal set it into a dimensional pocket dimension. The city's sleeping occupants are those who didn't agree with the corrupt leadership, leaving with lots of lore in hopes for the future. They sent themselves along to the future but won't rematerialize until it's safe. Tired of the political bickering and continued interference in their affairs in Lothen, and deeply concerned about the increasingly abhorrent practices of the magi of Telardon, the Sree'Selutaar of both city's established the Towers of Adofaer. Built on the edge of the Living Woods, half way between the two realms Telardon and Lothen. Adofaerenede became a symbol of all that is right and good within traditional Sun Elf culture.

Under the direction of the Coronal and her Grand High Mage Bylantorll Korianthil, the High Magi of the city erected a mythal over the city of Adofaerenede and renamed it Myth Adofaer. The city was dedicated to the peaceful pursuit of the Art in all its forms, for the benefit of all Tel'quessir. Amongst the mythal's more obvious powers was its prohibition on the entry of evil outsiders and those with such blood running through their veins. At the same time the mythal prevented scrying, allowed rapid healing, allowed residents to

recharge magical items quickly and enhanced certain divinations whilst excluding those powers that controlled, influenced or enslaved another's will in some way. Due in large parts to its mythal, and the collective power of its priests and magi, Myth Adofaer managed to avoid most of the excesses and violence of the Sixth Crown War. However upon discovering the deceit of the fey'ri, untainted Siluvanedenn High Mages placed the city of Myth Adofaer (and all of its Gold Elf inhabitants) in magical stasis, effectively fleeing to the far future to escape association with the fey'ri houses. All of the citizens agreed that a return may someday occur, but only when they can atone for and learn from the sins and mistakes of the past.

Bellan'



Brief Description: Citadel of Bellan'daaran

Population: 14000 (Gold Elf 85%, Moon Elf 10%, Green Elf 3%, Others 2%)

Who Rules: Armathor Telegaunt & loyal officers

Products: Finest weapons and armours, moon horses

Armed Forces: Griffon riders: Elven chain-mail, longspear, elven longsword, elven shortsword, dagger, shortbow.

Heavy Infantry: Elven plate-mail, elven broadsword, spiked mace or battle axe, pole-axe, spear, longbow.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longspear, dagger.

Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Mounted Knights: Elven plate-mail, shield, heavy lance, elven longsword, battle axe or mace, shortbow, dagger

Mages of Note: Margentala Sree-selutaar Circle, Battle Mages of the Silver Griffon, Thunder Arcs Griffon Mages & Sorcerers.

Temples of Note: Martial temples to Sheverash, Corellon and a Seldarine Exarch of Battle – Karvanieth of the Longspear.

Organisations of Note: The Poetic Order of Justicars – an order of Paladins, Holy Warriors and Crusaders dedicated to ridding the people of any demonic taint that may linger from the Crown Wars. These fanatics search the ruins of the Vyshaan looking for clues at the whereabouts of lost and hidden caches of weapons and magic. Their library of the history of the Crown Wars and the Vyshann Lords role in it, is second only to their counter parts in Evereska.

Prominent Locations:

The Six Towers of the Lunar Eclipse

An incredible set of 6 beautiful twisting spires dedicated to the goddess, Sehadine Moonbow. Adamantine gates inlaid with semi-precious gems and mithral are set in the

base entwined with ivy and blooming roses year-round permit passage to any who approach wishing to worship the Lady of Silver Sehanine. Within gleaming white marble walkways flank tall columns carved into the shapes of giant bluetop trees adorned with ivy and roses, like the entrance gates, lead to the heart of the tower precinct and connect the numerous shrines and cloisters found within.


High Lords Keep

The forbidding grey granite towers and walls of the High Lords Keep, stand 80', with the towers standing 100' topped with crenulated battlements. Home of the High Lord, the city's High Mage and the meeting place for the town's council of Priests, Merchants, Guildsmen, Traders. A permanent detachment of 1500 soldiers is here at all times. Attached to The High Lords Tower is the Kerymeska , and functional multi-level aerie topped bastion and the headquarters for the city's Knights and Griffon Riders

Local Lore:

The Citadel of Bellan, started out as a way station for explorers and caravaneers who would stop here before heading down "The Old Road", when it was little more than a deer path and a line on a map. As Lothen grew, Bellan became important as a trading town, where by Gold Elf merchants could meet traders from other lands outside of the city without the general populace having to ever get their delicate hands dirty. The current citadel was built in response to increasing forest orc and troll raids, and came into its own when Eaerlann was established. Bellan has always had a martial presence and feel to it. It has trained some of the finest warriors and has a proud tradition as the headquarters for the Knight5s of the Mid-Night Sun. Bellan is famous for the role it played during the last Crown War. It was here in the autumn of -4498 DR that the Fey'ri generals took full control of Siluvanede's armies. Moon, Gold and Green Elf forces from Eaerlann and Ardeep laid siege to the citadel of Bellan'daaran. The small fortress city on the southern slopes of the Lost Peaks was quickly over-run, and a guerrilla style of warfare persisted for months amongst the hills and valleys surrounding the mountains. The newly crowned Coronal Terriavor Starym was killed by his own generals whilst in a meeting with them during the final the battle for the city.

Ar'Selyndaar (City of the Sunlit Spires)



Brief Description: Many spired city.

Population: 21900 (Gold Elf 60%, Moon Elf 20%, Green Elf 5%, Halfling 5%, Forest Gnome 5%, Centaur 5%)

Who Rules: Laranlor/Laranlas Floshin & council of lordly advisors.

Products: Magical items, scrolls, potions, enchanted items of all sorts, lore gems, spell books (sic), education and mages of high esteem and ability, meat products, pottery, quarried stone, timber products, river boats & barges, river pearls, fresh water mussels & fish, coal, pitch, lamp oil, perfumes, wines, meads & ales, wool, leather goods, iron mongery.

Armed Forces: Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longspear, dagger.

Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: High Circle of Everaenyr, Portal Traders Guild of Messengers and Couriers,

Temples of Note: Corellons Palace of the Crescent Moon,

Prominent Locations:

Ar'Selyndaar is the southern center of Siluvannede. With a population of just over 21000, the city is considered small in Elven terms may but to the southern Gold Elves, and the Moon Elves of Sharrven it is a metropolis. Anything in Siluvanede can probably be had in Ar'Selyndaar, if the buyer has the money.

The city's main market is located on the by the southern Summer Gate. The city is walled, but the seasonal gates are wide, and seldom closed. There are numerous temples to various deities both local and foreign scattered about the city. The largest temple of the Seldarine is part of the central palace complex. There is also a temple to Corellon. It is a large building with buttresses carved to Eladrin's wings, and a pair statues depicting sword holding Eladrin Planetar's flank the white opaline coloured doors. The palace is huge, with a three-block-square, open-air park in the center.



Southern Wing of the Palace of the Crescent Moon

Everaenyr Tower Magic School

Everaenyr Tower is made from gleaming white marble and its grand spire soars above the sprawling streetscape of Ar'selyndaar. The school houses mages who teach all who ask the fundamentals of spell casting and arcane lore. Training in the casting of spell, whether it is by instinct, compact or careful training is all the same to the Art workers here.



EVERAENYR TOWER

Local Lore:

The city is much more tolerant than the rest of Siluvanede. This is due to the influence of the traders from the south and the Dwarves in Ammarindaar to the east. It is a popular stop-over for pilgrims on their way to visit the Seer of Siluvanede in Lothen. Shops featuring nearly all types of adventuring equipment are present, including an alchemist who sells magical potions. Ar'selyndaar for the most part is a peaceful trading city. It boasts the largest horse pens in the nation. Traders come with many types of goods. The markets here supply the rest of the country with many hard to get goods, such as metal weapons from Ammarindar and Delzoun and tropical fruits from the deep south.

Aelyth



Brief Description: a tree town nestled upon the northern banks of Starfire stream, a minor tributary of the Dessarin.

Population: 6850 (Gold Elf 55%, Moon Elf 20%, Green Elf 10%, Gnome 5%, Halfling 5%, Other 5%)

Who Rules: Laranlor/Laranlas + council of elders & merchants.

Products: , river pearls, fresh water mussels & fish, lamp oil, perfumes, wines, meads & ales, wool, leather goods, forest fruits, plants, roots & herbs, honeys, jams & preserves, timber furniture, leather goods, silk tents, ropes & clothing.

Armed Forces: Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Starfire Grove Circle of Life Shapers & Geomancers

Temples of Note: Corellon's Spire, The Timeless Grove – Twin temple to Labelas and Rillifane

Organisations of Note: The Life Shapers Guild of Arborists,

Prominent Locations:

Corellon's Spire

Corellon's Spire is a bright and beautiful white marble edifice, with fountains and springs bubbling up from beneath this house of worship and song. A garden surrounding the tower garden is designed with quiet contemplation in mind, providing endless mazes of shady paths, babbling brooks, quiet pools, leafy bowers, and flowering hedgerows.

Local Lore: The majority of buildings of Aelyth lie high above the forest floor, linked by a network of magically warded and preserved rope bridges. Only a handful of rope ladders lead down to the ground, and they are normally drawn up into the trees. Ancient wards protect the settlement from magical and non-magical fire, the danger of lightning strikes, and the threat of rot and disease. The inhabitants of Aelyth have created fabulous dwellings from hollows painstakingly shaped into the trunks and branches of the great trees as they grow. Far above the forest floor, rope bridges criss-cross the distance between the massive oaks and lead into masterfully shaped living chambers inside the trunks. With the exception of a few ground-built shelters, Aelyth is exclusively an arboreal community, built within some of the thickest foliage in the High Forest.

Grand buildings high above the ground are built by members of various Elven clans. Residents of these tree dwellings are never more than a few moments from the forest floor.

The few ground dwellings in the city are extremely well built, and in some cases, very well hidden. Some are carved out of the base of colossal oak trees, being careful not to kill the tree in the process. These dwellings often lead to small underground chambers that store perishables for the community, or the treasures of individual clans. These dwellings are for the infirm or the very young. Each tree has been grown so as to form one or more natural hollows within its trunk at various elevations, and vine rope bridges are threaded through each tightly packed grove to connect the chambers in the heart of each tree. At ground level, roots, rocks, earth, plants are woven into near impregnable defensive fortifications

Sylfaaril



Brief Description: small tree city

Population: 9600 (Gold Elf 70%, Moon Elf 10%, Green Elf 5%, Halfling 5%, Gnome 5%, Other 5%)

Who Rules: Laranlor/Laranlas + council of elders

Products: Finest weapons and armours, moon horses, wines, meads & ales, artworks & musical instruments, fruits, wool, silks, meats, breads, grains, rice, vegetables, herbs & spices, leather and timber goods, farming equipment.

Armed Forces: Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Blue Lark Circle of Elementalists, Gerthorin Academy of Dualists, Radiant Sun High magic Circle and academy of the Arts.

Temples of Note: Major temples to Rillifane, Angharad, Eldath and Chauntea with shrines to most nature deities.

Organisations of Note: Cantilbright Smithy: Weaponsmith and Armourers to the Empire – run by the Everaer brothers. Vintners Guild and Wine Exporters. Hasselbach Importers & Purveyors of the Rare & Exotic – A trading coster of Halfling Traders and Dry Goods Merchants.

Prominent Locations:

Cantilbright Smithy – see below.

Vintners Guild and Wine Exporters House:

These wine makers here have two special vintages: the emerald green, chilled mint wine, and the far rarer Moondrop – a sparkling, smoky flavoured clear liqueur that has certain healing properties.

Radiant Sun High Magic Circle and Academy of the Arts.

A tall white marble edifice, with a traditional blue tiled roof, is surrounded by a grove of tall shadowtop trees that house the various apprentices and battle mages.

Local Lore:

Considered by most to be a quiet little backwater by most Gold Elves, Sylfaaril is a community of farmers, herders, orchardists, market gardeners and foresters. Its fields, herds and gardens provide most of the food needed to feed the larger city's of the empire. It is the bread basket and fruit bowl of Siluvanede, and was the target of frequent raids by both sides during the sixth Crown War. It managed to emerge relatively intact as after all the food had been taken and all the eligible warriors 'recruited' into the passing armies, the place was left pretty much alone.

The majority of buildings of Sylfaaril lie high above the forest floor, linked by a network of magically warded and preserved rope bridges. Only a handful of rope ladders lead down to the ground, and they are normally drawn up into the trees. Each tree has been grown so as to form one or more natural hollows within its trunk at various elevations, and vine rope bridges are threaded through each tightly packed grove to connect the chambers in the heart of each tree. At ground level, roots, rocks, earth, plants are woven into near impregnable defensive fortifications.

The city has many skilled armourers and smiths. The best known are the Moon Elven, Everaer brothers. They have the largest smithy in the district. They employ up to 10 smiths and 40 apprentices at a time. The brothers specialize in horseshoes, barding, and other supplies for the cavalry. They and their staff are always busy. They can usually find room for special requests, provided the client is willing to pay extra. Armour or weapons can be had for standard price. The purchaser must be willing to wait for up to two months. Speedier deliveries require higher payments in proportion to the time saved.

Shilrúa



Brief Description: Many spired city

Population: 11800 (Gold Elf 90%, Moon Elf 5%, Others 5%)

Who Rules: Laranlor/Laranlas Ealoeth & council of lordly advisors

Products: Finest weapons and armours, moon horses & aerial steeds, leather goods, silk tents, ropes & clothing, horses & griffons, tack & harness for a variety of uses, griffon armour and harness & weapons.

Armed Forces: Griffon riders: Elven chain-mail, longsword, elven longsword, elven shortsword, dagger, shortbow.

Heavy Infantry: Elven plate-mail, elven broadsword, spiked mace or battle axe, pole-axe, spear, longbow.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longsword, dagger.

Mounted Knights: Elven plate-mail, shield, heavy lance, elven longsword, battle axe or mace, shortbow, dagger.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Mages of Note: Bright Spears Battle Dancers Academy Martial Mages & Sorcerers specialising in combat armed & unarmed.

Temples of Note: Major temples to Rillifane, Corellon, Angharad and Erevan

Organisations of Note: Castlaman Mercantile Money Lenders & Underwriters Guild.

Prominent Locations: Shilrua's graceful spires are built of wood and stone and arcane towers dot the skyline. The many 'grown' buildings have an organic beauty to rival anything in Evereska or Luethilspar.

The Forest of Lost Memories.

Is a sacred park in the heart of the city, Gold Elf mausoleums of silver and gold stand beside Moon Elf sepulchres and ornately gardened Green Elf Mounds. The place is considered sacred to all Tel'Quessir, and those not of the people are forbidden from entering upon pain of death...or worse. Fine statuary dots the park along with flower beds and small ponds, waterfalls and streams. A quiet place of contemplation, the park has its own mythal that prevents any necromantic magics from working and prevents all non-elves from entering.

Local Lore:

Of old Shilrua was a conservative city that clung tenaciously to the 'Old Ways' of traditions and ceremonies handed down from the ancient days of Sharalion. A city laid out in a circular pattern, in imitation of their ancient home, the Gold Elves of this city prided themselves on remembering much that was lost in other, more 'advanced' realms. Seen by most as a bunch of slow witted backwoods Elves, the residents of the city were only to aware of the problems faced by their realm when the fey'ri came to power, thus they were amongst the first to migrate to Evermeet when the opportunity arose. Many elves left even before the advent of the Sixth Crown war.

Orlgotha



Brief Description: Tree & Towered city

Population: 12100 (Gold Elf 85%, Moon Elf 5%, Green Elf 5%, Other 5%)

Who Rules: Laranlor/Laranlas Aelrothi & council of lordly advisors.

Products: Finest weapons and armours, moon horses & aerial steeds, leather goods, silk tents, ropes & clothing, horses & griffons, tack & harness for a variety of uses, griffon armour and harness & weapons, coal, pitch, lamp oil,

Armed Forces: Griffon riders: Elven chain-mail, longspear, elven longsword, elven shortsword, dagger, shortbow.

Mounted Knights: Elven plate-mail, shield, heavy lance, elven longsword, battle axe or mace, shortbow, dagger.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longspear, dagger

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger

Mages of Note: Silorenn Circle of Lochantar, Gezzelda Circle of Naturists & Elementalists

Temples of Note: see below

Organisations of Note: The Most Potent Order of Incanters and Evokers, Jallbidiah's Portal Networks Maintenance and Construction, Heppelworths Bridging & Engineering – Castles and Bridges a specialty.

Prominent Locations:

The majority of buildings of Origotha are an interesting mix of the natural and the grown, ancient stone towers link to giant oak and redwood trees. The inhabitants of the city have created fabulous dwellings from hollows painstakingly shaped into the trunks and branches of the great trees as they grow, as well as breath-taking jewelled spires that reach up into the misty clouds that cover much of the city most of the time. Far above the forest floor, wooden and buttressed stone arch bridges criss-cross the distance between the massive oaks and towers and lead into masterfully shaped living chambers inside both. The ground dwellings in the city are extremely well built, and in some cases, very well hidden. Some are carved out of the base of colossal oak trees, being careful not to kill the tree in the process. Each tree and tower has been grown so as to blend in with the natural environment and almost every dwelling and tower has been treated with their crystal generating magics making them harder than the strongest steel, and fire proof to boot. At ground level, buttresses, roots, rocks, earth, wire fences and plants are woven into near impregnable defensive fortifications.

The Moon Glade

The Moon Glade is an important site in the heart of the city. This magical site, and it is magical, for it has been enchanted to resist the ravages of time is dedicated to Sehanine. It contains a giant circle of silver stones. These stones, which number 34, are marked with ancient Seldruin dedicating each stone to a particular member of the Seldarine. The runes themselves mark dedicated gateways to different Elven realms across Toril. Only the priests of the temple know the secret to the gates operations and eventual destinations, and it is rumoured that a time portal lies within one of the stone archways as well.

Feathered Serpent Bardic College

Home to the only minstrels and Spellsingers School in Origotha. Here the Lore is taught and kept, a regular school for the children of the city is also run here.

The High Mages Tower & Manse

A tall white marble edifice, with a traditional blue tiled roof, is surrounded by a grove a tall shadowtop treed that house the various apprentices and battle mages. The High Mages mansion is a stately triple towered affair, with climbing red, blue and white roses covering

the outer walls of this 3 storied dwelling. Hidden deep beneath the tower is a series of carefully sealed and hidden vaults filled with left over flotsam from the 5th Crown War. A major battle was fought near here and the losers retreated here sealing the caverns and vaults behind them. No one knows what is stored inside, but 7500 fey'ri entered along with many hundreds of automata, and none have yet to see the light of day since that day.

Local Lore: Way back in the year -2357 DR, the Gold Elves of Orlgotha sensed that their time on Faerun was at an end. Even as Laranlas Labelia Amarillis was making arrangements for Evermeet to receive it newest batch of immigrants, the Gold Elf residents were packing up their community. On mid-summers day, more than 7500 Gold Elves departed the High Forest for Luethilspar through several specially prepared portals. On outer edges of the community, the city's former Moon and Green Elf inhabitants could only watch in horror and dismay as the people they had faithfully served for millennia abandoned them, and the High Magi of the city erased every building and structure except for the Moon Glade which resisted even their attempts to destroy it. Even today there is a small Moon and Green Elf community living in hidden tree dwellings in and around the now overgrown Moon Glade.



High Mages Tower and Manse of Orlgotha

Lothen of the Silver Spires



Brief Description: Many Spired Large City

Population: 57000 (Gold Elf 75%, Moon Elf 10%, Green Elf 5%, Forest Gnome 5%, Others 5%)

Who Rules: Coronal and Council of Ruling Lords

Products: Finest weapons and armours, moon horses & aerial steeds, fine wines & meads, art works, education, music & musical instruments, knowledge storage devices, gems & jewellery, fines crafted home-wares & pottery, blown glass items, crystal items, magic items, leather goods, silk tents, ropes & clothing, trail gear, bows, arrows, fletchings

Armed Forces:

Dragon Riders: Gold, Silver, Bronze & Copper dragon mounts, Elven Plate-mail, shield, long lance or spear, pole-axe, elven longsword, dagger, shortbow.

Griffon riders: Elven chain-mail, longspear, elven longsword, elven shortsword, dagger, shortbow.

Heavy Infantry: Elven plate-mail, elven broadsword, spiked mace or battle axe, pole-axe, spear, longbow.

Medium Infantry: Elven chain-mail, elven longsword, elven shortsword, longbow, longspear, dagger.

Scouts: Studded Leather or mithral shirt, elven long and shorts swords, long or shortbow, dagger, spear (optional).

Mounted Knights: Elven plate-mail, shield, heavy lance, elven longsword, battle axe or mace, shortbow, dagger.

Mages of Note: Circle of the Sapphire Moon, Seer of Siluvanede, Arcorselutaar of Lothen.

Temples of Note: The Silver Spires – Temple to Correllon, Starfire Cathedral – Temple to the Seldarine, Aeral Spires – Temple of the nature spirits and the Seelie Court.

Organisations of Note: Reformed Order of the Knights of the Midnight Sun, Arcane Gatherers & Seekers Guild,

Tomb Guardians of the Lost Peaks, Wind Riders of Shiihaarn (Dragon Riders)

Mythal

Major Powers

- Prevents entry to goblinoids, giant-kin, trolls, chromatic dragons and any creature that has ever eaten Elf flesh. It acts like a solid barrier to such creatures.

- The mythal is able to hurl blasts of raw magical energy (like giant magic missiles) every 5 rounds, each a globe of roiling rainbow coloured energy 10' across with the combined effects of a prismatic sphere. It can do this up to 20 times in a 24 hour period before have to recharge at the rate of 1 sphere per day.
- The mythal prevents all forms of magical and psionic fire, acid, rust, corrosion and rot of any form from affecting living and non-living materials.
- Undead cannot abide within the mythal unless of Elven heritage. Any attempt to raise the dead also fails as do most necromantic magic and abilities, except those with healing powers.

Minor Powers

- A person attuned to the mythal can adjust the ambient temperature around them to a comfortable level; also extremes of weather simply do not exist within the mythals' bounds.
- Creatures and plants heal at three times their normal rate and spells from the healing and plants spheres function at maximum efficacy.
- Diseases simply do not take within the mythal, and anyone entering with a disease has it removed, never to return.
- Memorized spells return to the casters mind once every 24 hours without having to be relearned. They may be changed, but then the normal learning times apply.
- Magic items may be recharged by those who know how by tapping into the power of the mythal. Items recharge at the rate of 1d4+4 charges every 24 hours, but can never gain more than their normal maximum.
- A permanent feather-fall effect is in place for all inhabitants.
at the cost of a single hit point a being may teleport to any point within the mythal, this only works for those being attuned to the mythal, all other forms of dimensional/planar travel are forbidden as per a dimensional lock.
- Attuned beings are gifted with slow aging, beings age at half their normal rate after spending 100 days in the mythal. Normal aging resumes once they leave, but can be slowed upon spending at least another 100 days inside the mythal's boundary.
- Attuned beings can conjure created water or food once every 24 hours, with enough of either appearing to keep 1d3 elf sized creatures sated for 24 hours.
- Once a day an attuned creature may invoke a stone skin spell at 12th level (1d4+6 attacks thwarted before the spell expires). This effect lasts for up to 2 hours.
- An attuned being may fly for up to 1 hour per day by sacrificing a single hit point. This may be used once every 24 hours. Mv 18/C.
- An inhabitant of the city may conjure an "improved phantasm" with sound once every 24 hours that lasts for up to 4 hours.
- Attuned beings may invoke and unseen servant to help them with basic chores for up to 12 hours a day, once every 3 days.
- Spells of the enchantment/charm and divination schools work at absolute minimum efficiency within the mythal, and inhabitants gain a +4 bonus to saving throws against all such affects. Divinations can be cast out of the mythal without ill effect, but function poorly being cast into or within the mythal with their being a 75% chance that the wrong information is learnt.

Prominent Locations:

This magnificent city of silver stone was built upon foundations more than 10 millenia old. Long before it was Lothen, this former city was named Occidian – Flower of the Sun. With Lothens construction it marked in later times the southern border of Siluvanede. Before the sixth Crown War, the border ran as far south as Caelpiir near the Great Star Mounts. Before Eaerlann annexed it, Lothen was a centre of studies for the Siluvaneden with its Arms academies, Universities, Theological and Art Schools its wondrous Bardic Colleges. The rampaging hordes from Ascalhorn never reached the city of Silver Spires thanks in large part to the Fey’ri who led the demons on their march, so Lothen was spared from the devastation wrought by demons elsewhere in the high forest.

The architecture of Lothen, like its sister cities favoured long, graceful, stone structures and bright colours, so the city was filled with tall towers and slender spires grown from brightly coloured stone. Magnificent manors lined every street, and nearly every boulevard ended in a park where artisans came to create works of art from stone, wood and magic. Built straddling the river Dessarin, Lothen was the jewel in the crown. Under Eaerlanni rule its temples rivalled those of Mhillamniir for their beauty and grandeur as the Gold Elves of the city attempted to redeem themselves in the eyes of their gods.

Defenses

The outer walls of the city rise 80 feet from the ground, made of silvery whiten granite, 30 feet thick. The walls are topped with merlons and crenulations carved into a variety of fantastical animal shapes. Each silvery white, granite, cylindrical, buttressed tower is 100 feet high with a diameter of 40 feet and each is topped by merlons and crenulations as the walls. The ceiling of each tower is topped by a clear, theurglass dome that lets in natural light into the open space of the top level. The third floor of each tor is lit by stained theurglass, rectangular windows interspersed with arrow slits. The second floor of each tower also bares arrow-slits at equidistant spaces. The ground floor of each tower is entered via intricately carved adamantine doors that can be barred by thick beams of the same material. A granite staircase spirals in a clockwise direction around the inner wall to each level of the tower. Each tower has tunnels into main cellars for food and goods storage. There are deeper, more secret tunnels within the foundations that hide the secret exits from the towers. Hidden on the second level of each tower is a sally port. Each port is indistinguishable from the outer walls of the tower. The walls of the towers and their curtain walls are warded against disintegration, passwall, rock to mud, dimension door, phase shifting, teleportation, and gating. Those inside the tower’s curtain walls or the towers themselves are protected from scrying magics and psionics.

The Silver Palace

The Coronal’s Silver Palace is vast, gleaming structure of white, silver, and gold stands watch over the city. This estate is a walled castle of exotic design, with many towers, crenulated walls, domes, cupolas, tall, slender towers, walls, small domes and landing platforms for

flying troops, buttresses, high walkways, and numerous sub-structures that are all clustered around the central palace that is crafted of alabaster and marble and roofed in gold. Inside, the palace is an endless maze of broad corridors, high-ceilinged rooms, galleries gleaming in blue, gold, and silver.

Spire of the Seer

This spiralling needle like tower is one of the most prominent features of the city. It is crafted entirely of smooth, polished sparkling white marble, veined in silver. The roof is pearlescent marble dome that is highly reflective. Several windows and balconies are visible along the tower's length. The Seer of Siluvanede lives here within the spire with her apprentices and fellow High Magi of the Dellyndaar Circle, surrounded by the towers' many libraries and scriptoriums in its extra-dimensional halls and chambers.

Seven Suns Concert Hall and College

Circular in shape so plays and concerts can be performed 'in the round', and lined by colonnades, decorated by 8 monumental arches. The theatre of whitened granite is grown out of the bedrock and seats nearly 10000 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. At night the theatre is awash with flickering and dancing flames of faerie fire and moonglow that guides the residents and delights the populace with an ever changing lightshow.

Tower of the Everfaer

This 200 foot tall tower is a tall spiralling construction with slender buttresses arching away from the towers base. The tower is made of sparkling silver gilded marble and is topped by an octagonal chamber set with a burnished silver pinnacle. 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 western 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 black granite.

Here the Selu'taar of Lothens Academy of Arms and Magic live and work teaching students the old elven ways of using magic. This tower is recognized as one of the greatest centres of learning in the realm. Great libraries of old lore rest here. The vast knowledge of the is kept in lore gems, and giant crystal spindles that contain knowledge and secrets dating all the way back to the elves flight from Tintageer.

Floshin Hall

This breathtaking edifice was grown by Elven stone shapers. The glittering white alabaster and marble walls rise 8 stories and are covered in carved roses and silver star-lilies. The roof

is topped by 4 spiralling towers of white alabaster topped by domes of solid silver. Tall Shadowtop trees form a canopied roof around the edges of the manor.

Star Dusk Grove

This towering grove of Shadowtop trees grows straight and tall reaching almost 120' in height, high upon their dusky trunks are several Elven tree homes belonging to the gold elves of the Durothil clan. Each tree has been grown so as to form one or more natural hollows within its trunk at various elevations, and vine rope bridges are threaded through each tightly packed grove to connect the chambers in the heart of each tree. At ground level, roots, rocks, earth, plants are woven into near impregnable defensive fortifications to ensure the sanctity of the temple perimeter. Earthen chambers are hewn from the dirt beneath the grove, nestled among the tightly woven root structures.

The Treasury

Here can be found a sparkling, grey and red marble manor complete with crenulations, arrow slits and a portcullis. This fortress like building is home to the city's mint and treasury. It acts as coin mint, store house, counting hall and residence. It is used by the gem-cutters of the city who bring their wares to this spell-guarded place. Here gems are graded and jewellery stored for later sale and export. Deep beneath the keep is a portal to the treasury caverns, that are heavily warded and guarded against intrusion and theft by their own small mythal.

The Farmers Markets

Here farmers and crafters gather from across the realm to sell their wares. Spices from the deep forest, furniture makers, smiths of various products, wines and ales, food stuffs, clothing and jewellery, trinkets, antiques and bric-a-brac are all to be had here under the colourful tents, stalls and marquees of the different traders. A riot of sights, sounds, smells and colours, the Farmers Market brings the city to a standstill whenever it is held. Most anything can be bought here for a price, but the most prized are the fine Elven wares and the bright dwarfish works imported from Delzoun.

The Mithral Spires

This edifice to He Who Is Arvandor is a dazzling mother-of-pearl hued tower and cathedral of scintillating marble and alabaster. Located at the heart of the city, the temple to Corellon is one of the largest structures in Lothen. The clergy of Corellon is the largest in the city, its numbers ranging from 200-500 at any given time and consisting of both genders. The parents of elven children often send their young children to the Temple of Corellon, even if they are not devout worshipers of the creator of the elves. Most of these lessons are for youth from the ages of 15 to 20. From the outside, the facade of this grand Temple is shod in mithral as is its roof and its graceful spires. 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 vine scroll work, the leaves made of brilliant green jade.

Gleaming white marble walkways flanked by tall columns lead through the heart of the temple and connect the numerous shrines found within.

11. Moonsun Bay - City Docks
12. Palace of the Midnight Sun - Fortress of the Sun Knights
13. Faeradoness Citadel - Gate House
14. Old road Citadel - Gate House
15. The Faegardens of Spritual Delights
16. Starfire Cathedral - temple to Seldarine
17. Aeral Spires - Temple to Seelie Court
18. Towers of the Sapphire Moon - High Magic Circle and Academy
19. Shilithaarn Fortress - Home of the Dragon Riders
20. The Green Belt - traditional tree homes of Green and Moon Elves.

Local Lore

Lothen 1385 OR

Hidden deep beneath the streets and spires of the city lie the reasons why it was built, the hidden portals and vaults of old Occidian. The ruins of Lothen encompass a single large city, built on the site where the forest now grows. Ruins of buildings can be found throughout the central part of the city, and a number of animals and monsters live in these ruins. The ruins are riddled with portals dating back to the time of ancient Occidian.

The Hidden Portal of the Seer of Siluvanede

This portal is located in the basement of a ruined tower that once belonged to the Seer of Lothen. The portal is in a small chamber that has become overgrown with tree roots, so it is well hidden from the surface. The portal is Elf-sized and keyed. It leads to a small pocket plane on the Ethereal Plane that has a mansion and about two acres of ground around it. A doorway leading nowhere marks the two-way portal that opens when a piece of jade is thrown through it. In older times this demi-plane was the retreat of the Ar'corlselutaar of Lothen, it still holds ancient enchantments and several powerful magical guardians who still watch over the tombs of all the Shree'selutaar who served Siluvanede.

The Farmers Portals

This network of six portals was used by farmers so that they could be spread out over great distances and still work as a community. Five portals linked the farming regions to each

other and to a central portal in the city. Each portal is about 6 feet in diameter, and they were all marked by unassuming arches. The arches have long since crumbled, but the portals remain. They are keyed; to activate one, the user must wear a symbol to Rillifane. Further, the portals were numbered on their arches, and saying the number of the portal at which you wished to arrive keyed the portal to that destination. The five portals in the countryside are all within twenty miles of the Lothen, and no two are separated by more than ten miles. They form a kind of gentle curve stretching across the countryside, and the curve now parallels the road. The centre two are but two miles apart.

The Lothen to Gaurachyndaar Portal -via the Far Forest.

One of the strange items in the records from the city's old library is reference to a continuously active portal located just outside the city limits. The records stated that it is positioned next to a great chasm and that the portal allows quick travel across the chasm. The portal, a two-way construction marked by a simple arch, is paired with a portal on the other side of the chasm.

The first portal is in a wood nearby, and its twin for the first one, is in another wood a few hundred miles away. The effect when using the portal is that one appears not to have gone anywhere after stepping through either of the portals, at least not at first glance. A careful look reveals that the two places are not the same (different moss patterns, different tracks in the ground, different root placements), but if one is in a hurry, the effect can be quite deceptive. In elder days this portal was used as a way for merchants and wayfarers to travel to Sharlarion. It was first created at the fall of Occidian to the orcs over 20000 years ago, and was positioned 50 miles away from Sharlarion so as to give the elves there time to prepare for the hordes approach. In the days of Eerlann, the settlement of Thilshantaaar guarded the exit to this portal, a place first established by Songknights thousands of years ago.

The Forbidden Items Portal

Hidden in what were once the cells of the Court Magi of the Ducal Palace, is a somewhat obvious portal. The continuously active elf-sized portal is a one-way gateway. The portal transports its user to a spot about 10 feet beyond it. The user's possessions go elsewhere. The possessions of any user go to a cavern deep beneath the earth. The cavern is located about a mile north of the ruins, and it is entirely natural.

In the cavern, three tunnels exit from the portal, but a one-way portal covers each of the ways out. A person can enter, but when they try to leave, they activate the portal and find themselves back in the ruined basement -- naked. Anything they carry is found in the cavern again. Thus, while people can enter and leave, any objects that end up in the cave stay there. A dimension door can be used to bypass the portals and remove items, but this is the only means that anyone has of removing anything from the cavern. Originally it was used to strip prisoners and the unwary of their items before interrogation. It became a popular and economical way of searching for items thought hidden on a person without the need for a

physical search. A wizard with a ring of dimensional travel would be stationed at the cavern to collect items appearing there.

The Treasury Portal

Deep beneath the manor house of Lothen's High Treasurer and Keeper of the Seal is a portal that leads to the city's treasury, which is a secure cavern from which trusted (hopefully) officials could take such wealth as was needed. The location was secure from theft because, it is warded by with its own mythal that set with detection-foiling spells and permanent dimensional anchors that prevented teleport access except through one portal. The cavern is sealed with no mundane way out, and it is protected by powerful magical spells and guardians, and is protected from digging by transmute rock to steel spells.

The reason that the portal does not work is that a shift in the earth when the chasm was filled in caused the ledge on which the arrival point was set to crumble away, so the arrival point no longer meets the criteria for a safe arrival point. The portal key is a simple incantation written in the Seal Keepers journal in the ancient Seldruin.

The portal has one other problem; it is shrinking. Some magic that washed over this place ages ago has caused this one portal to malfunction and begin to collapse on itself. It was created as an elf-sized portal set within an arch, but it is now a Tiny portal only 2 feet across. As time passes, it gets smaller and smaller as its magic leaks away somehow. Right now only tiny creatures can pass through it, assuming they could get it to work at all. Within 10 years, it will close completely.

The treasury is still intact with all of the wealth that was lost when the portal failed locked away safely within. Much of the wealth left behind when Lothen was abandoned is stored within. Considering the relative wealth of the elves who left the city and the fact that this mile long, mile wide cavern held most of its collective magical, artistic and monetary wealth, any one able to find the cavern and hang on to its wealth, could become powerful beyond imagination. The only problem with this is that there are still thousands of Gold Elves still alive who know exactly what was stored in this cavern but not how to retrieve their lost wealth.

The Dlardragech Citadel

Buried perhaps 500 feet beneath the deepest cellars, deep beneath the streets of Lothen lie some of its darkest secrets, accessed via a deep well, is a stronghold of the Dlardragechs which occupies several large conjuring chambers, along with barracks, forges, smithies, armouries, mess halls nobles quarters, casting chambers, treasuries etc. They radiate out from a central chamber like the spokes of a wheel covering 3 levels and several dozen rooms connected via a series of tunnels and heavily trapped and warded stairways and portals.

Lothmen - city of the silver spires



Localities within the Empire

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 Valley of the Coronals

After the wars with the resettlement of Siluanede, the nobles there decided to rebuild the fortifications there and make use of the many natural caverns and galleries to inter their dead. Dotting the lower slopes of the Valley of the Coronals, located at one end of the 30 mile long vale between the two Lost Peaks are hundreds of family crypts and tombs, the main entrance to which is guarded by the fortress known as Daelyth's Dagger. The tombs are guarded by a variety of Elven magical guardians, wards traps and powerful Elven undead; there are at least 25 Baelnorn, 200 Watchnorns, and innumerable Banshees and Faershee Warriors roaming the hills and valleys of these two extinct volcanoes.

The River Dessarin

This river is the main route for trade and commerce of this region. It is cold and deep, flowing from The Dancing Falls at the base of the Lost Peaks to the Claarterros Sea, just south of Aelinthaldaar. The waters of the Dessarin are home to the silver shalass, a fish that is considered a delicacy across the North. The river acted as the main trade route between Siluvanede and Illefarn. Great leaf boats and barges would ply the river stopping at the regular ports and hostelries (the ruins of which can be still seen along the river's edge), set up a day's up river travel apart to cater for travellers and merchants who made regular use of the river.

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 leveled waterfall. The mists and waters of the falls provide the moisture that allow 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 Lothen so that accurate plans could be drawn up to counter the impending invasion. Each watchtower was 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.



The Ong Wood

Immediately south of the Watchers of the North is the area of the High Forest known in ancient times as the Ong Woods, after the Eldar Treant, Ong the Almighty. Ong is long gone, as are the woods, but many of his children still inhabit the western woods and isolated copses that dot the Horn Hills.

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 of Siluvanede's nobles, in the valley walls, leading to the neighbouring valleys.

Riven Rock

A huge granite boulder split down the middle by a massive lightening strike millennia ago at the entrance to the Hidden Valley along which can be found the Valley of the Coronal's and Daelyth's Dagger. A carefully hidden fortified watch tower keeps track of those who come and go from the valley. A large clearing at the base of the Rock acts as a meeting place and camping ground for bands of roving Green Elves during the cooler months of the year. The Singing Rill provides fresh fish, and water all year round to those who do not abuse the area's natural bounty and stay too long.



The Lost Mines of Ammarindar

Within the slopes of the easternmost Lost Peak, a long dead dwarven hold lies undisturbed as it has for 12 centuries. Should anyone discover its entrance, they discover a dwarven mining facility still filled with the forms of dwarves. Mysteriously, the entire place is dead as are its inhabitants, but some fell magics hold every dwarf upright and in place performing the action the corpse was doing when it died. Whatever destroyed this place killed everyone unawares and instantly, as most of the skeletal dwarves work at mining or smelting at dusty, long-dead forges or pounding out metal for weapons. It is truly eerie to walk through the halls, finding dwarven skeletal forms still hard at work long after death.

In truth, long ago, back at the height of Dwarven arrogance and Elven animosity towards the ever greedy miners, the Irontooth Clan of Dwarves set out from the Great Starmounts looking for new opportunities. After many months of travel they literally struck gold deep beneath the long hidden roots of the Lost Peaks. There they worked for many years undisturbed sending back their finds of ore and precious stones to the mines of Onthri-laenthor. Eventually they had the misfortune of breaking into the tombs of Siluvanede's nobility in the Valley of the Coronals. With their careless digging and avaricious ways they unleashed guardians left buried since just after the Crown Wars. The Baelnorn High Magi and Watchnorns guarding them, made short work of the outer settlements of the Lost peak Mines. The fell magics worked by the collective undead Selu'taar slew every dwarf in one swift stroke whilst leaving them as an object lesson to any who would violate the resting places of the elves.

The Horn Hills

The lightly wooded hills marking the northern edge of Elembarr, and Siluvanede's western border with Illefarn along the eastern banks of the Dessarin and Surbrin Rivers.

The Mlembryn Lands

A band of sparsely-settled steadings and walled villages that were often raided by orcs, bugbears, hobgoblins, and similar monsters. The band stretched from the western fringes of Siluvanede northwest to eastern Yarlith. Known as the Mlembryn lands, this territory boasted only one town of any size – Baerlith, at its western end – and was home to many tough, independent folk whose love of freedom made them unwelcome in more orderly realms. The south-eastern boundary of the Mlembryn lands was Ladyhouse Falls, site of a temple to Mystra, where a now-vanished tributary of the Dessarin tumbled westwards to join the Long North River.

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 moss 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.



The Cleft of the Questing Views

The Power of Magical Might

Vyshaan Battle Golem

Huge Construct/Large Construct

Hit Dice: 20d10

Initiative: -1 (DEX)

Speed: 20 ft. (Can't run)

AC: 0/20

Attacks: 2 Slams

Damage: Slam 2d12+10dg

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: 12d6 Chain Lightning 1/5 rounds

Special Qualities: Construct, Magic Immunity,

Alignment: Neutral

Magic Immunity (Ex): Immune to all spells and spell-like abilities, and supernatural effects except as follows: An electricity effect slows it (as the spell) for three rounds with no saving throw. A fire effect breaks any slow effect on the golem and cures one third of all damage it has taken.

Rust Vulnerability (Ex): Is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Built to resemble bronze coloured 8' tall Gold Elf Warriors dressed in ancient scale and archaic plate mail, these war constructs were built enmasse to accompany the Vyshaan legions as they laid siege to large Elvin settlements with a high proportion of mages and priests. Armed with great-swords and fists, these golems move with surprising speed and able to strike up to twice per round with a blade, and once with a fist. Once per turn they can strike the ground unleashing a stunning blast of force into the ground that is stun all beings within 20' for 1d4 rounds unless they save vs spells to avoid its effects.

The golems are commanded by a bronze rod that allows to wielder to control up to 20 battle golems once each is attuned to that rod. If the rod is destroyed the war golems will continue their last commands until it is fulfilled or they are destroyed.

Golden Orbs of Siluvanede

During the heady days of Siluvanede, Sun Elves from the greater noble houses crafted arcane orbs that offered protection against an enemy's initial magical assault. These items, called Golden Orbs of Siluvanede, could be carried by their owners or suspended from delicate chains and worn like pendants. Some were even ensorcelled to float around their owners in a manner similar to that of Ioun Stones. Each orb is a 1-inch-diameter sphere of purest gold imprinted with the house symbol of a noble Siluvaneden family. These orbs

were supposedly so expensive that each noble house possessed only one, which was traditionally carried by its eldest member. A Golden Orb of Siluvanede contains a Siluvaneden abjuration spell that absorbs any spell targeted at its wearer (similar to Elminster's Effulgent Eruption). The protection offered is continuous, although the orb can absorb and negate only one spell or spell-like ability that targets its owner each day. The wearer can choose whether or not to let the orb absorb a particular effect, although he gains no special knowledge or insight that allows him to identify an incoming spell before making this decision.

Vyshaan Deathlance

Copied from Illithyiri Death Lances these weapons are anywhere between seven and eleven feet in length, and are crafted from various metals. When created, these weapons have two to six charges, and cannot be recharged once a charge is expended. Anytime a creature is struck by the Deathlance, he, she, or it must resist the vile magics that sit within the weapon. 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 is an extremely ancient, and extremely potent, magical staff. Travaran was one of the few residents of Aryvandaar to speak against the aggressive Vyshaanti, as they began rising to power. Because Travaran was one of the leaders of Aryvandaar's Tower of Selu'Taar, he had a broad audience. The wizard soon learned of a Vyshaanti plot to have him silenced, forever, and decided to exile himself from Aryvandaar. Working with students he trusted, Travaran faked his own death, and secretly fled to Yuirshanyaar, the Star Elf Empire to the east. There, he lived as an odd, non-descript hermit. As the call to Arvandor grew stronger and stronger, Travaran began work on a magical staff. He lived out his final days crafting this powerful staff, made of Ashwood, and adorned at one end with a silver likeness of a horse's 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.

Shroudcrown

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

The Emerald Earring of Vhoadan

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

The Gilded Gown of Selussa

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

Milæthom'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.

Vyshaanti Spellbattle Rings

Set with the house insignia of House Vyshaan these rings give the ability to dispel certain spells. The wearer is made aware of any release, casting, or exercise of any magic or spell-like psionic power occurring within a 120-foot spherical radius of the ring. The general effects of all such power releases (fiery-attacking spell or shape-transforming spell, for example) are identified to the ring-wearer. The wearer can choose to dispel a spell cast within range or to change its target. When the ring is told to change targets, the new target gets the chance to save vs. spell at -2 to avoid the ring's effects. Failure means the new target takes full spell effects. This changes control of the spell to the ring wearer. Success means the ring dispels the magic instead. This is also what occurs if a charm person or a similar spell is hurled back at its caster. A caster can't be made to turn himself or herself to stone or addle his own thoughts, but the spell cast is instead wasted. Combat spells, such as fireball and lightning bolt, can be turned back at their caster.

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

spells; it only identifies all spells cast in the area of effect. This allows the wearer to choose the most harmful to deal with.

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 Blade O'ardragech

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.

Khuuma's Baldric

A studded leather baldric that acts as a ring of regeneration and a ring of warmth. It also contains 20 pockets of Holding and provides its wearer with an AC of 4/16, and once a day produces an invisibility effect for up to three rounds.

Vyshaan Battle Blades

Elven longswords of unusually fine quality, these Battleblades are ancient Elven long swords of unusually fine quality from the days of Eaelrann 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.

Feyðane Blade

Created by the Siluvaneden feyri to be used against their fellow elves, these finely wrought elven longswords are weighted and balanced for feyri hands and strengths, razor sharp they have a natural +2 to hit and damage. Against elves and those with elven blood, but with no demonic taint, they become +4 and cause double damage. A rare few also cause wounds that won't heal (wounding), and the rarest steal the souls of elves preventing their spirits from travelling to Arvanaith.

Elven Chainmail of the Abyss

Crafted with the help of demonic smiths, these burnished silver and sable suits of adamantine chainmail are as light and as durable as the finest mithral elf chain. They provide the usual protection (AC5/15), but can be enchanted to hold a variety of protective enhancements.

Chainmail strength: +1 to +2/+2 to saves vs cold, -1 hp per dice of damage
+3 to +4/+2 to saves vs cold & acid, -1 hp per dice of damage/permanent feather fall
+5/+3 to saves vs cold & acid and electricity, -2 hp per dice of damage/permanent feather fall & protection from normal missiles

Sceptre Malleolus

The Sceptre Malleolus is an 18-inch rod of metal carved with glistening black runes. Created long ago in the Abyss, the sceptre can only be touched by chaotic evil beings. All other creatures touching the item suffer 3d10 points of damage (save vs. rod, staff or wand for half damage) per contact. All powers below are activated by command words only known to Hook. Three times per day, the sceptre's wielder can have the sceptre cast detect law or detect chaos, working as detect good or detect evil does but for only law or chaos. The sceptre can become a weapon, though the haft or handle of the weapon still appears identical to the sceptre. Its weaponry options are a whip +2, a broad sword +2 of baatezu-slaying, or a vorpal battle axe +3. When the whip +2 option is invoked, the +2 bonus is for attack purposes only; no damage is inflicted by a successful attack, but the target must succeed in a saving throw vs. poison or die in 1d4 rounds from the whip's magical poison. The sceptre can emit havoc's pulse This pulse is an energy sphere originating from the sceptre that rapidly expands to a 30-foot-radius sphere for one round. It can only be generated once a month. Olive green in colour and utterly silent in effect, its expansion or effects is not blocked by any physical barriers and penetrates all magical defences like a 7th-level effect. It inflicts 10 points of damage upon a lawful creature and 6 points of damage upon each good creature in the area of effect. Lawful good targets suffer both effects. A successful saving throw vs. rod, staff, or wand allows targets to suffer only half damage. A number of hit points equal to the damage inflicted by the sceptre are added to the sceptre-wielders total. The wielder can exceed his or her normal maximum hit points for up to one hour after havoc's pulse is used. Damage is taken from these hit points first, and any remaining hit points in excess of the wielder's normal maximum dissipate at the end of the hour.



High Magic of Siluvanede

Level 5

Name: *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.

Level 7

Name: *Analyze 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 mythal's 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.

Level 9

Name: *Mythaalniir 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

Mythaalniir Darach – 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.

Level 10/Epic/High Magic

Name: **Kiteaarna Reichirgijr – Greater Disjunction**
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 spellcasting 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.

Name: *Te'miirkara Neshyrr* - ሪግግ ገረግጥ ግጥም ግጥም ግጥም ግጥም ግጥም ግጥም ግጥም ግጥም

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 by-pass this ritual and all of its inherent draw backs 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 eg, 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 beyond the norm. To make use of the powers within they must save vs spells to access the higher energies. If they save, they cast with just the usual risks, fail a save and 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.

Name: **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 create 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 ½ 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.

Name: **Ondreier Ysele - ᠣᠨᠳᠷᠡᠢᠷ ᠶᠤᠰᠡᠯᠡ**

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...

Name: **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, etherealness, 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.



Sun Elven Knights



Description: Only the finest Sun Elven warriors are chosen as knights, the elite defenders of Siluvanede. Resplendent in shining elven plate, mounted upon proud, barded moon horses, tawny maned griffons, and fiery golden dragons, armed with tall, white lances and enchanted elven long swords, the elven knights are a small but invincible handful of defenders, each worth a dozen ordinary warriors.

By tradition, Elven knights are Sun Elves, although membership has sometimes been offered to those of other subraces. Elven knights must be of good alignment, and must have the following minimum attributes: Strength 14, Dexterity 16, Constitution 15, Wisdom 12.

Role: The knights are among the leading defenders of the Empire. Their secondary role is as personal defenders of the Coronal. Most knights belong to a well established order such as the Star Knights of Selune, the Dusk Plumes (Griffon Riders), The Midnight Sun Knights, or the Song Knights of Illefarn to name but a few.

Weapon Proficiencies: Required: lance (any, player choice), sword (any, player choice), longbow. Recommended: battle axe, dagger, javelin.

Nonweapon Proficiencies: Bonus proficiencies: riding (aerial-based griffon or dragon & land-based, horse), heraldry.

Recommended proficiencies: animal handling, animal training, etiquette (general), endurance, armorer, gaming (warrior).

Equipment: Elven knights must start play with one sword and must purchase a suit of elven chain or elven plate when they can afford to.

Special Benefits: Knights receive +1 bonus to hit with a mounted lance, and an additional +1 bonus with bow and sword for every three levels they gain. This is in addition to normal Elven bonuses with these weapons. They receive an additional +1 bonus to hit all Drow. All Elven knights begin play with a moonhorse mount. Elven knights receive a +4 bonus to reaction rolls from all elves. They also gain the benefits of belonging to an order, so basic housekeeping, equipment and board are usually taken care of in exchange for the terms of service.

Special Hindrances: Elven knights must follow a code of honour which they must uphold. Also Elven Knights are beholden to their order and their rulers and must abide their orders even if they contradict the Knights basic beliefs and tenets. They must defend any elf they see in need and must fight any orcs, goblins, Drow, giants, or other evil creatures whom they encounter. Most Elven knights retain a prejudicial dislike for dwarves and will, at best, only tolerate dwarves in their presence.

Adapted from "Elves of Evermeet"



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