

# Lost Realms

of

# CORMANTHOR

Volume Three



# BRACELDAUR

"The Far Elf Realm"

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## "The Horns of the Far Elf Realm."

As I walked that grim battlefield forlorn  
I heard a distant, haunting elven horn  
Calling o'er high hills beyond the moon  
Calling from a land I'll find soon

Braceldaur, where elves still stand proud  
Blowing their horns, sounding them loud  
Calling to thee, calling to me  
Calling to all who burn to be free

Braceldaur, where the lost trails run  
Lost in mists, in shadow, in sun  
Land of beauty, land so green  
Bright and far in dreams I've seen

Braceldaur, fore'er awaiting me  
Reached by paths I cannot see  
Soft blue mists, dark standing trees  
Darker eyes watching through leaves

Find it I must  
In it I trust  
Braceldaur, my life I bind to thee.

(By Ed Greenwood Esq.)

## The End of the Dream



Hidden away within its deep glacial valley the shining city of Braceldaur, with its mighty walls and glittering alabaster towers, stood for centuries as an independent city state. The realm survived fire, flood, famine, drought, war, pestilence and even fire from the sky, but it could not resist the latent powers of a sleeping god. For years the city stood up as a symbol of freedom and originality. Many of Arcorar's finest artists, sculptors, minstrels and poets found their starts within the independent schools, colleges and academies found within the city walls. The rulers of the city claimed little territory beyond 1 days ride from the central plaza, about 50 miles, in every direction. At the limit of this radius they set up a series of fortified hostelries with stables, a smithy, spare mounts and a barracks, and inn/tavern all within a fortified compound surrounding a 5 story watch tower set atop with a signal beacon that could be seen from the highest watch towers in Braceldaur. Frequent patrols would ride out as far as these glorified stables, spend the night, catch up on the latest news and then head back to the city in the morning. Inside this ring of 15 such fortifications many small villages, hamlets and steading sprang up to contain the growing population of ruggedly independent elves seeking a life upon the frontier but still underneath the beneficent umbrella of the city's Knights and Archers.

Many in the city wanted to expand the state's area of influence, they had a small but well built navy, and their army had never been defeated in battle. However their expansionist tendencies were forever kept in check by a canny group of elders working behind the scenes to keep the people of Braceldaur away from the sins of the Ilythiiri and Vyshaan who had

allowed their ambitions to exceed their grasp. Lead by the Dahast, Mistriven and Moonflower clans the elders managed to keep in check the ambitions of the more vocal and expansionist members of the city's assembly. The land was frequently attacked by orc, dragon and drow but due to the might of its mythal and the fore thought and preparations of its guardians, no army or beast ever breached its walls. Only a force of nature, in this case the Glacial Necklace of Ulutui, could bring about the realm's demise. Yet still rumours persist that the city survives, entomb beneath a mile of silt and detritus. If this is so then the city's rumoured riches may yet lie undisturbed awaiting the day when once again the people will return to raise it from its watery grave.

## History & Rulers of Braceldaur

### -8210 ÒR until -2475 ÒR

<u>Coronals</u>	<u>Of</u>	<u>Braceldaur</u>
-8210 ÒR to -7900 ÒR	Fallasar Taurntyrieth	Moon Elf Male
-7900 ÒR to -7501 ÒR	Teaenath Taurntyrieth	Moon Elf Male
-7501 ÒR to -7213 ÒR	Teirist Taurntyrieth	Moon Elf Male
-7213 ÒR to -6997 ÒR	Kavanor Taurntyrieth	Moon Elf Male
-6997 ÒR to -6004 ÒR	Alychra Taurntyrieth	Moon Elf Female
-6004 ÒR to -5880 ÒR	Deannara Durothil	Gold Elf Female
-5880 ÒR to -5107 ÒR	Eltgorn Durothil	Gold Elf Male
-5107 ÒR to -4691 ÒR	Aphrael Durothil	Gold Elf Female
-4691 ÒR to -4000 ÒR	Gel'danyth Rivleam	Gold Elf Male
-4000 ÒR to -3480 ÒR	Vaarass Omberdaun	Moon Elf Male
-3480 ÒR to -3480 ÒR	Vaelacha Omberdaun	Moon Elf Female
-3480 ÒR to -2895 ÒR	Csharynn Omberdaun	Moon Elf Female
-2895 ÒR to -2475 ÒR	Rhegeddar Sarsantyr	Moon Elf Male

### **-8500 ÒR**

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

Fallasar Taurntyrieth, travel east to western Arcorar eventually founding the city of Braceldaur.

### **-8105 ÒR**

### **-8210 ÒR**

The population of Ilodhar continues to grow as migrants pour in from the west. The non-gold elf clans of Ilodhar abandon that realm due to overcrowding and constant harassment by orcs and ogres. Several clans travel north to Rystall Wood, while others led by the Blade Singer

Lady Athalasstra of Ilodhar and many of her knights fall before yet another orc horde as it sweeps through The Saddle and threatens to engulf the new colony realms of Uvaeren and Jhyrennstar. Moon Knights from Braceldaur arrive in the nick of time to prevent a complete rout of the elves. Standing shield to shield at the top of the pass, the Coronal and her knights

hold the line long enough for the three realms combined high magi to annihilate the 300000 strong horde. From the survivors, the Araegisses of Jhyrennstar, The Spellblade, Gildoraen Irithyl is nominated by the leader of the Moon Knights, Lord Fallasar Taurntyryth as the most suitable candidate being a cousin of the late Coronal and by acclamation becomes the next Coronal of Ilodhar.

### -8000 OR

Founding of the settlement of Semberholme as a safe haven in times of war and crisis for the females, children, and elders of the elves of Cormanthyr. High magi and priests from Ilodhar and Braceldaur begin raising tree homes and laying mantles to protect those unable to defend themselves.

### -7900 OR

Political turmoil within the Assembly sees Lord Fallasar's brother, the Song Knight, Teaenath Taurntyryth challenge the Coronal to a duel which he easily wins. Standing over his dead brother's battered corpse, the victorious Prince Teaenath becomes Coronal beginning the second rysar of Braceldaur.

### -7865 OR

Lord Teaenath orders the building of a high curtain wall around the heart of the city and the laying of a mythal to protect and hide the city from its many perceived rivals and enemies. Along with the strengthening of the city's defences the Coronal also begins a prohibitively expensive building program with the commissioning of libraries, academies, schools, a concert hall, theatres, fountains, grand plazas and gardens.

### -7790 OR

The King Killer Star appears and the many dragons of the region gather in several flights rampaging about the lands near Sea of Dragons. Lord Teaenath and a contingent of griffon riding Moon Knights and High Magi slay 14 dragons across the Moon Vale as they attack communities all across the northern forests. Other parties of slayers from Ilodhar, Uvaeren, Rystalaar and Jhyrennstar meet with similar success using Aryvandaaran Dragon Orbs to lure many of the lesser wyrms to their deaths. Such is the slaughter that the dragon population takes millennia to recover.

### -7863 OR

Coronal Gildoraen orders the Grand Library Caverns sealed and begins discussing the possibilities left open to an increasingly isolationist council of elders. The option to abandon the city is discussed openly amongst the common folk and by several families of Moon and Green Elves but out-rightly rejected by the more stiff necked Gold Elf clans. Several Lore Masters and High Mage circles begin shifting their base of operations and considerable troves of lore and magic to the more secure libraries and vaults of Braceldaur.

### -7600 OR

The Second Rysar of Jhyrennstar begins under the Coronal Hoccar. Lord Teaenath visits his cousin bringing several tomes of ancient lore and a new set of mithrantine scale mail as gifts for the new ruler.

### -7557 OR

Lady Paerisia of Ildohar orders the people to begin a full evacuation of the city. Many families with connections to Braceldaur migrate east and are made welcome amongst their friends and relatives, swelling the city's population by several thousand. The last of the original Gold Elf families of Ildohar choose to stay and defend their holdings. As if to emphasise the point trying to be made by the Coronal, a large migrating horde of goblins manages to slip into the tunnels and basements of the abandoned parts of the city, setting many fires before they are finally routed.

Lady Paerisia and many lesser priests and mages are killed saving the city from being consumed in a growing conflagration. The Duskblade Phorm'loan Haladar becomes the city's Araegisses in the absence of a coronal or rulers council. He immediately orders the rebuilding of some of the city's key strong points whilst at the same time ordering those not capable of defending themselves be sent east to Uvaeren.

Lord Teanath sends a contingent of Moon Knights and Geomancers to help with the rebuilding of the city's defences whilst a column of Song Knights from Illefarn arrive to help establish the escape portals that will be needed when the city is finally over run.

### -7501 ÒR

The aged Lord Teanath dies quietly during reverie having lived a full life (some 1200 years), in the power vacuum created by his sudden death, many Taurntyrieth nobles are mysteriously slain or die in one of the many succession duels that take place. Emerging from this bloody two months is the Spell Singer – Paladin, Prince Teirist Taurntyrieth is crowned by

the gathered assembly as the newest Coronal of Braceldaur.

### -7500 ÒR

Dwarves establish the realm of Sarphil.

### -7400 ÒR

Finally, a realm in name only with large sections of the city already abandoned ruins, the almost empty city of Ildohar is finally over run by the orcs and ogres of Blackened Axe Horde. Fleeing long before the hordes arrival, the last soldier citizens, led by Lord Phorm'loan arrive safely within the glittering walls of Ildohar's sister city, Braceldaur.

The Third Rysar of Uvaeren begins after the sudden death of the Coronal while hunting. The new Coronal is more militarily disposed, and along with the the Coronal and forces from Braceldaur, begins proactively attacking orcs and giants in the Teshan, Moonspire and Spine of the Dragon Mountains.

### -7213 ÒR

After hundreds of years of bitter warfare the last great giant citadel within the Moonspires is destroyed. The conquering armies of Uvaeren and Braceldaur return to a triumphant welcome tinged with sadness, baring the body of Coronal Teirist through the streets of Braceldaur. With the armies of both realms backing his bid, Araegisses Prince Kavanor Taurntyrieth is crowned thus beginning the 4<sup>th</sup> rysar of Braceldaur.

### -6997 ÒR

The tyrannical and blood thirsty Prince Kavanor is assassinated by his daughter,

the High Mage, Lady Alythra after leading the army of Braceldaur in several bloody and pointless campaigns against the Drow of Maerymdra. The new Coronal immediately orders Braceldaur's borders sealed as she begins rebuilding the city's armed forces and reputation. This isolationist policy sees Lady Alythra renounce all military alliances and begins a time of guarded peace and cultural growth within the tiny realm.

### -6500 OR

The Grand Minstrel Arvaea Calath finally performs her what many consider to be her greatest work, the Aria'Canfaer. Her performance marks the height of Braceldaur's golden age of music, literature and the arts. Students from all across Arcorar (and as far away as Illefarn) come to study under the Grand Masters of music, art and lore, who call the shining city of art, home.

### -6299 OR

The Gilden Librarium of Tyrithael is completed, and quickly becomes the largest library of Elven art, literature and music within Arcorar. Many art and architecture students from Uvaeren come north to study within the Tyrithael Academy of Arts taking many new ideas with them back to that growing realm.

### -6004 OR

After leading the city through nearly 1000 years of peace and prosperity, the aged Lady Alythra Taurntyrieth is finally laid to rest with her family within the tombs beneath the city's central temple. Having established a realm of peace and law, the succession runs smoothly with the Grand Lady's, successor, the High Priestess of Angharad, Deannara Durothil being

ratified and crowned by the lords and ladies of the Assembly. Thus beginning just the sixth rysar in 2000 years.

### -5945 OR

Religious strife grips the city as debate over the meaning of a series of portents and omens concerning the true identities of Angharad and the trinity of Sehanine, Hanali and Aerdrie Faenya. A conclave of leading religious leaders from across Arcorar meet to debate the exact cosmic identity of the Goddesses and what this means for the people. After nearly 50 years of debate it is agreed that it is entirely possible for Angharad to be both a singular being, and the three goddesses at the same time. Any talk of a human connection to the deities is declared heretical and any such utterances heresy worthy of immediate death or exile from the church community.

### -5880 OR

Convicted of heresy after refusing to follow her own temple's teachings, Coronal Deannara abdicates in favour of her nephew, from Uvaeren the High Mage Eltgorn Durothil. Dethroned and defrocked, the outcast Lady Deannara chooses exile on Evermeet rather than risk harming her unborn child.

### -5800 OR

Uvaeren's Coronal contracts geomancers and Lore Masters from Braceldaur to begin building the vaults and halls of the greatest library ever seen in Arcorar. Spreading over several hides of land both above and below ground, Intervar's Library as it has come to be known takes 35 years to complete, has 27 halls, 19 vaults, a dozen academies and schools, runs to at least 1000 feet below the

ground and has the support facilities for nearly 5000 staff and students. The calls goes out for lore to be gathered from all the great libraries of Elfdom (and beyond) and as each new scrap is made, a copy is sent to the vaults of both Ilodhar and Braceldaur as a surety against possible disaster. (A third repository is located off world on the far side of Selune – linked to the Librarium via a carefully hidden and guarded gate.)

### -5700 ÒR

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

### -5660 ÒR

Intevar's Librarium and some strongholds in Uvaeren are attacked by greedy Elven wizards from Siluvanede seeking knowledge of High Magic, to no avail. However, Intevar dies of a poisoned wound, ending the Fifth Rysar. Arriving too late to save his cousin, Lord Eltgorn and a contingent of Moon & Song Knights and Battle Magi arrive to secure the library and Uvaeren's throne until a new Coronal can be crowned.

### -5384 ÒR

A flight of red wyrms from the Spine of the Dragon manage to pierce the mists and illusions surrounding the city. Despite being unable to enter the mythal the flaming missiles they hurl, the flames they breathe and the spells they use begin a fire storm that engulfs much of the harbour and merchant districts of the city before the dragons are slain or driven off.

### -5107 ÒR

After overseeing the rebuilding of much of the city's mercantile districts Lord Eltgorn passes onto Arvandor in front of the entire Assembly. His passing causes much grief and heart break, Eltgorn's successor, the Araegisses – Duskblade, Aphrael Durothil continues her uncle's building programme, commissioning a new seawall and lighthouse dedicated to Lord Eltgorn's memory.

### -5000 ÒR

The Twelve Nights of Fire: The elven realm of Uvaeren is destroyed by a falling star whose impact opens a 100-mile-long and 30-mile-wide clearing in Cormanthor's treeline. The Coronal and nearly all of its 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. The deeper vaults of the Librarium survive intact thanks to the mantle laid down centuries before. These continue to be used as a repository despite the Librarium's complete destruction.

Rystall Wood becomes a separate forest and realm after the Twelve Nights of Fire clear away the mountain and hill trees that attached it to Arcorar. While an independent forest now, its Coronal still convenes often with the leaders of the Elven Court.

### -4700 ÒR

An earthquake rocks the region damaging many stately buildings and homes throughout the region. Amongst those damaged in the Sea Mist Palace whose top most tower crashes down into the sea.



## -4691 OR

Lady Aphrael and her escort are killed when the newly completed top tower of Sea Mist Palace mysteriously collapses upon them. Sabotage is suspected but investigations are suddenly stopped when the Grand High Mage, Gel'danyth Rivleam seizes control of the city and the throne when he steals the heart stone and threatens to destroy the mythal. His cronies, all from Evermeet arrest the entire assembly and imprison them within the dungeons beneath the Sea Mist Palace.

## -4400 OR

The Dark Court Slaughter: Given exact details on the times and dates of the Grand Moot between the Rulers of Arcorar and Sarphil, by agents working for the narcissistic megalomaniac, Lord Gel'danyth, Drow and Duergar attack and destroy the Elven Court and Sarphil beginning on Midwinter Night. Within days, the Elven Court is in ruins and Sarphil is occupied by the drow and duergar. The Dark Court Slaughter claims the lives of many clan leaders of the Elven Court and the coronals of both Rystall Wood and Jhyrennstar.

The archer-guard Shevarash Taurntyryth, leader of the Lore Guards of The Gods Walk, in an anger-tinged prayer to Corellon, vows to become the Seldarine's hand against the drow to extract revenge for the loss of his family. The Black Archer never smiled again, as he sought to kill Lolth and all her followers.

Captain Shevarash and the Araegisses of Braceldaur, Lord Gaenryth Durothil of

Braceldaur lead a vengeful force of knights and paladins eventually slaughtering most of the raiders in a series of inspired counter attacks. But still the Elven Court as a physical location is abandoned for an age.

Start of the Eighth Rysar of Rystall Wood and the Sixth Rysar of Jhyrennstar with the ascension of the wizardess Enajharas and the prophet of Labelas Oacenth respectively. The call to arms against their now-revealed enemy, the drow, is ordered. Lords Shevarash and Gaenryth are placed in charge of Arcorar's armies. In the years of war that follow, more than 100000 drow, duergar, goblins orc and elves are slain.

## -4200 OR

The impressionable Coronal Enajharas isolates Rystall Wood from all dealings with Arcorar, as her nobles say conspiracies against them whirl among the elves of Jhyrennstar.

## -4070 OR

Shevarash the Black Archer dies but undergoes Apotheosis to become the Night Hunter and Arrow Bringer.

## -4000 OR

The Coronal Oacenth of Jhyrennstar falls ill; the Ruling Trials last from Midsummer to Harvestide; the 3 elfblades are forged. Coronal Kahvoerm Irithyl becomes the ruler of Semberholme, Jhyrennstar, and Elven Court, all of which are now Cormanthyr when he becomes the first to survive the Rulers Blade Right Ritual. Amongst those slain by the ritual is the blood thirsty tyrant, Lord Gel'danyth Rivleam. With his death, Coronal Kahvoerm leads an army north to liberate

Braceldaur from the grip of its former warlord's cronies. Lord Kahvoerm installs the Moon Knight Captain, Vaarass Omberdawn as the new Laranlor of Braceldaur.

### -3995 ÒR

Just five years after his installation as Laranlor, the newly appointed Assembly declares its independence from Cormanthyr and crowns Lord Vaarass Coronal of Braceldaur, beginning the 10<sup>th</sup> rysar of the realm. Shocked by otherwise unconcerned, Lord Kahvoerm happily welcomes the new Coronal to his court and table to discuss issues of common interest to both their realms.

### -3983 ÒR

The birth of the city of Cormanthor begins here, with the Summoning of the Rule Tower. Nobles from across greater Arcorar, including Rystalaar and Braceldaur send magi and builders to help with the construction of the new city. Lord Vaarass visits the newly emerging city regularly providing magical, military and mercantile support to the growing settlement. Many elves from Braceldaur migrate south to establish new family settlements within Cormanthor thus strengthening the already strong bonds between the two realms.

### -3520 ÒR

Elves of the North begin aiding in the escapes of gnomish slaves from their Netherese captors, helping them move south and east across the Realms. The Moon and Song Knights of Braceldaur reactivate the Silent Road, using the catacombs beneath the ruins of Ilodhar as a staging area for gnomish and elven refugees fleeing Netheril and Siluvande

both. Coronal's Kahvoerm and Vaarass welcome many newcomers, Elf and Gnome, to their realms.

### -3480 ÒR

Lord Vaarass passes peacefully onto Arvandor whilst in quiet reverie within his own bed chamber. Nobles from realms far and wide come to Braceldaur to mourn his passing and to witness the crowning of the next coronal, the High Mage Vaelatha Omberdawn, the granddaughter of Lord Vaarass.

Later that year the Coronals of Rystalaar and Cormanthyr attend the royal wedding of the year when Lady Vaelatha's eldest daughter, the Princess C'sharynn Omberdawn marries the youngest son of Lord Kahvoerm in a ceremony of tremendous pomp and grandeur. In a tragic accident Lady Vaelatha drowns in the harbour whilst taking a late night drunken cruise. To avoid a succession war, the gathered rulers of Cormanthyr and Rystalaar immediately install her newly married daughter upon the throne.

### -2900 ÒR

The incredibly ancient Coronal Kahvoerm dies upon placing his selu'taar upon the hilt of the Rulers' Blade. Lady C'sharryn, Lord Eltarnor and thier 19 children attend the coronation of Lord Kahvoerm's successor after his successful claiming of the Rulers Blade.

### -2895 ÒR

Lady C'sharryn dies giving birth to her twentieth child. The incredibly fecund Queen is honoured in the form of a giant statue surrounded by dozens of children within the temple of Sehanine. Despite having many descendants none are

considered suitable as a successor. After months of debate and testing the Assembly elects the Spellsinger – Songknight, Rhegeddar Sarsantyr as coronal, beginning the 13<sup>th</sup> and final rysar of the realm.

### -2600 ÒR

Work begins on the Twisted Tower.

### -2550 ÒR

Ulutiu, a minor sea deity, exiles himself to the Astral Plane. His ice barge sinks, and the necklace of Ulutiu begins to freeze the ocean, giving birth to the Great Glacier, a process which takes 75 years.

### -2549 ÒR

Despite repeated attacks and attempts to stop them, the drow complete the Twisted Tower this year and build up their presence here.

### -2475 ÒR

The Great Glacier continues to expand, covering the lands that will eventually be

known as Vaasa and Damara. At the command of Coronal Rhegeddar the elves decide to abandon Braceldaur, removing most of its more valuable treasures to Cormanthor and then sealing its mythal forever. Within 10 years their city is covered glacial ice ½ a mile thick.

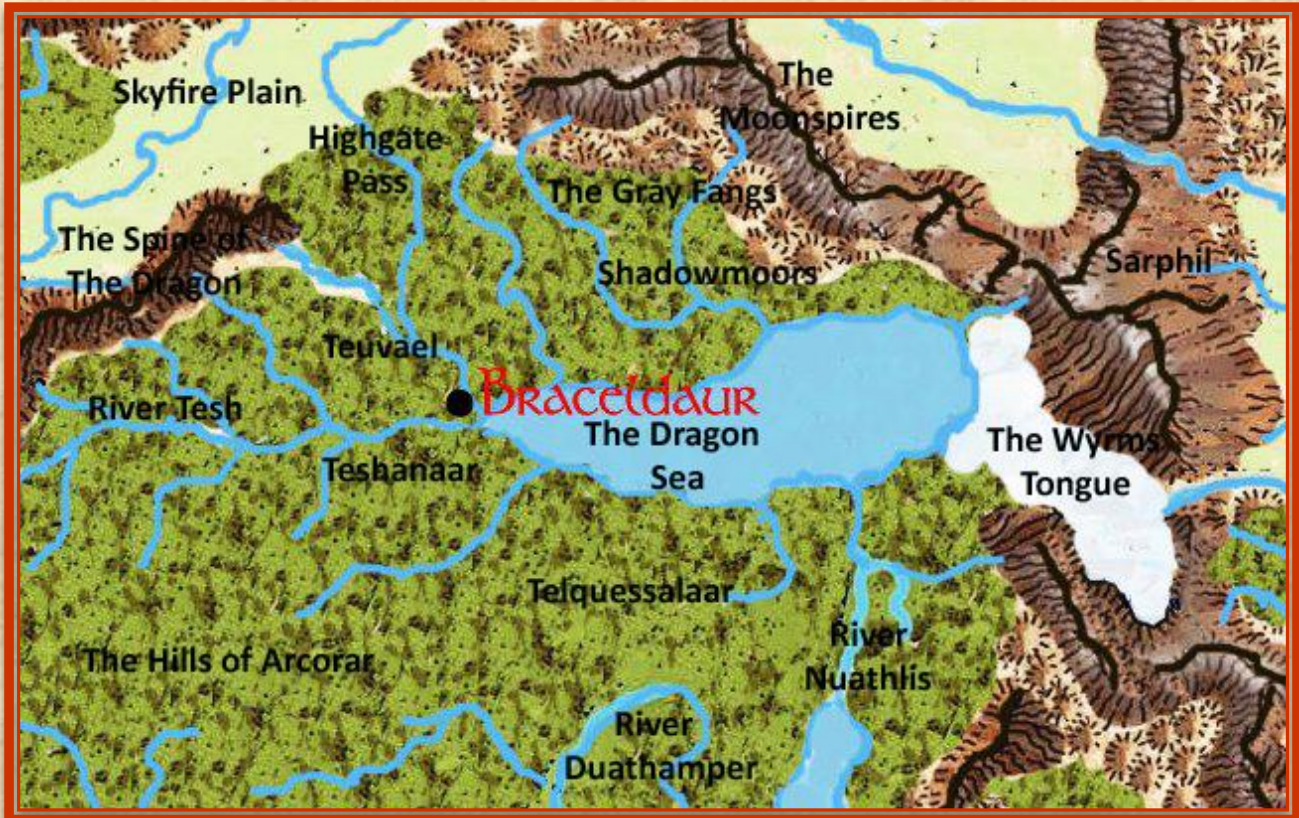
### -2465 ÒR

The elves of Lethyr use High Magic to stop the spread of the Great Glacier southward and to regulate temperatures, thereby preserving their forest home and surrounding lands.

### 1038 ÒR

A rotational shift of Toril causes a slight but permanent change in the world's climate patterns. Global temperatures rise, causing the Great Glacier to melt and recede; the lands of Vaasa, Damara, Thesk, Impiltur, and Narfell become free of ice. As the ice recedes from the Moonvale, the once proud city is no more having been pushed deep into the sediment of the newly enlarged glacial lake, the Moon Sea.

# Braceldaur and Surrounding Lands



Braceldaur & Surrounds. Circa -7800 DR

Name: Braceldaur - ባራይልዳውር -7800 DR

Mythal: Yes

Population: 32000

Who Rules: The Coronal & The Twin Prefects of the People

Who Really Rules: The Assembly (made up of clan & family elders, guild masters, heads of schools & colleges, lore masters, heads of military orders, heads of crafts & trades, leading merchants, sea & river captains, heads of the army, navy & battle magi, numerous high magi, elected representatives of the common folk)

Products: magical items, weapons & armours, silk & linen clothing, sails & chandlery, rope, river boats, ships & barges, ceramic ware, fruits & vegetables, fish & seafood products, steel & iron wares, fine gems & jewellery, river pearls & mother of pearl, wines, meads & ales, books, scrolls & lore devices, wooden furniture, arts & sculptures, musical instruments & songs.

**Armed Forces:** Moon Knights of the Dragon Sea, Halabor Sea Rangers, The Dark Eyed Watchers (scouts & guides), Highwall Archers Legion, Blue Mist Watch (Militia), Sun Shadow Legions (Heavy Mounted Infantry).

**Important Temples:** Mist Moon Cathedral (Sehanine/Selune), Sun Shadow Spires (Corellon), Far Horns Grove (Rillifane), The Blue Grotto (Deep Sashelas),

**Important Mages:** Ladies of the Mist (High Magic Circle), Artists of Light and Sound College, Burning Blades Bladesongers Lodge, Shimmering Crown Academy of the Arcane Arts, Guardians of the Mantle (secret society), Plumed Guardians of Arvanath, Mist Spinners Guild (spinning webs of illusion around the city's many splendors).

**Important Organisations:** Mystic Masters of the Luminous Cloud, Ice Captains & Sailors Guild, River Masters & Merchants Guild, Guardians of the Green – farmers & druids collective, Lady Minstrels of the Silver Moonbow, Moss Stone Brewers Association.

**Notable Locations:** Hallowed Hall of the Seven Mysteries, Citadel of Sisters of the Veiled Choir, Fethrendale Hall – Home of the Spinners & Weavers Guild, Hilamber Academy of Arms, Lady Gethrin's Cavalry School, The Nine Libraries of Roses, Sea Mist Palace, The Gods Run Plaza, Serpents Boulevard, Red Crescent Harbour, Falandaer Festhall, Mirrormoon Festhall, Serinth Amphitheatre, Stunsail Boom Shipyards & Sailmakers, Tinliaran Fishermans Wharf, Qaiaphon Conservatorium, Vaerlin Bardic College, The Muse – School of Arts, Mehtenare Bastion – Military Headquarters, Tyrithael Academy of Arts, Gilden Librarianium of Tyrithael.

**Lore:** Raised as a home for those seeking a life away from the archaic traditions and mores of western society and filled with those seeking to follow lifestyles nor normally Braceldaur functions quite well as it does as a hidden elven homeland located as it is deep in the Gorge of Taerash at the mouth of the river Tesh. With its protective mythal, beautiful cliff side gardens and all weather harbour no elf who has traveled to the city has ever willingly left. The glory awaiting all free people there is beyond any ever experienced by humans—and is barely conceivable by the elves themselves.

Braceldaur is a place full of natural beauty, hidden away from all but elves. Some human sages have speculated that this pocket is a piece of Arvandor. The only way to return from the city is through the blue mists that perpetually surround it. No elf is forced to stay in the city against his or her will but many choose never to leave. Surrounding the city on three sides is the great curtain wall, 75 high, crenulated towers over look the city, as does the main gate house and the harbour side lighthouse, whose light shines for 50 miles out across the Dragon Sea. Multiple ballistae designed to attack and bring down flying creatures adorn each tower and the harbour side keep has several along its outer wall and along the breakwater to deter attacking sea creatures and pirates alike. The buildings are raised from the basalt and granite bedrock with marble and polished limestone coining and capping. Styles are an amalgam found all across the west and Ilodhar with a heavy influence coming from Illefarn.

The city's mythal is cunningly crafted to be almost undetectable except by the most powerful of spells or supernatural powers. For most the city simply isn't there. Infact it exists in two places at the same time. Any uninvited beings more often than not simply bypass the city, and any moving through the area where the city sits move through a natural landscape of riverside cliffs, reeds and willow trees. Thus only those beings invited in, or with great magical powers can ever see the city in all its glory. The valley in which the city is

located is appears to be forever filled with soft blue mists. These mists hide any structures that may be seen by those with access to true sight or similar powers. Only on the night of a full moon on cloudless nights do the mists dissipate revealing the jewelled city of shimmering faerie lights in all its gossamer glory.

The mythal can be sealed by its creators, effectively sealing the city off from the outside world. The mythal sustains life in a state of suspended animation via a temporal stasis power worked into the mythals' heart stone. The mythal also prevents entry by beings with evil in their hearts and prevents entry by the elves traditional foes: most undead, goblin & giant kin, evil dragons & outsiders, drow and humans. To these races the city simply does not exist. Even if they can see the city, such beings find the mythal as solid as a wall of mithral. The mythal is capable of unleashing blasts of pure plasma (positive energy) thousands of yards at large and small targets. These bolts will destroy any living or undead thing they touch leaving inanimate objects untouched. The mythal prevents undead from being animated and evil outsiders from appearing within the mythal boundary. Scrying and enchantment/charm powers do not work and all poisons and diseases (magical and mundane) are nullified upon entry into the mythal. The worst weather effects inside the mythal are mitigated allowing for an all weather harbour and there are four cradles capable of handling Elven Man-o-War's and smaller Leaf Ships used by spell jamming Elven merchants. There are a raft of other lesser powers that make life easier for the inhabitants of the city. The mythal here was the last high magic missile raised until 714 DR when the mythal over the Elven Court was raised.

### The Dragon Sea

The Sea of Dragons is a cold, clear, deep lake the colour of dark amethyst, with frequent storms and turbulent weather. The water is glacier fed and even in summer is cold enough to kill an unprotected being is as little as ten minutes. It is named after the many dozens of wyrms that call the area home. The waters meeting the face of the Wyrms Tongue are treacherous ships as beings alike filled with the jagged glacial icebergs. In winter the lake is completely frozen over and the elves of the city use wind powered ice-boats (leaf boats in sleds) to traverse the ice. Trade with the dwarves of Sarphil and the Moonspires continues regardless and orcs and ogres don't travel across the ice. In times past the valley in which the lake sits was a solid river of ice, and several times over the course of its long history the glacier has retreated leaving an ever deepening glacial valley right to the head waters of the River Tesh.

### The Wyrms Tongue

The Wyrms Tongue is a single, isolated river of ice weaving among the highest peaks of the Earthspur Mountains. It flows off high cliffs west into the Dragon Sea. A left over from the last great ice-age this glacier is home to a wide variety of polar creatures as it was once a part of the larger sheet of ice to the north. The area takes its name from the pale albino remorhazes that are unique to the region. It is said that a king of their kind makes its lair in the very center of this domain. The glacier regulates temperatures within the Great Moon Vale and has in times past filled the entire valley. Dwarven and Elven caravans

circumnavigate the glaciers southern boundary meeting at the southern Opal Gates of Sarphil. But these caravans operate only in the winter months as travel during the spring and summer is hazardous due to unseen crevasses and sudden flash flooding of melt water. Great ice tubes allow travel beneath the ice for those intrepid travellers foolish enough to attempt to cross the glacier in the deepest winter. In summer these ever changing tubes are the routes of the subterranean glacial rivers during the warmer months of the year.



### Shadowmoors

These marshy, peat covered hills and moorlands overlook the grey fir and spruce covered forests of the northern Dragon Sea. A no go area for Elves these hills and surrounding forests are home to large numbers of goblin and giant kin. The hordes that frequently threaten the city often have their origins within these dark woods. In times past, before the coming of the goblinoids, bands of Green Elves roamed these hills and cut the peat for their fires. As the climate changed many bands moved south and west. However the hardy peat cutters and their families chose to stay and in time were slaughtered by the encroaching tribes of orcs, ogres and goblins. Dozens of banshees roam the lonely moors and woodlands, their harsh and mournful cries being heard upon the bitter winds that whistle down from the icebound northern lands.

### Telquessalaar

The archaic name of the lands immediately surrounding the Elven Court is Telquessalaar, the Forest of the People is a deep, untouched woodland, a place of deep wells, pools, and underground rivers. The woods around the city remained holy and untouched until the time of the Dark Court slaughter. Many of the trees here-a-bouts are millennia old, the elder treants here see even the most ancient elves and mere children. Several herds of unicorns

call this dense forest home. The waters outside of the Darkwoods are clean and mildly narcotic to the many fey being that inhabit this most holy of forests. The borders between the fey and prime realm is rather thin and many creatures pass freely through both without ever being aware they have ever passed into the fey realm and back again. The entire forest is sacred ground to the People and non-elves attempting to enter the untainted areas are ruthlessly hunted down and slain.

### River Ouathamper

The Duathamper runs north-east from the Emerald Vale until it butts up against the eastern Hills of Telquessalaar, whence it swings south east before draining south of the mouth of the Nuathlis into the Dragons Claw Rift. The river is generally deep, more than 30' in most places, and wide, although it does become narrow and shallow enough in places to wade across. The river has a large population of bass, catfish and trout. Dozens of narrow shallow streams diverge from the river as it runs its course, although these are rarely found on maps, and they often end in small ponds. Every spring, the heavy rains have a chance of causing the river to flood its banks, although the flooding is not severe, but it will cause hundreds of fish and frogs to become stranded in the muddy river banks.

### Teshanaar

The dense pine and oak forest of the lower Moon Vale is the home land claimed by the elves of Braceldaur. The dense thickets of bracken, tree ferns and bramble conceal woodland glades of birch and sycamore with small baby's hand maples filling in the undergrowth. Scattered amongst the dense woodlands are more than 20 hamlets and tree steadings, along with innumerable tree flets and homes that all look to Braceldaur for defense and trade. Part of the Greater Arcorar Forest, the woods of Teshanaar never-the-less have their own feel. The light is more diffuse and the beds of pine needles and dense cover of rotting leaf litter give the area and damp and slightly mouldering quality. Many small ponds and streams can be found scattered throughout the region and patches of swallow-sand make travel away from established tracks and paths hazardous. Several rare types of fungus, much prized by Green Elf druids grow here and nowhere else. Their many curative and hypnotic qualities are valued for the creation of a multitude of potions and unguents.





### River Tesh

The wild and untamed river Tesh flows from the Teshan Mountains down through the Moon Vale and into the Dragon Sea. It flows through white water rapids for much of its length and it is not until it passes the third cataract that the river slows and widens enough to allow navigation up to the ruins of Rystall'yndaar. The wide, reed and willow covered banks of the river allow its slow flow to accommodate quite large leaf boats and barges that travel up to the many riverside settlements.

### The Gray Fangs

North of Teshanaar is a range of jagged, boulder strewn, windswept hills known as the Gray Fangs. The hills gain their name from the upward thrusting outcrops of weathered granite that seem to shoot up out of the ground like ragged rows of dragons teeth. This barren and forbidding range of hills is home to several bands of orcs, hill giants and wolves. Giant badgers, wolverines and weasels also call the area home and are perhaps the fiercest predators upon the range. The few trees found here are stunted black pines and moss covered oaks that grow in gnarled and twisted shapes up to four times wider than high.

### Hills of Arcorar

The Hills of Arcorar are in reality a high forest covered plateau of rolling, river cut hills leading up to a high forest plain. Here at the heart of the forest lies the spring, the origins of most of the major rivers and civilisations that have emerged from beneath the eaves of this vast primordial wood. The hills form the spine of the forest are sit astride a minor fault line

that from time to time shifts resulting in hills appearing and rivers suddenly changing course. This last event has seen the volcanic peak south of the Emerald Vale erupt on numerous occasions, often in response to the weight of glacial ice movements further north. The hills hold several locations where hot springs and sulphur mud vents boil to the surface. Normally spectacular but benign geysers erupt from these places but from time to time more serious tremors and quakes shake the hills and lands about. The Hills of Arcorar are the most densely populated region of the entire forest as they allow for the natural defences of the region to be fully exploited by the elves. Many crystalline caves and sink holes dot the region and unweary travellers can suddenly find themselves in 'deep' trouble being swept through great chasms into one of the many underground streams that emerge from the hills after heavy rains.

### The Spine of the Dragon

The Spine of the Dragon is a range of rugged snow capped peaks that bisect the southwest region of Sea of Dragons from the northern reaches of Rystalaar. The lower slopes and canyons provide access to many valuable raw resources such as high quality iron, lead, silver, copper and mithral that entice. Though far from being the largest mountain range in Faerûn, the Dragonspines are forboding and often bitterly cold throughout the year. Sitting astride the higher peaks is the long abandoned giants fortress, built during the Thunder Wars when the people of Ostoria and the Wyrms of the North battled for supremacy and suzerainty of the northern lands.

### Highgate Pass

The Elvish name for this broad valley through the Spine of the Dragon is Galenath'ra taken from the archaic Green Elvish words for 'green and valley'. The highest peak overlooking the pass is Mt Galenthra reaching nearly 10000 feet above the Dragon Sea. The woods of Rystalaar once stretched all the way to the feet of the White Mountains but a combination of glacial action and the fires created by several large meteor strikes has kept the northern end of the pass an open windswept grassland. The pass itself is cut through by the Hollybrook and Aphronstar Rivers. Filled with icy snow melt and spring-waters these two bubbling streams provide ample places for the elves to keep their herds of deer and mountain sheep in relative isolation. The orcs hordes of the north frequently use the pass as a quick passage south into Arcorar, but it is often a costly, terror filled journey as the people of Braceldaur exact a heavy price for any foolish enough travel their lands uninvited. Braceldaur maintains a series of stone watch towers, each equipped with a beacon cairn atop the tower to be lit in times of war, and an escape portal that takes elves and invited guests safely to the lands south of Braceldaur.



### Skyfire Plain

This wide, grassy and windswept plain is home to several bands of roaming human horse nomad clans who treat the elves with suspicion and awe. Living in leather and bone yurts and following their herds of sheep, yaks and deer from summer to winter pastures, the nomads use the Skyfire Plain as a road and recognise no owners except themselves. The plain itself was once forest but a succession of glacial periods followed by cool dry periods, and finally a shower of fiery meteorites that set fire to the vast, tinder dry summer grass and woodlands forever scoured this area of trees.

### The Moonspires

The Moonspire (or Green Mountains) is a range of mountains that forms a natural barrier separating the Dragon Sea region from the frozen lands further north. The range is extremely jagged and permanently topped with ice and snow. It is inhabited by many goblinoids and giants. The mountains are rich in bloodstone (a deep-green chalcedony, but are considered unusual because they are flecked with red jasper), iron and silver. On cold frosty winters nights the mountains are said to glow brilliant silver under the light of a full winters moon. The mountains gain their other name for the pine forests that cover much of their lower slopes right up to the winter snow line. The range forms an effective barrier against the worst of the winter storms that bring the icy blizzards down from off the northern glaciers. Many of the peaks are sacred to the Green Elves who have roamed these lands since before the coming of those of the Sun, Moon and Stars, more than 40 millenia ago.



*The Eastern Moonspires*

# Mystical Might of Braceldaur

## The Mithranine Scale Mail of Coronal HOCAR

This rare gift of an alloy made only by the Dwarves. The suit of fine, silver scale mail, was made from ingots gifted to the Elves of Braceldaur by visiting nobles from the west. The fishlike scale armour weighed no more than 15 pounds yet was able to turn aside the claws of a great dragon.

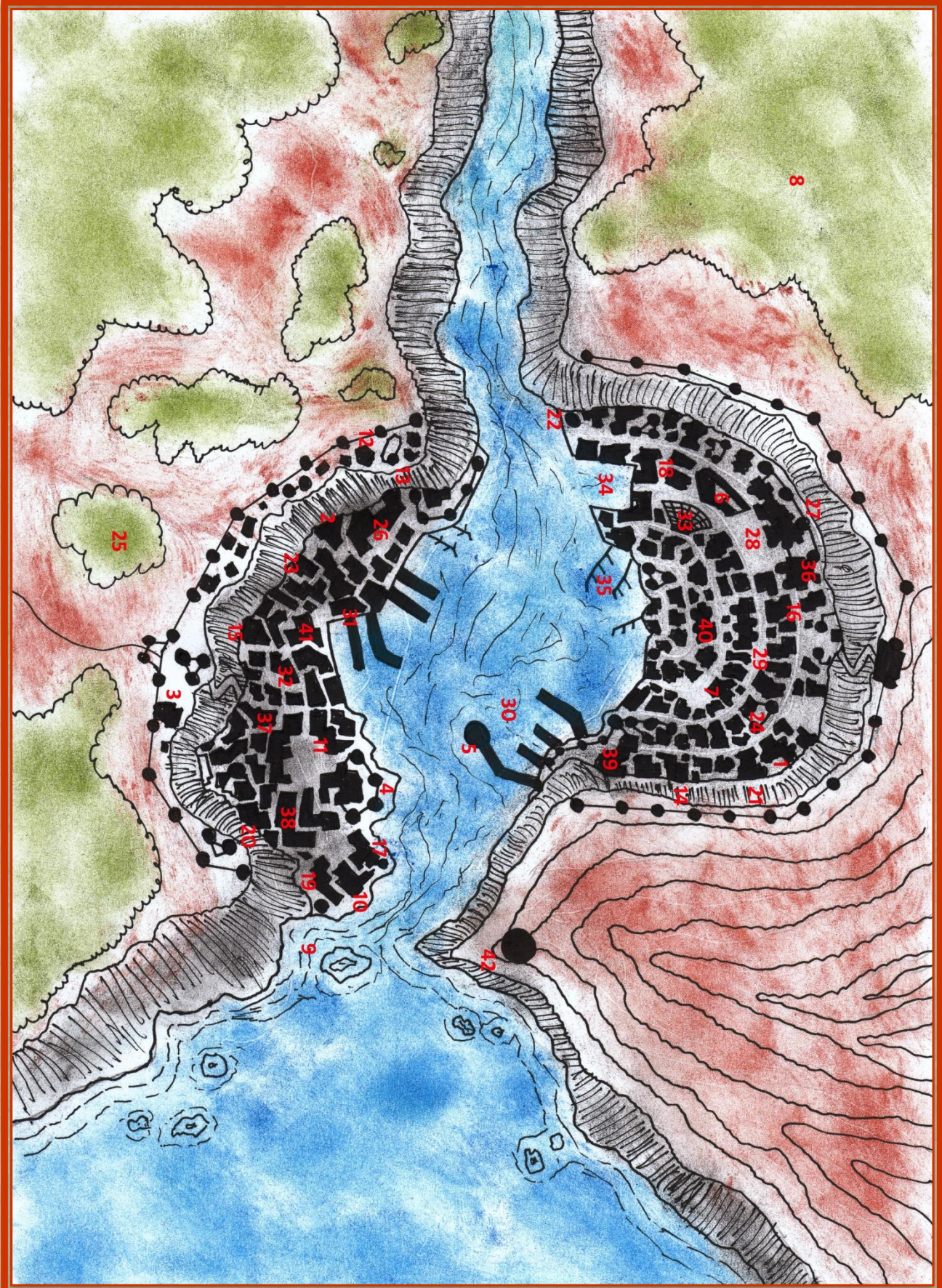
The armour is +5 scale mail (equal to plate mail in its protection), it provides the wearer with proof against heat and flames, including dragon breath, the wearer is immune to 15 spells per day of less than 6<sup>th</sup> level, and allows the wearer to fly and/or assume the form of a giant eagle for up to 12 hours once per week.

## The Coral Sabre

Made from a mixture of red fresh water coral and mithral, these scarlet red bladed swords are wielded by many nobles of the city. Razor sharp the sabres glow crimson when they draw blood and provide the wielder with the benefits of a periapt of wound closure whilst causing damage to their enemies long after the battle is over. Coral shards caught in a wound will continue to fester for 2d20 days, causing 1d4+1 hit points damage per day until the infection is cured/ it heals naturally of the wounded creature dies. Most sabres are +1 to hit and damage, whilst the more powerfully enchanted swords range in power from +2 to +6. Many are enchanted further at the request of individual for whom the swords are being made.

## Kailibaer Crystals

Crafted from giant red beljures, found only within the Teshan Mountains and carved into sharp ended prisms of various sizes, these crystals are enchanted to hold vast amounts of raw magical energy. These specially crafted jewels act as batteries for a wide variety of magical devices from powerful wizards staves, to subtle wards and personal mantles. Laid in series they are used to provide a reliable power source for house wards, wards for vaults and for the light house that shines out from Braceldaur's harbour. Many smaller crystals are placed inside the hilts of weapons to provide the enchantments placed upon them an anchor point. The oldest crystal it is agreed by many sages, take on aspects of the personalities of those who possess them, to the point of self awareness for the most ancient crystals. The largest of the Kailibaer Crystals is three feet long and weighs 60 pounds, it powers the city's mythal and is infused the psychies of 4 High Magi who over their years of study of the stone left an indelible mark upon it. The stone possesses all they knew, all their personal quirks, proclivities and idiosyncrasies. It also has the raw power of the 15 High Magi who laid the mythal in the first place. So the unknown powers that protect the key stone and the city have yet to be fully explored. The fact that the stone is sentient is beyond doubt; the fact that it is deadly, kind, paternalistic and paranoid is yet to be discovered.



Braceldaur City Circa -7800 DR

## The Keys to Braceldaur

1. House of the Silver Moon
2. Halabor House
3. Highwall Hall
4. Sun Shadow Citadel
5. Blue Mist Tower
6. Mist Moon Cathedral
7. Sun Shadow Spires
8. Far Horns Grove
9. The Blue Grotto
10. Mist Ladies Towers
11. Artists of Light and Sound College
12. Burning Blades Bladesongers Lodge
13. Shimmering Crown Academy of the Arcane Arts
14. Plumed Guardians of Arvanath
15. Mist Spinners Guild Hall
16. Mystic Hall of the Luminous Cloud
17. Ice Captains & Sailors Guild
18. River Masters & Merchants Guild Hall
19. Lady Minstrels House of the Silver Moonbow
20. Moss Stone Brewery
21. Hallowed Hall of the Seven Mysteries
22. Citadel of Sisters of the Veiled Choir
23. Fethrendale Hall
24. Hilamber Academy of Arms
25. Lady Gethrin's Cavalry School
26. The Nine Libraries of Roses
27. Sea Mist Palace
28. The Gods Run Plaza
29. Serpents Boulevard
30. Red Crescent Harbour
31. Falandaer Festhall
32. Mirrormoon Festhall
33. Serinth Amphitheatre
34. Stunsail Boom Shipyards & Sailmakers
35. Tinliaran Fishermans Wharf
36. Qaiaphon Conservatorium
37. Vaerlin Bardic College
38. The Muse – School of Arts
39. Mehtenare Bastion – Military Headquarters
40. Tyrithael Academy of Arts
41. Gilden Librarianium of Tyrithael
42. Sehanines Eyes Lighthouse

## Resources Used

Dawntree Parts 1-4 by Ed Greenwood

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