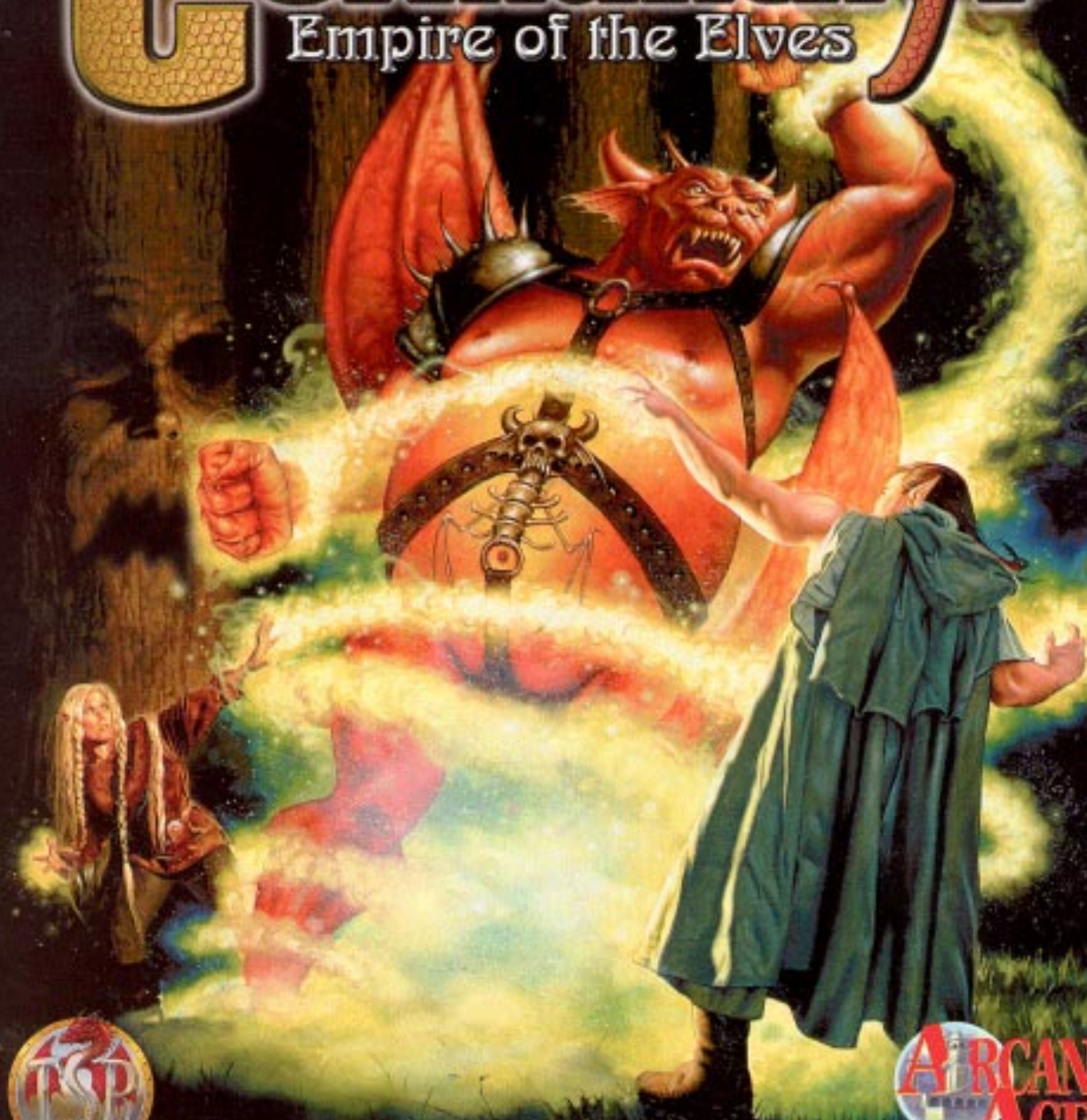


FORGOTTEN REALMS

CAMPAIGN EXPANSION

Cormanthyr

Empire of the Elves



BY STEVEN E. SCHERD AND KEVIN MELKA





Cormanthyr: Empire of Elves

by Steven E. Schend and Kevin Melka

Credits

Design: Steven E. Schend and Kevin Melka

Design & Development (ARCANE AGE Campaign Basics): Jim Butler & Steven E. Schend

Design & Development (The Elven Mindset): Ed Greenwood, Colin McComb, Roger E. Moore, & Steven E. Schend

Development/Design Aides: Brion Babula, Eric L. Boyd, Elaine Cunningham, Ed Greenwood, Jeff Grubb, Colin McComb, Roger E. Moore, Bryon Wischstadt

Research Assistance: Tyler Bannister, Grant Christie, Brian Fields, Aaron Losey, Peggy McLaughlin, Toby Mekelburg, Bobby Nichols, Josh Powell, Peter Shackleton, Hauke Stammer, Shane Voelker, Bryon Wischstadt; and AOL subscribers Jhoebryn, KBOZ74, Phillip aka Sleyvas, Rygad, and Whalejudge.

Editing: Dale Donovan and Anne Brown

Brand Management: David Wise

Art Direction: Dawn Murin and Paul Hanchette

Cover Art: Alan Pollack/Todd Lockwood

Interior Art: Jeff Easley

Graphic Design and Production: Dee Barnett

Typography: Angelika Lokotz

Cartography: Dennis Kauth

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

ADVANCED DUNGEONS & DRAGONS, AD&D, DUNGEON MASTER, FORGOTTEN REALMS and ARCANE AGE are registered trademarks owned by TSR Inc. All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR Inc.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada Ltd. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This *Forgotten Realms* game accessory is protected under the copyright laws of the United States of America and other countries. Any reproduction or unauthorized use of the material or artwork printed herein is prohibited without the express written permission of TSR Inc.

©1998 TSR Inc. All Rights Reserved. Made in the U.S.A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

TABLE OF CONTENTS

CAMPAIGN INTRODUCTION	3	THE TANGLED VALE	98
<i>Time Traveling Campaigns</i>	3	<i>History</i>	98
ARCANE AGE® Campaigns	7	MYSTERIES OF ELVEN COURT	106
<i>Campaign Mechanics & Details</i>	8	<i>History</i>	106
THE ELVEN MINDSET	14	<i>Old Elven Court & Environs</i>	107
<i>Misconceptions about Elves</i>	14	<i>Elven Court Today</i>	109
<i>Elven Attitudes about the N'Tel'Quess</i>	14	CORMANTHYR'S CITIZENRY	111
<i>Elven Motivations & Activities</i>	15	<i>The Rulers of Cormanthyr</i>	111
<i>Elven Faculties</i>	16	<i>Coronal's Defenders</i>	118
<i>Elven Death</i>	17	<i>Notables of Art</i>	120
<i>Elves of the Realms</i>	18	MAGIC OF THE PEOPLE	123
<i>A Brief Note on Elven Equipment</i>	19	<i>Elven Attitudes and Beliefs on Magic</i>	124
THE ELVEN AGES	20	<i>High Magic</i>	124
<i>Elven Concepts of Time & Histories</i>	20	<i>The Forms of High Magic</i>	126
<i>Elven History on Faerûn</i>	20	<i>To Wield High Magic</i>	127
<i>History of Cormanthyr</i>	24	<i>High Magic Advancement and</i>	
<i>Elven Timeline of Faerûn</i>	29	<i>Accessibility Table</i>	128
CORMANTHYR'S CIVILIZATION	43	<i>High Magic Rituals</i>	130
<i>Settlements of the Realm</i>	43	<i>High Magic Consequences Table</i>	131
<i>Leadership of the Realm</i>	45	MYTHALS	139
<i>Defense of the Realm</i>	47	<i>General Construction and Theory</i>	139
<i>Arts of the Realm</i>	50	<i>The Powers of Mythals</i>	141
<i>Beliefs of the Realm</i>	52	<i>The Dangers of Mythals</i>	142
MYTH DRANNOR, CITY OF SONG	54	<i>Myth Drannor's Mythal</i>	142
<i>Prehistory of the City</i>	54	MAGICAL ITEMS	119
<i>Living Myth Drannor</i>	57	<i>Miscellaneous Magical Items</i>	149
<i>Physical Myth Drannor</i>	62	<i>Tel'Kiira [Lore Gems]</i>	152
<i>Tour of the City</i>	64	<i>Artifacts</i>	153
<i>Sites & Landmarks</i>	69	<i>The Elfblades of Cormanthyr</i>	154
<i>Cormanthor</i>	71	APPENDIX:	
<i>Sheshyrinnam</i>	74	SECRETS OF WINDSONG TOWER	157
<i>Kerradunath</i>	77	<i>Secret Structures</i>	157
<i>Dlabraddath</i>	79	<i>Secret Sages & Students</i>	157
<i>Myth Drannor Key Cross-Reference</i>	85	<i>Secret Knowledge</i>	158
SEMBERHOLME	86	<i>Secret Treasures</i>	158
<i>History</i>	86	<i>Secret Agendas</i>	160
<i>Lake Sember</i>	94		

CAMPAIGN INTRODUCTION



The Advanced Dungeons and Dragons® Game has presented its fans with two decades of adventure and excitement galore. All of its worlds are ripe with history and legend, of which the player characters found many lost tomes, ancient artifacts, and oft-told epics. Now, with the Forgotten Realms® Arcane Age® Line, you and your players can participate in the legends as they happen! Step into the past and experience the sights, sounds, and wonders of fabled Myth Drannor at its height. Walk the wooded glades of Cormanthyr, the last major elven empire on Faerûn, and discover secrets lost to the realms of the present day (1370 DR). Unless noted otherwise, this product presents the Forgotten Realms as it stood 720 years ago in the Year of the Falling Tower (650 DR).

Astute players and Dungeon Masters know what is to come (the inevitable Fall of Myth Drannor), but don't let the end ruin the grand vistas of the "current day." In many ways, an ARCADE AGE campaign can have more emotional resonance for players and DMs, both in this past era and in the present. Introduce them to great heroes who only exist in myths, allow them to learn the secrets forgotten in the future, and bring the past to life as an active and vital setting. Show the players and their characters that the past is not just some crumbling ruins, dusty artifacts, or names in a book—the past was, as any time, a time of life, laughter, and love, a simple thing that so many forget as they rummage through a long-hidden tomb. Since they know the final fate of these people, the players will gain a greater sense of the tragedies that brought this empire low long before they were born. As well, it may teach those less-scrupulous characters to think before robbing a tomb or desecrating ruins—especially if they get the chance to know the kindly, self-sacrificing person buried therein.

This chapter's purpose is to bring players and DMs up to speed on a number of major rules adjustments for this campaign. Though it's a foregone conclusion that the DM and players will enter the ARCADE AGE campaigns, they must decide whether their characters are natives of that time or time-travelers. A discussion of time travel reveals the hows and whys of reaching this 700-years-past realm from the modern Realms, and



provides three options of travel, each with their benefits and drawbacks and warnings to those who wander out of their own eras. Next, it details the races and classes available in this era for the player characters; during the ARCADE AGE, elves were more powerful and thus, there are a number of major variations for the elves to show the path of history and how it has changed them.

DMs should bear in mind that lengthy discussions on the history and development of human spellcasting are not herein. For the details and the

full story of Netheril, see TSR #1147 FORGOTTEN REALMS® ARCADE AGE® *Netheril: Empire of Magic* boxed set.

Time Traveling Campaigns

For decades, the player characters have heard the legends of Myth Drannor, tales of the splendorous realm where the elves and all the races gathered in harmony and peace. In the Year of the Tankard (1370 DR), Myth Drannor is a tumbled ruin riddled with creatures fell and foul. Whatever the reasons, your characters intend to part the mists of time and experience Myth Drannor and its empire of Cormanthyr in its glory days. Know that it is far simpler to make the decision than it is to execute in action. . . .



Time travel has been possible both in the past and present Realms, but it is never easy, never without sacrifice, and never without consequence. Before the fall of Netheril in the Year of Sundered Webs (-339 DR), the goddess Mystryl strictly limited time travel to the past, since she was the goddess and guardian both of magic and time. Any methods used to breach the time stream before -339 Dalereckoning, whether they are the methods below or planar travel or spells from the *Chronomancer* supplement or even *wishes* or errands of the gods, automatically revert to the effects and limitations of Mystryl's own *time conduit*. The travelers suffer all the drawbacks of their chosen mode of travel in addition to those of the *time conduit*, and neither of these effects can be avoided. Mystryl notices all time anomalies such as time travelers, no matter their attempted method of entry, and she either allows time travel to happen on her terms or not at all. Characters attempting to time travel in other planes and then enter the Prime Material at Toril will find they cannot pierce the dimensional barriers or crystal sphere leading to Abeir-Toril due to Mystryl's opposition to their alien existence in this time and place.

Time Conduits

Mystryl created the *time conduit* spell to allow travel through time strictly on her terms. Wizards who sought to bypass her rules of time travel through new spells ultimately failed. No matter their methods, they found that Mystryl's *time conduit* spell was the only way to time travel. The official ARCANES AGE timelines of the Realms are detailed in this product and in the *Netheril: Empire of Magic* boxed set. Details on the Fall of Netheril are found in the *How the Mighty are Fallen* campaign expansion adventure, while the times that bring Cormanthyr low are in the upcoming *Fall of Myth Drannor* campaign accessory (June, 1998). Mystryl's time-travel magic is tied to annual cycles; spellcasters and their companions who traveled back through time always arrive on the first day of a new year, and the magic recalls them to their original time at the end of the last day of that year. No magic within the past or present timeline, not even *antimagic shells* or *prismatic spheres*, can prevent the recall of a time-traveler back to his original time. There are a wide range of side effects to travel by *time conduits* that were far more surprising and disturbing to time-travelers; these are noted below within the spell itself.

Ninth-Level Spell: Time Conduit (Alteration, Chronomancy)

Range: 30 feet

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Upon casting this spell, a shimmering, golden portal appears somewhere within 30 feet of the caster (though the caster has no control over where the portal appears). This golden disk appears upon the fourth round of casting, and it grows, expanding as if it were an opening eye until it reaches its

maximum diameter. At the completion of the casting, the 10-foot circular opening goes translucent as the golden light of its edges dissipates back inside its radius, making the portal suddenly seem to lead into a long tunnel filled with electric silver-and-blue flashes of light. Creatures that gaze into the opening for more than one round see quick glimpses of their pasts cascading along the walls of the tunnel, but no memories or revisited scenes cause any damage. The portal remains for one round per level of the wizard or until the wizard enters the *conduit*, whichever occurs first.

During the casting, the wizard names the age and year that the *time conduit* is to transport those who enter it. For example, a wizard who wanted to visit Netheril around the time of the birth of Karsus would state: "The conduit shall exit during the Shadowed Age of Netheril in the year 3163 in Netheril Years." Bear in mind that the phrasing or the choice of calendar is less important than the wizard's focus on and knowledge of the time he wishes to visit and his calculating of the years between his time and the one he wishes to visit. The same time could be reached with these phrases:

- "The conduit shall exit during the Fifth Rysar of Cormanthor in the 14th winter of the Coronal Tannivh" (travel to old elven realms);
- "The conduit shall exit during the Fourth Age of Calimshan in the 72nd year of the rule of the Pasha Vydraq" (travel to ancient Calimshan); or
- "The conduit shall exit during the 696th year before the advent of Dalereckoning" (travel back 2,000 years without focus on geographic destination).

Creatures entering the *time conduit* are immediately stripped of all magical items and memorized spells and psionics, though the psionics return at the standard rate of restoration. Spell books and scrolls remain intact in function, though they are slightly altered (see below). Items that do not yet exist among the culture specified within the casting or among the race to which the caster belongs (if a culture was not chosen by the caster by the use of its calendar) also disappear; for example, plate armor disappears from all folk but dwarves and elves, while arquebuses vanish from all folks' grasp. (Refer to the Equipment section at the end of this chapter for more details on technology shifts across time.) All appropriated items are shunted into subdimensional pockets within the *time conduit* itself, and all of these are returned to the proper time travelers upon the voyage home. This return trip likewise strips travelers of items they collect during their stay in the past and stores them within the *time conduit*; where these items go after the conclusion of the spell is unknown, though many wizards believe any time-lost items simply drift into the Ethereal Plane.

Spells that do not exist for the caster's race in the now-current year appear as blank pages in a caster's spell book. Scrolls for spells or effects that do not yet exist are also blank. These blank pages are restored to normal upon reaching the caster's own time or a point in time where the spells exist for the caster's race (by being created during the year they currently inhabit).

There is never a way to determine the precise physical destination when using a *time conduit* spell. The only thing for certain is that the time travelers appear somewhere in the lands of the culture they seek. Travelers seeking Netheril might arrive in the Netherese city of Thiefsward, while those seeking contemporary Cormanthyr could exit on the shores of Lake Sember in the same year. Depending on the concentration and focus of the caster, a *time conduit* generally lands its travelers within 100 miles of areas claimed by the chosen culture. If no culture is specifically sought, the PCs could exit the *time conduit* at the chosen time, but they could arrive anywhere within 500 miles of their physical location where the *time conduit* is cast.

Time travelers always arrive during the early hours of the first day of the new year, and they always return to their own original times during the final night of the year. The arrival and return magic of the *conduit* focus on these days as they correspond to when mystical energies and the potent magics tied to time are at their greatest on Toril. Nothing can prevent a time traveler from being drawn back into the *time conduit* at the close of the year, not even spells that negate magic or shield against its effects. Creatures return to their own time 30 days after they entered the *time conduit* originally, though they have physically aged one year due to their time trip.

Time travelers also cannot physically exist in two places at once within the same timeline. Therefore, once a creature has traveled back to a particular year (no matter where on Toril he was geographically), he can never visit that particular year again. Any attempt to do so fails utterly, and the caster (or a traveler who has visited the *conduit's* exiting point in time) is hurled 1d100 years and 10d100 miles to a random time and place in Toril's past.

The material components for this spell are three scales from three different aligned ancient dragons (one from each), the dust from a slain time elemental, soil or stones from the land that is the *time conduit's* destination, and knowledge of the age and time to be visited. The physical components are consumed during the casting, though the knowledge of the realm remains.

DM's Note: This spell is an extraordinarily rare and difficult spell to obtain, let alone master. Lifelong campaigns could be run by mages seeking such a spell, whether by acquisition from another wizard or researching the magic themselves. While it is certainly possible that the spell could be placed on a scroll in a long-lost tomb, it is more likely that the few upon the Realms who know the time conduit spell must be approached and wooed by the seeking wizard. Major campaign NPCs such as the lich Larloch, the wizards among Mystra's Chosen, the Magister or agents of Azuth, and others might trade the knowledge of this spell for such costs as "a favor in the future," "a small errand," or the payment of a valuable possession of the character (from another equally rare spell of equivalent rank to items or worldly possessions such as real estate). Many of the folk who might have access to this spell are also quite particular over whom would learn it, and many who finally discover the NPC with the knowledge they covet also find she has no desire to grant it to the PC. This sit-

uation can only be handled through roleplaying, though be warned: Once the Simbul makes her mind up, you'll have better luck finding a tanar'ri priest of Tyr than changing her mind. . . .

Time Gates

There are *time gates* on Faerûn, but their locations remain a mystery. Ancient texts of Mysteryl's faith talk of three *gates* that were created either through accidents or great fortune. Unknown to any other races on Toril, there is one other *time gate*, and that is known only to the High Mages of the elves. The *time gates* are older constructs than anything else in the Realms, either ARCANES AGE or modern time periods. They predate the first dwarven realm on Faerûn, and even the elves seem in awe of their age and power.

While the *time gates* do not require the material components of the previous spell, their effects are identical to the *time conduits*. Bear in mind that if a seeker walks through a *time gate* without something to act as a place anchor (i.e., a stone from a certain place, an item from a past land, etc.), the *gate* will (just like the spell) deposit the traveler in a random location on Toril in the past.

Discovering the location of any of the *time gates* is definitely a quest of epic proportions, with many adventures along the way. Many adventurers have looked hard and long for centuries, to no avail. Since none ever had ever found anything (or at least had later developed the sense to keep quiet about it), most adventurers gave up hunting for the fabled *gates* while Myth Drannor was still aborning. The last recorded expedition to seek a *time gate* seems to have been in the Year of Withered Flowers (404 DR).

The first of Mysteryl's legends that reveals a hint to a *time gate's* location states that it ". . . lies hidden upon the back of the mountains, where the ice and rocks touch the summer sky of Amaunator's belt." This is actually a reference to an ancient constellation of Amaunator that appeared in the summer months over the Spine of the World. Adventurers could spend many months in the frozen wastelands of the Spine searching for the deep cave that holds the *gate* with no luck. For those few who do actually find the cave, they also discover that the *time gate* has a guardian, an ancient white dragon. She is vain, greedy, and far less crafty than she believes herself to be. She is smart enough to lay her bulk in front of the *gate*, and none get past her to use the *gate* unless they provide a service for her or pay her dearly in gems and magic.

The second *time gate* is ". . . north of Novularond, shining bright upon Miskens Peak at Highsummer." While the Novularond range has been searched repeatedly, adventurers have failed to discover the *gate* simply because the Great Glacier sheared off Miskens Peak in centuries ago. The portal still exists, however, though it's much more difficult to locate now, buried as it is deep within the glacial ice and moving slowly along with the glacier.

The third gateway known to humans of Mysteryl's faith (or later scholars of the same) exists at ". . . Andrio's Peak near the Garden of Eldath." A scribe actually misspelled the origi-

nal place name of the peak, which was Andrus. The garden is an obscure hint to the city of Cedarsproke in the Guthmere Forest of the Vilhon Reach. The *time gate* has survived the centuries inside Mount Andrus despite several volcanic eruptions, shielded from the monstrous heat by first Mysteryl's and now Mystra's magic.

The final and most mysterious *time gate* lies in Synnoria, the elven realm hidden high above Myrloch Vale in the Moonshaes. No legends speak of it, nor do any songs, for it is a *gate* that no more than ten Synnorian elves have even spoken of since they founded their grand city of Chrysalis millennia ago. They know what it is and what it can do, and they simply keep a sharp eye out for any who would abuse its powers. Whether the elves have used it for themselves, they do not say. The *time gate* is simply the open arch at the end of a clouded, misty cave behind the eastern falls that feed Mirror Lake.

Risks of Time Travel

As stated earlier, no magics within any timeline can prevent the return of a time-traveler to her original time after one year. However, there is one, albeit dangerous, exception to this one-year time limit in the past: the alteration of a timeline.

If anyone purposefully or accidentally alters a pivotal event in a timeline, many sages believe that the magic that placed them out of their own time will prevent that change from occurring and most likely cancel the trip through time. Of course, so few folk travel in time (aside from the mundane method of one day at a time), that sages cannot gain absolute answers. Before the time-travel campaign even begins, the DM needs to make a decision on the effects of changing time. For the sake of smooth game play, there are only two options: The creation of a new timeline or the retroactive end of time-travels for the player characters.

Creating New Timelines

Should anything occur within a campaign that alters the extant FORGOTTEN REALMS timeline, the time-travel magic's at play on the characters' end. However, the time-traveling characters are not pulled forward in time to where and when they came from – *They remain in this past . . . for the rest of their lifetimes*. By altering events in the past, the characters have created an alternate timeline that differs from their home timeline, and this forces them to remain in that altered time forever, no matter their wishes. From this time forward, the PCs have effectively created an additional FORGOTTEN REALMS campaign setting. The entire "past" that the PCs might remember begins to be rewritten, and this is entirely open for the DM to redesign.

Now, the form or details in some events will not alter time, but the end results must remain constant. Helping a farmer plow a field in the past or saving a child from a mad dog may cause nary a ripple in the timeline. However, major events must remain constant, or else major time shifts occur. Adventurers could travel back and attempt to save a king's life from an assassination in the past; the PCs might stop the as-

sassination, creating great names for themselves as the king's saviors, but the timeline must account for the change. Now, the DM can maintain the bulk of the old timeline, and the king dies within days anyway of a fever. The DM could also allow the king to live and rewrite history to accord for the king's continued existence.

Just as each plane of existence contains an infinite amount of space, each plane of existence is also permeated (or enveloped, depending on one's point of view) with an infinite amount of time. Therefore, alternate timelines do exist; in fact, each individual game campaign played in the FORGOTTEN REALMS counts as a distinct and separate timeline. Travel between one timeline and another, no matter what plane of existence a traveler might be on, is impossible, even for *wishes* and gods (who would not choose to do so, since they cannot perceive such alternate times, only the timeline they occupy). Those that study such theories surmise the presence of unknown powers that survey and reinforce the integrity of each timeline; these are beyond gods, since the gods themselves are recreated in each timeline.

Divine Intervention

The alternative to the creation of an independent timeline, forever stranding player characters in a time not their own, is to allow Mystryl to force the recall of a time-traveler before or exactly as a timeline's events are altered. Mystryl ejects them from that timeline and returns them to their original place along the timeline, retroactively erasing their existences and their effects upon the extant timeline.

This can be a passive event, and the PCs simply fade out of time. While they fade, the PCs watch time run backward to erase any of their actions that changed time. This recall also can be an active event, and the PCs receive divine attention. Mystryl stops time altogether around the PCs while allowing them their consciousness, placing them outside of time. She then shows them the effects of their actions, if she allows (allowed?) the change to happen, from that "present" forward to their equivalent time. Often, the PCs find in their horror that their actions change their world irrevocably and they rarely enjoy seeing these consequences. For example, saving a past ruler from an early, tragic death seems a noble cause; however, Mystryl can show the PCs that this ruler's death allowed the downtrodden of his realm to revolt later, and these folk eventually form a country instrumental in defeating far greater evils than those faced by the tragic king.

No matter which method is used on the PCs, they return to their original timeline. But their indiscretions should leave them marked by Mystryl. At the DM's preference, the PCs can be barred from ever traveling through time again, stripped of some or all of their magic, or submitted to some physical effects to remind them of a goddess' displeasure (loss of the caster's eye due to his lack of foresight in time travel?).

Time Travel after the Fall of Netheril

The goddess Mystryl governed both magic and time during her divinity, though she gave far more attention and kept far more control over time than she did with magic. After the

magical abuse of the Netherese nearly destroyed the Weave, Mystryl died but reincarnated herself in the body of a young woman as Mystra, the new goddess of magic. Mystra put limits on magic, and her attentions shifted from time to magic. After the Year of Sundered Webs (-339 DR), Mystra simply maintained the old restrictions on time travel inherent in the *time conduits* and focused more on magic. Therefore, while the goddess is different, Mystryl's rules and restrictions on time travel remain enforced even 17 centuries after her destruction.

Arcane Age Campaigns

A Cormanthuran campaign can take place in a number of different eras, since this empire of the elves spans more than eight millennia. It is simply up to the travelers to determine where, when, and how they begin. Of course, their destination time and their character races may affect the style of campaign. Below is a quick rundown of Toril's history as it pertains to the rise of Cormanthyr and Myth Drannor; much of this history also crosses that of Netheril but this is discussed more in detail in the History of the Elves chapter.

Campaign Eras

These brief notes simply point out the major events and changes to Toril in these times; for more information, see The Elven Ages chapter. Not all of these are appropriate eras for ARCANES AGE games in the forest of Cormanthor, as this realm is contemporary with Netheril. DMs should restrict PCs to the "Rise of the Empire" times or later.

The Days of Thunder

This is the time of the fabled Creator Races, when many gods came to the consciousness of mortals, and many races still hid in caves. No mention can be found of elves, dwarves, and other races in this time. Still, their absence on ancient cave paintings is hardly sufficient evidence to say that they did not exist in the Realms.

The Dawn Ages/The Time of Dragons

Dragons and giants rule Toril at this time; elves and dwarves settle in small but growing communities all over Faerûn. The dwarves overthrow giants and start their empires. Toward the end of this time, the elves start doing the same against the dragon overlords of this era.

The First Flowering

The elves reach their peak here, more than 15,000 years ago. The great elven civilizations of Faerûn include Aryvandaar, Illefarn, Ilythiir, Keltormir, Miyeritar, and Shantel Othreier. With the elves' success against the orcs and dragons and giants, the other races thrive in safety and begin the slow climb of civilization.

The Crown Wars

The Crown Wars of the Elves erupted more than a dozen millennia ago, pitting nearly four generations of elf against elf. The two greatest events of the Crown Wars that still have impact on the Realms of any era are the Dark Disaster and the Descent of the Drow. The Dark Disaster utterly destroyed the forest realm of Miyeritar, leaving the blasted plains that are now the High Moors. Perhaps due to the savagery of the Crown Wars or other factors long lost to time, the Dark Elves became corrupt during this era, broke away from their brethren, and after much warfare and cruelty they descended beneath the planet's surface to become the Deep Elves, the drow.

The Rise of Humanity/The Founding Time

This era signals the rise of all the humanoid civilizations, as the many dragons and giants were long overthrown and the elven wars no longer loomed over everyone as a threat. The elven realms of Evereska and Evermeet grow by colonization along with other realms, from the human Unther or Coramshan to the dwarven realms of High Shanatar or Oghrann.

The Era of Netheril/Rise of the Empire

This is the world as described in the first *ARCANE AGE* supplement, the *Netheril: Empire of Magic* boxed set. The major powers in Faerûn include Netheril for the humans, Delzoun for the dwarves, and Cormanthyr, Illefarn, and Eaelrann for the elves.

The Survivor Wars/Cormanthor's Prime

After the fall of Netheril magic and the Weave had become corrupted. Elves found themselves in competition for territory with many more fecund races, and troubles dogged the Tel'Quessir at all turns. Humans, drow, orcs, giants, and the slow advance of the desert of Anauroch all spelled doom for the elves, but the great empire of Cormanthyr grew out of this age. Rather than stand alone, the elves chose to join with the good races against the orcs and other dangers, leading to the greatest era of cooperation among the races ever seen on Toril.

The Glory of Myth Drannor

This era, the current, sees the opening of Cormanthyr to the other races and the rise of Myth Drannor. This is the mid-7th Century of Dalereckoning, or more specifically the Year of the Falling Tower (650 DR), and this is the elven campaign of the *ARCANE AGE*.

Campaign Mechanics & Details

Campaign mechanics altered greatly with the previous *ARCANE AGE* box, since the culture of Netheril was so far removed magically and technologically from the modern AD&D standards. There are far fewer technological alterations needed to adopt a Cormanthyr campaign, since few mundane

things have changed for the elves over the course of the last dozen millennia. However, magic use and the strictures upon the elves in Retreat are not yet hampering the elves of Myth Drannor. *All of the rules adjustments below are optional and make use of core AD&D optional rules and serve only to spice up an elven campaign in Cormanthyr; this can be played easily with standard AD&D 2nd Edition mechanics.*

Races

The races available for PCs in Cormanthyr depend upon the timeframe of the campaign. All the races of standard AD&D characters are available, but players and DMs should consult the *Worlds Beyond Cormanthyr* chapter for more details on the realms and races at various times across the history of this elven empire.

Elf Age Tables

Type	Age of Elves		
	Starting Age Base Age	Maximum Age Variable	Range (Base + Variable)
Gold	125	5d10	600 + 4d100
Moon	100	5d8	500 + 4d100
Green	90	5d8	450 + 4d100
Aquatic	75	5d6	400 + 3d100
Drow	60	5d6	350 + 3d100

Type	Aging Effects		
	Childhood ²	Adolescence ⁻¹	Adulthood ⁰
Gold	1-60	61-145	146-300
Moon	1-50	51-125	126-250
Green	1-45	46-110	111-225
Aquatic	1-38	39-90	91-200
Drow	1-30	31-80	81-175

⁻² -4 Str, -2 Dex, -4 Int, -4 Wis; no stats below 2
⁻¹ +3 Str, +2 Dex, +3 Int, +2 Wis, -1 Cha; no stats below 3
⁰ +1 Str, +1 Int, +2 Wis, +1 Cha; these should be the basic ability scores as determined in PC Creation.

Type	Middle Age ¹	Old Age ²	Venerable Age ³
Gold	301-450	451-600*	601-Max.*
Moon	251-375	376-500	501-Max.*
Green	226-335	336-450	451-Max.
Aquatic	201-300**	301-400**	401-Max.**
Drow	176-260	261-350	351-Max.*

¹ -1 Str, -1 Con, +1 Int, +1 Wis
² -1 Str, -1 Dex, -1 Con, +1 Wis
³ -2 Str, -2 Dex, -2 Con, +2 Int, +2 Wis, +1 Cha
* Additional -1 Con, -2 Dex, +2 Int, +1 Wis, +1 Cha (Cumulative)
** Additional -1 Dex, +1 Int or +1 Wis (Cumulative)

Example: Vaalyun the noble gold elf artisan moved on to Arvanaith at the age of 722 winters; though a strong and nimble elf warrior in his youth (Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 12), he became weak and sickly in his age, though he was more highly respected by then as a sage and scholar (Str 12, Dex 8, Con 8, Int 19, Wis 16, Cha 15).

Simply put, there are a number of elves extant in the modern Realms that do not agree with established AD&D game rules for elves. Thus, the elves of the past have a number of more than cosmetic differences to their modern cousins. There are a number of optional rules to invoke for the more-magically powerful elves in this era so they may fulfill their legendary roles in the ARCANES AGE and explain the “rules-breakers” of the modern Realms.

Elf Age Tables

Unlike the generic AD&D game elf, the elves of ancient Toril have a slightly longer mortal lifespan before they move on to Arvandor. The Age & Aging Effects Tables, therefore, are adjusted specifically for elves born during this ARCANES AGE campaign. Note that an elf of any type can exceed normal life expectancies by such benefits as divine intervention and notice (by Corellon, Labelas, Lolth, or even Mystra), High Magic, or other arcane methods. In fact, the indoctrinations of most High Mages involve a Ritual of Revival that extends their lives to allow the pursuit of High Magic.

The drow lifespan is shortened appreciably due to their additional powers gained in the Underdark which nullify the Weave’s beneficial effects upon their vitality. If your ARCANES AGE campaign takes place during the Crown Wars before the Descent of the Drow, they have no powers beyond those standard abilities of elves and they share the lifespan of Moon Elves.

The standard DMG tables apply to the third and later generations of nondrow elves born in the times after Netheril’s demise, as the damage and abuse done to the Weave has slightly affected the elven lifespans. Therefore, any elves born in the Realms after approximately 300 Dalereckoning age as standard AD&D game elves, unless their aging processes are altered as noted above (or the DM wishes to maintain longer ages).

The effects of age also change, with some of the elven races aging or deteriorating more swiftly as time wears on. Like the tables in the *DMG* and the *Complete Book of Elves*, the effects on the table below are cumulative adjustments to the gener-

Available Elven Classes			
Group	Elf Class/Kit	Level Type	Limit
Warrior	All		12/15
	Archer	Green, Moon	15
	Fighter	All	12
	Ranger	All	15
	Windrider	All but Aquatic	12
Wizard			15
	Dualist Wizard	Gold, Moon	15
	Mage	All	15
Priest		All	12
	Cleric	All	12
	<i>Priest</i>	<i>All</i>	12
	<i>Druid:</i>	<i>Moon, Green</i>	12
Rogue	All		12
	<i>Bard</i>	<i>All</i>	20
	<i>Elven Minstrel</i>	<i>Gold, Moon</i>	18
	Thief	All but Gold	12
Multi-Class Kits			
	Bladesinger (F/W)	Gold, Moon	12/15

ated character scores; with each change in age or additional deterioration as marked by races (the * or ** effects), players and DMs must adjust their characters’ scores accordingly.

The ability restrictions placed on demihumans, most specifically elves, apply only to the character’s statistics at the time of creation. In other words, once the abilities begin adjusting due to Middle or Old Age, they can exceed previous limits. Bear in mind also that characters’ scores, while some improve over time, cannot exceed 25.

Classes

While the general level limitations for demihumans still hold true in the ARCANES AGE, the elves were capable of exceeding many of those limits both due to their longer lives and to

Elf Fighters of the ARCANES AGE						
Lvl	Fighter XP	Ranger XP	Hit Dice (d10)	Age Minimum	Fighter/Kit Prerequisites	Ranger Prerequisites
13	1,500,000	1,800,000	9+12	150	Con 14	Con 15, Wis 15
14	2,000,000	2,400,000	9+15	160	-	Str 15, Dex 15
15	2,500,000	3,000,000	9+18	170	Str 15	-
16	3,000,000	3,600,000	9+21	180	-	Con 16, Wis 17
17	3,750,000	4,200,000	9+24	190	Con 15	-
18	4,500,000	5,100,000	9+27	200	Str 16	Str 16
19	5,250,000	6,000,000	9+30	215	Con 16	Dex 16
20	6,000,000	6,900,000	9+33	230	Con 17	Con 17, Wis 18
21	7,000,000	7,800,000	9+36	245	Str 17	Str 17
22	8,000,000	8,700,000	9+39	260	Con 18	Dex 17
23	9,000,000	9,900,000	9+42	275	-	-
24	10,000,000	11,100,000	9+45	290	-	-
25	11,250,000	12,300,000	9+48	320	Str 18	Str 18, Wis 19

Elf Rogues of the ARCAN E AGE

Lvl	Rogue/Bard XP	Hit Dice (d6)	Age Minimum	Thief/Kit Prerequisites	Bard/Minstrel Prerequisites
1	0	1	-	-	-
2	1,250	2	-	-	-
3	2,500	3	-	-	-
4	5,000	4	-	-	-
5	10,000	5	-	-	-
6	20,000	6	-	-	-
7	40,000	7	-	-	Dex 14
8	70,000	8	-	-	Int 15
9	110,000	9	-	-	Cha 16
10	160,000	10	-	-	Dex 15
11	220,000	10+2	-	-	Int 16
12	440,000	10+4	-	-	Dex 16, Int 17
13	880,000	10+6	200	EVIL; Dex 16	Cha 17
14	1,320,000	10+8	220	EVIL; Dex 17	Dex 17, Int 18
15	1,760,000	10+10	240	EVIL; Con 15	Cha 18
16	2,420,000	10+12	260	EVIL; Dex 18	Int 19
17	3,080,000	10+14	280	EVIL; Con 16	Cha 19
18	4,660,000	10+16	300	EVIL; Dex 19	Int 20

closer ties to the magic of Toril in those days. Furthermore, the mix of races in Myth Drannor sometimes instilled in younger elves a fierce sense of competition with the “lesser” races to constantly ensure that the elves surpassed all feats any “mere” human, gnome, dwarf, or halfling could perform. While most elves eventually matured and turned their attentions to matters more elven (and less occupation- or class-based), some held on either petulantly or by the will of the Seldarine and rose far beyond the abilities of normal elves in their chosen fields.

The Elven Classes Table presents an expanded range of classes open to elves of Cormanthyr and Myth Drannor. Subclasses and kits are indented under the proper group class. Most classes are embraced by particular types of elves, and these are noted under Elf Type. It also notes the standard Level Limit for elves. Classes normally unavailable to elves are italicized.

Experience tables and the prerequisite scores for expanded class levels are presented after the classes table for individual class groups. Under the classes normally not open to elves, brief notes are provided to explain the elves’ access to this class in the ARCAN E AGE.

Elven Class Advancement

In the standard AD&D rules system, elves are limited in class advancement to levels 9-15. Using a variation of the Slow Advancement and Prime Requisite Bonus rules from the DMG, elves in an ARCAN E AGE campaign can advance beyond the limits established in the core AD&D rules. Prerequisites for advancement are noted along with adjusted XP values and age minimums; these prerequisites are in addition to the standard class prerequisites. If the PC or NPC does not meet all requirements, that character is limited to the level he or she currently has.

Elven Rangers

Rangers use the standard ranger abilities of the normal AD&D 2nd Edition rules.

Elven Rogues

Rogues are quite rare in Cormanthyr culture, as the idea of an individual skulking about and gaining knowledge and wealth by secrecy and guile is quite distasteful to many elves. Still, they recognize the need for such skills, and often applaud great masters as they would any person who excels at their craft. However, no good or neutral elves ever exceed the normal level limits as a thief; *non-evil thieves are locked in place with the level maximum at 12th level, while evil thieves can advance up to 18th level.* Elves will, however, become bards and minstrels, and here they can excel (and break level boundaries). Between now (650 DR) and the modern Realms era (1370 DR), all elven bards (as a class) leave Faerûn for Evermeet, the reasons for this exodus unknown; only half-elf and human bards remain. The bard subclass (and kits) use the normal AD&D 2nd Edition rules for bard spell & skill progressions.

Elven Priests

During the ARCAN E AGE and the rise of Cormanthyr, elves could be both clerics and priests of the Seldarine gods. When Myth Drannor is opened to the N’Tel’Quess cultures, Cormanthyr elves can then begin to become priests of non-elven religions as well.

There are few level expansions beyond normal limits for a very simple reason. The priests and clerics commune with the gods for blessings and powers, and the closer the communion (i.e., higher the level), the stronger the Call to Arvandor becomes. Finally, the elf simply gives in to the Call and Passes Beyond, and physically, rather than just spiritually, joins with his gods in Arvanaith.

Elf Priests of the ARCAN E AGE

Lvl	Cleric	Druid (Priest)	Hit Dice (d8)	Age Minimum	Wisdom Minimums	Spells						
	XP	XP				1	2	3	4	5	6	7
13	1,350,000	1,200,000	9+8	200	Wis 18	6	6	6	4	2	2	-
14	2,025,000	2,400,000	9+10	250	Wis 19	6	6	6	5	3	2	1
15	2,925,000	4,800,000	9+12	300	Wis 20	6	6	6	6	4	2	1
16	4,050,000	5,500,000	9+14	400	Wis 21	7	7	7	6	4	3	1

The elven subraces can all become clerics of any of the Sel-darine, though some gods and their priests are strictly limited along racial lines:

Type	Clerics	Priests
Gold Elves: All		Corellon Larethian; Labelas Enoreth
Moon Elves: All		Corellon Larethian; Sehanine
Green Elves: All		Corellon Larethian; Rillifane Ral-lathil
Aquatic Elves: All		Corellon Larethian; Deep Sashelas
Dark Elves*: All;		<i>Lolth (after -12,000 DR)</i> Corellon Larethian; Erevan Ilesere; <i>Lolth (after -12,000 DR)</i>

* These are dark elves from before the Crown Wars; once the Crown Wars begin, the dark elves degenerate swiftly and solely into the worship of Lolth and other dark powers such as Vhaerun and Ghaunadar.

Bear in mind that these are merely rules guidelines based on patron gods of each race; the only priest allotted for Cormanthyr's elves at current is a priest of Rillifane, and the general AD&D druid (or the specialty priest of Silvanus available in *Faiths & Avatars*) functions well for that purpose. These optional rules will be superseded in the future by detailed specialty priest subclasses. To explain this shift in style, the elves of Cormanthyr take many of the elder rituals and prayers with them when they pass to Evermeet or they are lost in tragedies that destroy temples (like the Feast of Dark Slaughter; see *The Elven Ages*). New prayers and worship beget the new specialty priest as developed.

Elven Wizards

Elven wizards are a special lot, given their innate connections with magic and the Weave. Wizards in the classic sense of the AD&D game are far more numerous among the elves than in any other race on Toril. Elven wizards taught magic to humanity and gnomekind both. Of course, both races then took such arcane knowledge and either abused and altered it (as in *Netheril*) or subjugated it to their needs (as in illusion specialization with the gnomes).

During the ARCAN E AGE, elves operate under the standard AD&D wizard rules, with at least all the standard spells of the *PHB* accessible to the elves, Had the Netherese been less quick about abandoning the elven methods of wizardry for those of the *Nether Scrolls*, they would have learned of the wondrous powers held by certain savant elf mages. There are no "specialist" mages like the modern Realms understands them, but there are such mages of unique power called the Dualists.

Elven Dualists

A dualist wizard is, for all intents and purposes, the elven predecessor to the specialist mages of the modern Realms. In the modern Realms, a specialist focuses on one school of magic and gains benefits for casting those spells while maintaining knowledge of all other schools save those in opposition to his own. A dualist, on the other hand, focuses on one school of magic and its diametric opposite school, to the exclusion of all other schools of magic! While most wizards shy away from one type of magic in favor of another, dualists examine and exploit the push-and-pull of the opposing magical forces, though the study of this powerful cyclical magic view precludes their examining any other types of magic.



Elf Wizards of the ARCANÉ AGE

Lvl	XP	Hit Dice (d4)	Spells										Level Prerequisites
			1	2	3	4	5	6	7	8	9	10	
15	1,875,000	10+5	5	5	5	5	5	2	1	-	-	-	Minimum Intelligence: 15
16	2,625,000	10+6	5	5	5	5	5	3	2	1	-	-	Minimum Intelligence: 16; max. level for aquatic elves
17	3,375,000	10+7	5	5	5	5	5	3	3	2	-	-	Minimum Intelligence: 17
18	4,125,000	10+8	5	5	5	5	5	3	3	2	1	-	Minimum Intelligence: 18; max. level for green elves
19	4,875,000	10+9	5	5	5	5	5	3	3	3	1	-	Minimum Intelligence: 19
20	5,625,000	10+10	5	5	5	5	5	4	3	3	2	1	Minimum Intelligence: 19
21	6,750,000	10+11	5	5	5	5	5	4	4	4	2	1	Minimum Intelligence: 20
22	7,875,000	10+12	5	5	5	5	5	5	4	4	3	1	Minimum Intelligence: 20
23	9,000,000	10+13	5	5	5	5	5	5	5	5	3	2	Minimum Intelligence: 21; max. level for moon elves
24	10,125,000	10+14	5	5	5	5	5	5	5	5	4	2	Minimum Intelligence: 21; max. level for moon elves
25	11,250,000	10+15	5	5	5	5	5	5	5	5	5	2	Minimum Intelligence: 22
26	12,750,000	10+16	6	6	6	6	6	5	5	5	5	3	Minimum Intelligence: 22
27	14,250,000	10+17	6	6	6	6	6	6	6	5	5	3	Minimum Intelligence: 23
28	15,750,000	10+18	6	6	6	6	6	6	6	6	6	3	Minimum Intelligence: 23
29	17,250,000	10+19	7	7	7	7	7	6	6	6	6	4	Minimum Intelligence: 24
30	18,750,000	10+20	7	7	7	7	7	7	7	6	6	4	Minimum Intelligence: 24

Elven Dualist Requirements & Benefits

Dualist Title	Ability Prerequisites	Schools of Magic
Alurakar	InT/Wis/Dex 15	Abjuration, Alteration
Dijakkar	Int/Wis/Con 15	Conjuration/Summoning, Divination
Encikkar	Int/Cha/Con 16	Enchantment/Charm, Invocation/Evocation
Nelluonkar	Int/Wis/Dex 16	Illusion/Phantasm, Necromancy

Titles: These titles are the commonly-used titles for the dualists during the time of Myth Drannor, derived from Auld Dwarvish. Dualist spell books are written in a unique code that requires not only *read magic* to understand but also knowledge of Auld Dwarvish and another lost language appropriated by the Dualists.

Ability Prerequisites: The three abilities noted under each must all meet the minimum score to begin the study of dualism. If scores are ever reduced to less than these minimums after beginning training, the character stops at his current level, and becomes a mage limited to only his two former schools (loss of special abilities).

Schools of Magic: These are the two opposing schools of magic/thought on which the dualist focuses. The only exceptions to the rule of exclusivity of spell use among dualists are two spells: *detect magic* and *read magic*.

Magic, to a dualist, is a dynamic, cyclical force, where each magic has an equal and opposite magic and wizardry is a matter of manipulating one force against its opposite to achieve the reaction desired. Even when they see different types of magic cast, they try to define it by their understanding of magic.

To paraphrase the basics of dualistic magic, the dualist-alurakar see the world in terms of shifts and shields (alteration, protection), and magic is simply the application of motion or form to the Weave or cessation of the same. Dijakkar look upon magic and the Weave as a Great Tunnel connecting Toril to all other planes and worlds; they simply draw either ephemeral thoughts or actual things through the Great Tunnel. The encikkar wield the Weave as a living force or pair of forces, and they either push and pull that force subtly within a being or object (enchantments) or forcibly (evocations). The nelluonkar see the Weave and their magic as no more than a veil. To them, the veil between life and death is no different than a veil of illusion; both are equal states of matter and space, but the shape and energy within the veil are what cause magic to happen.

- The dualist gains two additional spells per spell level, but only from the dualist's two available schools.
- Dualists, with their focused knowledge on their own magics, gain a +2 bonus to their saving throws against those types of spells. However, they suffer a -2 saving throw penalty against all other types of magic. Targets incur a -2 saving throw penalty against their spells due to the dualist's enhanced learning.
- Every time a dualist reaches a new spell level, he automatically gains two spells (one of each school) to add to his spell books. The spells can be determined randomly or chosen by the player with the DM's approval.
- The dualist has a 95% chance to understand and learn a spell from either of his two schools.
- When a dualist creates spells for one of his two schools, the spell is considered one level lower when determining difficulty; this spell is accessible for all wizards to learn.

The dualist has the option to further streamline the spell creation process (reduce the spell level by two when determining difficulty), but then the spell is usable only to dualists of the creator's type.

Elves of Dualism

Dualists are found only in the following elven nations and time periods (but not before founding of nations):

- Aryvandaar (before & during Crown Wars; gold elves)
- Cormanthyr (all times; all elves)
- Eaerlann (through the Founding Years; moon elves)
- Evereska (all times; all elves)
- Evermeet (all times; all elves)
- Miyeritar (before and during the Crown Wars; green, dark elves)

Aside from these elves above, there are others who can learn dualists' magic during the Cormanthyr ARCAN E AGE campaign. Once Cormanthor becomes Myth Drannor and its knowledge is shared with other races, half-elves can become dualists, and gnomes may become nelluonkkar, though both are limited to 18th level.

Equipment

There is little difference for elves in the level of technology and equipment available to them during this ARCAN E AGE campaign. As it is only a mere 720 years from the modern Realms campaign, there is no game-mechanic-driven difference in the types of weapons or equipment available.

In this campaign, at the height of the alliance among the races at Myth Drannor, all items were more finely crafted, more carefully-made, and dominated by elven sensibilities and tastes (unlike the modern Realms, which is dominated by

the crude work of humans, with some small deviations or touches of quality). Craftsmanship was the order of the day, rather than bland utilization and standard form.

The dwarves have standard AD&D game equipment available to modern Realms campaigns with the only exceptions being non-dwarven sized armor and weapons. If a human or an elf wants a suit of dwarven armor, that character's player must roleplay the exchanges, fittings, and price haggling necessary to buy a custom-made suit of dwarven chain mail or scale mail. Suits of armor or weapons are only available for purchase during times of peace, and they tend to take at least six months per suit of armor or weapon. If the dwarves are at war with some tribe of goblinoids or other, they will all be too busy to craft things "not for clan use."

Gnomes and halflings operate under peasant or slave conditions within many a realm during the ARCAN E AGE. They have limited access to whatever technology or magic level is in their surrounding culture. Thus, if they are among dwarven or elven nations, they most likely have equipment access similar to the AD&D standards. Gnomes of the Realms easily piece together intricate constructs, but they do not create the wild inventions seen in modern days; their building skills rival the dwarves and thus their homes are less crude than one might believe.

By the fall of Netheril humans roughly had the same level of technology existing in the modern Realms, though cruder in many ways. Before this time, humanity either begged or stole from the more advanced dwarves and elves, or operated at near-barbaric levels with hide and rough leather armor, and stone axes or crude bronze weapons. Plate mail and two-handed swords and such major pieces of work aren't available to humans of northern Faerûn until Netheril is over 2,500 years old.

Orcs and goblins (and many of the ogres and giants), like the fecund brutes they are in the modern Realms, are merely scavengers with no real technology of their own. What they have is what they steal from each other or from their dead foes. Thus, it is common to spot an ogre picking his teeth with a filthy, gore- and mud-encrusted dagger, only to find it is a delicately carved flame knife of Myth Drannor. Equally likely, a orc could wear parts of a battered shield strapped over a jerkin as pseudo-armor and be wielding the crudest of stone axes as a weapon. The ARCAN E AGE is a time of flux, as the martial superiority of the dwarves and elves (and their superior technology and magic) wanes before the sheer massive numbers of foes.

If other questions remain about the availability of particular items in particular times or for specific realms or people, refer to the Equipment section of Book One of *Netheril: Empire of Magic* for more information. Alternately, the DM can simply adjudicate whether or not the technology has developed to produce the item in question.



THE ELVEN MINDSET



or humanity, life is change. For elvenkind, life is and ever shall be. That basic philosophical difference shall stand between elves and humans as a near-unconquerable breach between the races' understanding of each other. Many sources, sages, and soothsayers have attempted to explain the elves to humans, to little avail and much information. Strange that they now, in plumbing the depths of elven history and its heights, find it prudent to ask the people about themselves. As for the elves of Cormanthyr, they were true elves, and much of what we can learn of them still holds generations later. However, bear in mind that the elves of Myth Drannor and those of other lands (including others in Cormanthyr) may hold differences equally as diverse as those among humans of other cities and countries.

– haalaari Nhachashaal, moon elven historian of Candlekeep
circa the Year of the Gauntlet (1369 DR)

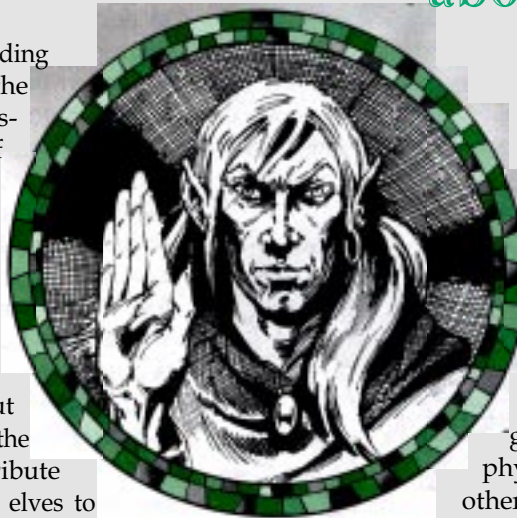
Misconceptions about Elves

Though one of the longest-standing major races of Faerûn and the Realms entire, elves are consistently misunderstood by many of the other races. While the secrecy and paranoia of the elves is partly responsible for these rumors, others also tend to gloss over specifics and focus on the most basic, easily noticed aspects of elves. Thus, while some basic ideas about elves hold some grains of truth, the average Dalesman should attribute most of his "knowledge" about elves to himself, not any elf. Among the more consistent rumors, generalizations, and fallacies about elves are:

- Elves value trees and forests over people and cities.
- Elves and dwarves hate each other by their very natures, since tree roots break up rock and rocks in soil prevent many things from growing.
- Elves treat other races like children and are always condescending and arrogant.
- Every elf is a magic-user and has access to all sorts of mystical elven items.
- All elves are great artisans, craftsmen, and weaponmakers, and their works are better than any human craftsmen of the same kind.

Elven Attitudes about

N'Tel'Quess



If anyone should spend time with the elves, they quickly learn that they call themselves "Tel'Quessir," or *the people*, and all non-elves are "N'Tel'Quess," or *not people*. While some assume that the elves are elitist and demeaning the other races by calling them thus, elves mean little by it. For them, the terms only distinguish that "the People" are linked physically and spiritually with each other by their communal lifestyles and

their innate connections to the Weave of magic about Toril. The "Not People" are removed from these links to the elves, their own people, their magics, and their gods. While they may be confusing or annoying, elves harbor few racial hatreds, even for the ever-present orcs and goblinoids. The only N'Tel'Quess that surface elves truly hate with a passion are the drow, and the drow equally hate and likewise refer to all other elves as N'Tel'Quess.

Another reason the elves may hold other races at arm's length and not associate too closely with them is painfully simple. With lifespans merely a fifth or a tenth of elves, humans and gnomes and halflings make bit-

tersweet comrades to elves. No matter how true a friendship there might be had, elves are reluctant to open themselves up to the pain of losing good friends; even if one should befriend a human and his progeny, that elf will outlive his old friend's great-grandchildren. In most basic and emotional terms, no elves want to suffer the loss of friends whose lives lit up their own for so brief a time, and it is easier to avoid contact.

Dwarves, to elves, are a source of consternation. While both races have a lengthy lifespan, the dwarves spend their time in labor and toil, while the elves toil only when necessary and enjoy life to its fullest. The dwarven fixation for solid construction and straight lines offends the elven sensibility for growing, living, flowing lines and structures. Still, elves admire the dwarven drive to carve order out of chaos and their zeal in fighting goblinoids and giants. While they can become the closest of friends by embracing and countering each other's differences, elves and dwarves never quite understand the other's idea of "the good life," even after centuries of trying.

Very few gnomes exist among the shady trees of Cormanthor, since most fled the slavery of the Netherese and had little desire to remain north of the High Moor. Those few that have joined the allied races of Myth Drannor have become fast friends with many elves. Their passion for illusions and lesser magics, as well as the intricacies of dwarven stonework, make them able students for a number of teachers in Myth Drannor. These intuitive, humorous beings are almost a perfect cross of elven love of life and growth and the dwarven work ethic. In fact, a number of elves joked that gnomes must have resulted from the children of Drannor, the elf that married a dwarf long in the past; unfortunately, a few humans overheard this, and took it for fact. The apocryphal idea of gnomes as half-dwarf/half-elf hybrids is laughable, but it is a theory that never seems to disappear.

Elves, to the halfling's point of view, are creatures of great power and mystery, and they approach them either with a sense of awe or fear. The few things halflings and elves share are a love of life and relaxation, though they differ there too; the enjoyment of good meals and a comfortable hearth are not shared, since the elves eat sparingly and prefer long discussions about other matters far less important than the meals before them. And when a halfling gets beyond his plate and begins exploring, using his talents and curiosity, elves don't appreciate the trouble it takes to uncover secrets (and if anything's better than a good meal and a pipe, it's a solved mystery or an uncovered secret). Elves, on the other hand, see and treat halflings like children whose curiosity can land them in trouble if they aren't careful. As the elven sensibility hardly allows admiration for their thieving tricks, they have rarely found a halfling they might respect enough to treat otherwise. Given this attitude, some halflings make it their life's ambition to poke fun at the elf and make him be less aloof to them and everyone; elf and halfling friendships either occur with much self-effacing, gleeful laughter or an explosion.

Humans, the most numerous of the "short-lives," are both fascinating and terrifying. From a dispassionate viewpoint, their ease at grasping magic and technology, their unbeliev-

able birthrate, and their ability to adapt to nearly any environment impresses elves. However, their hubris at laying claim to all they survey is idiotic and condescending to any natives already within "their" lands. On personal levels, elves see humans either as intelligent, friendly folk slightly in awe of them or as bigoted, close-minded hostiles whose only motivations are power and greed and only actions are to fight and kill. The elves of Myth Drannor have accepted the presence of humanity, given that there is little choice with their expanding populace, and they strive to teach them more of the elven ideals in life, magic, and all things. In that way, the current generations of humanity won't bring disaster upon the Realms as the Netherese did.

Dragons, to elves, are the only race that share their long lives, and thus gain their respect. But elves, who live with the world and the Weave, lose respect for any dragons who seek to dominate and despoil rather than work in concert with the world. While not enemies, elves and dragons see each other as a race of power that needs to be kept in check, lest each destroy the other.

Elves view other miscellaneous intelligent races with a variety of pity or scorn. Orcs, goblinoids, and their ilk are not hated by elves; such barbarians are not worth the effort of hatred, and instead are looked upon as pests and vermin (i.e., dangerous only when their populations are left unchecked). The half-breed "races" are viewed either with disgust or they are judged by individual merit; elves will either outright dismiss a half-elf from their presence, or they will attempt to make them into the best elf they can be despite their half-breed status. Half-orcs most often are dismissed as vermin, though an exceptional and honorable half-orc gains respect from an elf simply for "exceeding the racial limitations and drawbacks of your sires."

In and of itself, it is remarkable that the elves could set aside all their differences and conflicts with the N'Tel'Quess to create the wonder of Myth Drannor. Still, the Coronal's belief that Cormanthyr was founded to bring the races together in harmony and mutual defense keeps the alliance working, and everyone learns a little from everyone else. It is not always easy, given tempers and long-standing attitudes about each other, but all understand that they must learn to live together in harmony or die apart in conflict. While elf and human and dwarf may not always agree on how to live life, they all can agree they must protect each other against the prolific and powerful orcish, goblinoid, or draconic threats waiting to overwhelm them all.

Elven Motivations & Activities

The most difficult aspect about elves that many folk have to adjust to is their seeming lackadaisical approach to life and many things. Humanity and the less-long-lived races expect the world and all within it to operate at the same breakneck velocity with which they approach all things, and they grow frus-

trated with elves, who never seem to understand the “constant state of emergency that humans live in, ever rushing to and fro swiftly, stopping hardly ever to appreciate what is around them.” Elves see the broad, long-term aspects of life across centuries, where humans and halflings and others focus on the short-term (from elven viewpoints) of decades. Elves understand the difference in viewpoint but see little reason to change how and why they approach things for the convenience of a hyperactive and short-lived, overpopulous race.

Elves do not choose to move quickly, as humans do, through life, but instead they accept life as they find it, seeking not to change it. In fact, elves prefer the opposite: Time moves at a hectic pace to match humanity’s feverish blaze of years, and much of the elves’ workings have sought to slow the passage of time.

It should not, but often does, surprise anyone that the long lifespans of elves make it difficult to surprise them with any new phenomena or sights. “Discover a place unknown, walk a path untrod, watch a new flower bloom, an old tree die, and you shall know life.” These are the sorts of things elves do when young, leading them on the path of adventure, but to do so after an age is increasingly difficult. Finding something with which to astonish a 700-year-old elf is nearly as arduous as destroying the *Rod of Seven Parts* or listing all of Elminster’s paramours.

The Passion of Youth

Despite all the above differences in attitude and approach among the elves, quite a few are encountered as adventurers in the Realms. These elves are only a little like the elves of stories and tales but more like the swaggering heroes found in all races and creeds. Just as human younglings rage against the wisdom of their parents, so do the elven young. Many elves shy of their third or fourth century feel the stirrings of anger, impatience, and a craving for excitement and the shock of the new. That is why some elves choose the path of the wanderer, the adventurer, and they learn of their world and its dangers and mysteries.

While they know of the elven societies’ rules on how we live, young elves are most like the humans in their passions of youth, and they adapt to their more transient surroundings. They eat over-spiced animal flesh and other abominable foods; they wield simpler, cruder, combat-oriented human magics; and they even mate with nonelves. Many young elves do not accept The Peoples’ path and fully embrace their elven heritage until they approach adulthood, between 250 to 360 winters.

Thus, any elf who does not exhibit the characteristics attributed below is often sublimating his heritage and his racial impulses and upbringing in favor of an adopted facade of behavior. Many elves and most half-elves are nearly humanlike in their impatience and inability to see beyond the immediate consequences of their actions. Nondrow elves who walk the selfish, ruthless paths of evil are often young and will outgrow such lowmindedness if given a few centuries (or so most elder elves say).

Elven Faculties

The entirety of this section discusses the basics of elven physiology and abilities. There are certain powers and talents of the elves that catch the curiosity of many human sages and theorists. While the elves remain silent on the truth of these ideas, here are excerpts from a recent treatise released among the scholars of Myth Drannor, “A Study of the Tel’Quessir, their Natural Talents, Societal Norms, and their Explanations,” from the human academic Wosar Anion.

Physical Abilities

The physical aspects of elves are not dissimilar to humanity on the surface. However, upon further investigation, the differences once seemed cosmetic seem far greater than pointed ears and slimmer physiques.

Elven eyesight and hearing are far more acute and discerning than human eyes. Their eyes are slightly farther apart than human eyes, and they have a slight slant, allowing them a wider overall angle of vision. From interviews and personal observation, I know that elves must also have some sort of internal mechanisms by which they do not go mad from too much sensory input, since I have watched an elf concentrate on a flower in a garden and not react in any way to a *fireball* exploding mere feet from him. Their heightened eyesight and attention to the most minute of details allow them to spot hidden or secret doors far more easily than most beings.

The elven gift of infravision operates both like and unlike the heat-sensing eyes of the dwarves and other demihumans. I hypothesize that elves look at a combination of heat, latent magic, and life force or the lack thereof. From the time they are children, their parents take them to dark places to learn the difference of a stream and a rock and living beings in infravision. By the time they are adults, they can easily operate under their “night vision.” If my theories are correct, elves should have a more difficult time seeing in the darkness within an unstable or dead magic area due to interference with their eyes.

The exceptional abilities elves exhibit with short bows, long bows, short swords, and long swords are tied with the elf’s sense of self. Given their long childhood and their First Reverie (see below), every elf knows his or her body and its rhythms, weight and structure, and its place in life intimately. This allows them their special talent of walking without making any noise (nothing more than knowing how to move and displace one’s weight) and moving smoothly at all times, making even a fight seem like a dance. Also, as they intimately know how their bodies work, elves can make certain assumptions on how their opponent will move, shift his weight, and where hits will do the most damage; all this works to their advantage when using their most common weapons. Any other types of weapons are distracting, and the elf is diverted just enough by an unfamiliar weapon to cancel such benefits.

As I have had no opportunity to examine or interview any members of either the aquatic elves or drow subraces, I shall

withhold any comments on their mutant elven natures until such future time that I may learn more of them, their abilities, and their cultures.

Mental Abilities

Why do the elves have such fascinating mental abilities? I believe elven brains have a unique gland in them that allows many of their less physical abilities. This gland draws magical energy from the Weave and emits energy internally that cloaks an elf's brain and separates or shields the elf's mind from things that affect his body.

An elf's resistance to charms and sleep magics are linked to this mental energy shield. Elves can clamp this shield down temporarily to resist any mind-affecting magics such as these. The elf's unique ability to cast magic while armored is also tied to this mysterious gland, since its absorbed magic is what is tapped. Normally, a wizard reaches out and draws upon magic around him to cast a spell, and metals tend to block such a transfer of power for spellcasting. Now, elves can sidestep such limits, since this magic-absorbing gland obviously provides them with enough power to cast spells without drawing as much from the air around them.

Elves seem to have some sort of mental link between them, and this too is linked with that mysterious gland in their brains. It cloaks their brains from influence, but it can also emit energy to allow another elf to project his mind into another's and the two share thoughts on some level. The closeness of elven communities comes from this habitual sharing of minds, and the elves do not understand other races without this ability, for they cannot conceive of being totally alone in one's own head. Apparently, elves look forward to sharing their thoughts with others and do it either directly or in "reverie."

"Reverie" is a process similar to sleep, but distinctly elven. Where most races must shut their eyes and drift off to sleep to gain rest (both mental and physical), the elves activate their peculiar mental energy shields, and this activates their reverie. Like sleep, their mind and their physical body are partially independent, and all mental activity is internalized. Unlike sleep, an elf lies with eyes fully open, leading most humans to believe that elves never rest. While in reverie, elves mentally replay past events of that elf's long life, since an elf might forget much of his past over the centuries without moments of reflection such as this.

Reverie also serves an important purpose in elven child-rearing. When an elven woman is with child, she enters a state close to reverie when her belly begins to swell with child; from that time until her child is born, she mentally teaches her child of herself, the child's father, her clan and colony history, and the basics of many languages. I firmly believe that this is why the elves grow so quickly and are such smart, well-behaved children. Having been born with knowledge of their family and its past gives them a stronger sense of self, lacked by most races.

According to some more religious elves, the Seldarine promise the elves a reverie-like communal mind-link with the gods after "the passage west," and there are few elves who

can resist this idea. Those who remain longer tend to be High Mages and other powerful elves whose very power substitutes for the Call. This may be true, but I am not a man who allows the gods much room in my opinions. Still, those without some energy from communing minds with other elves atrophy swiftly and die. Therefore, if my theory about this mental energy gland in elven brains is correct, the gland must be exercised at frequent intervals after an elf reaches a certain stage of maturity or death results.

This hereby concludes my initial findings. With the Coronal's kind permission, I present my theories to you.

Elven Death

Aside from the nigh-laughable theories above on why elves pass on, there are no clear answers about the end of an elf's life. Or, at least, none the elves are willing to share publicly. Suffice it to say, when an elf reaches his maximum age determined when initially created, he "passes west," a popular term among the elves that means very little to N'Tel'Quess. For the most part, it can mean a literal affirmation of going west to the elven safehaven of Evermeet, but not all elves "pass west."

The bodies of those unfortunates who die young or in battle are brought to the Vale of Lost Voices, the traditional burial ground of Cormanthyr. In general, though, gold elves bury their dead in honored tombs, the green elves bury their dead in secret, and the moon elves opt to either method, depending on the wishes and status of the deceased. See the Tangled Vale chapter for more on standard elven burials.

There are further fates for elves beyond death, far more than are ever available for other races. For those who near death or die but choose not to pass west, the elves can choose four separate fates beyond death, offered by the graces of the High Mages of Cormanthyr.

Elves who choose a path of Realms-bound duty beyond death can be turned into baelnorn, and these undead defenders unswervingly protect their clan and its holdings for centuries. The majority of baelnorn were spellcasters, and they maintain their mental and magical abilities in this state, though exceptions occur.

Elves could also beseech priests of Corellon or Labelas to become Reverend Ones, elven spirit warriors who march at the bequest of Corellon to defend elven nations under attack; while they reside in the Oneness of Arvandor, these spirit warriors are rarely at rest, and a warrior must be devoted to warcraft, as it will be his role for eternity.

More nature-oriented elves who wish to continue an active role in the forest beyond their normal lifespan have two options, though both end their elven nature. Female elves can become transformed into dryads or nymphs, and they are forever tied to the sites close to where the transforming ritual occurs. If a penitent elf (of any sex or subrace) is buried beneath the roots of a tree in Cormanthor with the blessings of a particular High Magic or druidic ritual, he or she becomes a treant and a voice of a full Elven Court. (See the chapter on Old Elven Court for more facts.)

Bear in mind that these choices are allowed and considered only on rare occasions, when a clan or settlement has need of defenders beyond the norm. Even if an elf truly wants to become a baelnorn for his clan's benefit, the Coronal, the High Mages, and the elders of the particular clan must all be of one mind to allow this sacrifice to be made. To the surprise of some elves, these transformations have occurred a few times in the past millennia at the will of the Seldarine, so there may be baelnorn or other defenders about Cormanthyr of which none are aware.

Elves of the Realms

Despite theories on how and why elves are the way they are and talk of what an elf does after death, DMs and players need to know how the elves look, act, and think within the context of Myth Drannor and the greater context of all the elven nations of Toril.

All Elves

A.K.A. Tel'Quessir, the People

During the ARCANES AGE campaign within this product, Cormanthyr is the greatest of the elven realms at this time (650 DR). Other chapters will discuss the elven domains contemporary with both the ARCANES AGES of Netheril and Cormanthyr. Below are the basics on all elves of Abeir-Toril, followed by the specifics on the elven subraces as they pertain to Cormanthyr.

Appearance

Elves of the Realms appear different from standard AD&D elves, though their statistics remain the same (unless desired by the DM). Torilian elves are of equal height with humans, though their body types are far more slender than most humans. Elven bones are lighter than the other races' skeletons, but they are equally strong as thick, stocky dwarven bones. Elves' hands and fingers (and feet and toes) are slim, delicately tapered, and about 50% longer than human hands; as a result, they have wide, strong hands that belie their fragile appearance. In fact, while the elves' structures make them seem weaker, their musculature is far denser and stronger than humans with similar frames, allowing them to be underestimated in contests of strength.

Their angular features and thin faces give them regal appearances, whether their temperaments deserve them or not. Of course, it is no surprise to state that elves have pointed ears, though there seems to be a direct angular line to follow on all elven faces; the angle of the elf's cheekbones correlates to the angle of the ear's top edge. Aside from these descriptions, the elves are distinguished by hair, skin, and eye colors and their tempers and habits.

Standard Game Adjustments

+1 Dexterity; -1 Constitution

+1 on attacks with long and short bows; long and short swords

Gold Elves

A.K.A. Ar'Tel'Quessir, sunrise elves, high elves

The gold elf clans form the core of the elven noble families of Cormanthyr. While many gold elves sit in prominence among Cormanthyr's power groups, it isn't enough for most gold elves. They want an exclusive elven presence in Cormanthyr, and most gold elves object to the Coronal's changes to the realm's status quo. Thus, while gold elves are prominent among the political and military circles, many of them carry severe doubts about Eltargrim's plans and even more disdain for the N'Tel'Quess "polluting the forest."

Appearance

Skin: Bronze, amber

Hair: Copper, golden blond, black; rare: red

Eyes: Gold, silver, black; rare: copper, hazel

Psychology

While they do not rule a majority of the elven colonies across the Realms, gold elves take it upon themselves to act as the conservative arbiters of elven civilization, firm in their beliefs that they know what "true elven culture is." With an inherent bias toward the elves, it is no wonder they are seen as aloof by N'Tel'Quess. They may eventually accept the presence (and, in rare cases, the friendships) of N'Tel'Quess, but the "outsider" has to prove himself twice as hard as any other to gain the gold elf's favor.

Typifying Quote: "The elven ideals are the only thing we need; the elves are the only company worth seeking. All else is fleeting."

Moon Elves

A.K.A. Teu'Tel'Quessir, silver elves, gray elves

The moon elves of Cormanthyr make up about a third of the total population, though it is spread out among the military and the wizards. Of all the elves, these are the ones making the most friends and contacts among all the races. The silver elves are among the only nobles outside of the Coronal's circle who accept N'Tel'Quess at parties. Though the Coronal is a gold elf, the moon elves are the ones doing the most to make Eltargrim's dream happen.

Appearance

Skin: Ivory-white with blue tints (white marble)

Hair: White, silver-white, blue, black; rare: blond

Eyes: Blue, green, either with gold flecks; rare: gray

Psychology

Moon elves thrive on change and on passions, often seeming like young elves throughout their lives. As often, lives of passion and drive are lived out among the N'Tel'Quess, making the moon elves closest to them. While they seem to live for the thrills of the moment, these elves see the future of all the races grimly: They must all learn to get along, or they will all be overcome. As the least isolated of the elves,

they are the first to truly understand this coming crisis with the Coronal.

Typifying Quote: “Life is for the living and is best spent among the lively. Revel in variety and laughter, for all living things can learn and laugh with each other.”

Green Elves

A.K.A. Sy'Tel'Quessir, sylvan elves, wood elves, forest elves, wild elves

Ever the loners, even among the crowds of elves in Cormanthyr, the wild elves have devotedly kept to scouting and guarding the borders and edgewoods of the empire and forest. While there are a few pedigreed families of greens among the families of Cormanthyr, they do not congregate at Myth Drannor unless needed. While they hear the debates among the other elves about Myth Drannor, they worry only about the trees.

Appearance

Skin: Copper with green tints

Hair: Brown, black; rare: copper, blond

Eyes: Green, brown, hazel; rare: blue

Psychology

The wild elves of Cormanthyr's borders are quiet, but they support the Coronal's open border policy, to the surprise of the isolationist gold elves. Normally reclusive and distrusting, the green elves are accepting of the N'Tel'Quess simply to lessen the enemies against which they must guard. They keep to themselves, only allowing contact with N'Tel'Quess rangers or druids.

Typifying Quote: “Life beyond the green is hostile and harsh. Only under the shade of the Life trees, in harmony with nature, is life of any value. Only those who understand that are true elf-friends. . . .”

Optional Game Adjustments

Rather than the standard AD&D adjustment, Cormanthyr wild elves can take a +1 bonus to Strength and a -1 penalty against Wisdom.

Aquatic Elves

A.K.A. Alu'Tel'Quessir, sea elves, water elves

Active in Cormanthyr only as the guards for some of the southern frontier, aquatic elves have little concern about the admission of N'Tel'Quess into Myth Drannor, since they will not trespass near Semberholme or their home in Lake Sember. No outsiders are allowed here, and the only N'Tel'Quess they meet are troublesome loggers.

Appearance

Skin: Blue with patches of white

Hair: Black, blue, silver-white; rare: red

Eyes: White, black, blue, green; rare: silver

Hands/Feet: As an elf, but webbed

Psychology

Isolationist by their physical nature, the aquatic elves merely want to maintain their colony in Lake Sember and protect Semberholme as part of the deal. While seeming selfish, the water elves trust only themselves, their clan, and no others. Still, they cannot understand why the surface elves cannot see the simple truth all water elves know: Alliance and community means survival, while factionalism means death.

Typifying Quote: “The mere community of the elves and races above is camaraderie and convenience against loneliness. Beneath the waters' edge, community is survival, and individuality is death. ”

A Brief Note on Elven Equipment

Among the most commonly known elven items across a multitude of worlds are elven cloaks and elven blades like long swords. Most take them for granted as standard equipment, but their make is subtly different on each world, though the effects are the same. In the magic-rich Realms, elven equipment operates splendidly with new effects during the ARCANES AGE campaign.

- Elven cloaks are often tightly stitched to appear nearly seamless, but elves can easily find that these cloaks have two separate shoulder seams. When the cloak is reversed, a richer-color common fabric lining becomes a common cape, since the wearer's shoulders rest farther forward in the cloak. When worn properly (neutral gray side out), the *cloak of elvenkind* operates as normal since the wearer's shoulders are deeper in the cloak, allowing it to wrap fully around him. This feature is allowed simply to keep from drawing untoward attention to the simpler magics of the *cloak*.
- Elven blades of all types, from daggers to swords, have a variety of hilts to accommodate the substantially longer fingers of a Realms elf. Some have unique basket hilts that allow a wider but still firm grip around the outside, but the majority of blades have a longer pommel and wider hilt. Elves can stretch their fingers along at an angle, and wield the blades as normally allowed. Any non-elf would grip this pommel similarly to a bastard sword pommel; wielded one-handed, the blade does a reduced amount of damage, while wielding it two-handed (allowable with the long pommel) deals the weapon's full damage. This only applies to blades longer than short swords; if DMs choose to do so, humans wielding elven blades (or elves wielding short-hafted human blades or the like) are at a -1 penalty to hit with the weapon due to clumsy holds.

THE ELVEN AGES



History, my young friends? Just because your lives are as fleetingly swift as a hummingbird's is no cause to say mine constitutes history. History is the weave of things outside of life, not for those still within its loom. Still I shall tell you of my lifetime and my clan's lifetime, as my clansong has not been sung in over a century. While still many of us question the coronal's decision, I find myself intrigued by the possibilities. In reverie, the people may learn all that has passed for them and their predecessors. Now, in songs that were once only celebration, I may teach you brief candles of humanity of the people and your own place among us.

*— Cymbitr haevault, Lorekeep of house haevault
in the Year of the Speaking Mountain (257 DR)*

Elven Concepts of Time & Histories

Time is swift, merciless, and always in motion, just like the human race. Even though it is indelibly quick to any elf, each cycle of the seasons is the most sensible measure of time for all the races, and the human years follow this cycle. To the elves, measuring historical time by years would be as if calendars noted everything in months or tendays. However, they realize that the other races' concepts of time (and nature's seasons require the shorter measures, and they politely acquiesce to the use of the calendars among the N'Tel'Quess.

Elves recognize the years as seen by humans and the other "shortlives," though the only ones that use them for any purpose in their lives are elven farmers who are, of course, slaves to the rapid changing of seasons. For their own histories, elves celebrate major calendar breaks every four years upon Shieldmeet; each collective four years is sometimes called *Pyesigen* ("four snows") or *Aeloulaev* ("when peaces meet"). In fact, the Calendar of Harptos (the Realmsian standard calendar) only recognized the Shieldmeet in the Year of Fallen Fury (20 DR) while the elves had known it and called it *Cinnaelos'Cor* ("The Day of Corellon's Peace") for twelve millennia before them.



Each elven civilization furthermore tends to mark time by the reigns of their rulers. The elven word "rysar" is used to imply a span of important time or a generation, depending on its context. As a time measurement, one Rysar envelops the reign of a specific ruler. No matter what elven civilization, each Rysar is broken down by the Aeloulaeva, Pyesigeni, or years of that particular king's reign. Therefore, elven realms are measured in time by the number of rulers and the length of their reigns. The present campaign Year of the Falling Tower (650 DR) is considered the Sixth Rysar of Cormanthyr and the 213th Aeloulaev of the coronal Eltargrim (or the 855th winter of his rule, for humans).

Elven History on Faerûn

"Methinks ye shouldst take what is given when proffered by an elf. They have secrets aplenty, as well they should, and take care ye don't pry too hard. Inquisitiveness is admired by the People, but rude investigation is not, and ye'd crack the shell of a dragon turtle with your teeth sooner than gain secrets from a slighted elf."

— Elminster of Shadowdale

One of the reasons early elven history is so difficult to determine is due to extraneous historical references humans attributed to Myth Drannor or Cormanthor long before the city's very existence in one or both names; while the elves are quietly proud that Myth Drannor looms large in human historians' thoughts, it is more amusing to watch them contort history to fit their theories than to correct them and provide the proper time and place references.

The elves' origins on Toril are so cloaked in the mists of time and the secrecy of all the elves that it is unlikely the truth shall ever be laid bare. All that the races of Toril know is that the elves, along with the dwarves, rose to prominence after the fall of the dragon-ruled and giant-dominated realms of the Time of Dragons. In this dim time millennia before any human empire rose under the sun, the elves carved empires of which songs are still sung today in Myth Drannor.

The Days of Thunder

Only legends of this time remain, and they talk fancifully of Creator Races that establish the races of Toril. In at least one source, they are called the "Iquar'Tel'Quessir," though no one knows if this was a title of theirs or some piece of text mistranslated by human scholars or the original half-elven author. To this day, it is unknown what the connection is between these so-called Creators and the elves.

During this era, many of the gods rose to their stations, dragons and giants were new races flexing their muscles across the new world, and most of the other races huddled in caves high in the mountains or nestled within the deep forests of Faerûn.

The Dawn Ages/The Time of Dragons

Toril, at this time, is dominated by dragons far more powerful than those on Faerûn today. Isolated pockets of territory fall under giant control, and these grow toward the end of this age. This is the first epoch that mentions any of the smaller humanoids, since the first mentions of the elves trace back to this time. These legendary epics and songs sing of elves overthrowing and slaying dragon and giant overlords, and carving nations for themselves. There also are a few songs mentioning brave elves with wings fighting the dragons in the skies, but these ballads are all tragedies, as they relate the avariels' annihilation by the dragons.

The First Flowering

By the Time of Flowers (as it was called in Illefarn), the elves had settled into five major civilizations on Faerûn. Spread from north to south along the western coast were Aryvandaar (gold elves), Illefarn (green elves), Miyeritar (dark and green elves), Shantel Othreier (gold and moon elves), and Keltormir (moon and green elves). There were other elven outposts and realms both on Faerûn and beyond in other parts of Toril such as Thearnytaar, Eiellûr, and Syðrpiir (the predominately green elf kingdoms in the major forest south of the Vilhon Reach) or Orishaar and Ilythiir, the moon and dark elf domains in the woods south of the Lake of Steam (in the forests that once covered the Shaar). During these centuries, the

elves held back the orc hordes, the dragons, and the giants, slaughtering them all and allowing the other races the chance to survive and thrive in safety. The only major loss to the elves at this time was their winged brethren, the avariel. The last avariel is believed to have taken wing from Faerûn and flown west over the ocean centuries before Aryvandaar grew among the trees.

The Crown Wars

Only among the elves are the stories of the Crown Wars told, as they wish to hide their shame in bringing down their own golden age. The rulers of Aryvandaar wished to merge the great forest's people with those of Miyeritar, which remained staunchly independent. After centuries of negotiations, the aggressive Vyshaan clan of Aryvandaar marshalled the troops of the Great Forest and marched on Miyeritar, heralding the Crown Wars. Now, all that is known outside of elven communities is that the Crown Wars were the struggle for dominance among the elven races.

The Crown Wars were a series of five major campaigns fought across all the major elven civilizations, but most of them happened simultaneously across centuries. One war would end but another would still rage on elsewhere, and others would flare up. Of the five major campaigns, 600 or more skirmishes and battles were fought during the worst of these terrible crusades.

The First Crown War was the Vyshaan clan rulers bringing the greater forces of Aryvandaar down upon its southern neighbors to annex them into their empire. The shortest of the initial campaigns, the dark and sylvan elves of Miyeritar fell in two short centuries to the gold elf forces of the High Forest, though the full conquering of the people of Miyeritar did not occur until five centuries later.

While well within the First Crown War, the southern dark elves rose in revolt against their nearest opponents, despite the fact that they had little to do with the wars two realms away and hundreds of miles to the north. The Second Crown War was little more than the revenge of the wronged elves of Miyeritar by the major enclave of dark elves against their foes' allies. Ilythiir's savage counterattack in response to Aryvandaar's invasion saw the fall of the minor elven civilizations in the south (Thearnytaar, Eiellûr, Syðrpiir, Orishaar), and random skirmishes against the elves of Keltormir. The dark elves' brutal tactics harassed the moon and green elves of Keltormir for the next dozen centuries. During this war, the dark elves of Ilythiir gained a new name of "dhaeraow" from the tribe Tethir, meaning "face of shadow, heart of night, traitor" and other sundry comparisons. Even though they had originally preached peace among the races at the start of the conflicts, the moon elves of Keltormir found themselves increasingly horrified by the actions and causes of the dark elves. Their obvious relish for warfare, torture, and inflicting pain strayed far from most elven ideals, and their justifications of avenging their northern brothers rang more hollow with each battle and each century.

Among all the elves, the Third Crown War is a point of confusion and despair. Concurrent with the latter half of the

Second Crown War to the south, the Third Crown War saw Shantel Othreier briefly resist the military takeover by Aryvandaar (also called the Vyshaantar Empire by some elven and nonelven scholars) for three centuries. Then, with the surprising death of the Coronal Ynloeth (about which many questions yet remain), Shantel Othreier yielded and diplomatically joined with the greater empire to the North, though its vassal of Ardeep resisted occupation for another century.

The Dark Disaster

During this Third campaign, the greatest tragedy in all elfdom occurred. Even the elves are unclear over the course of events that led to the catastrophe, though it centered on conquered Miyeritar and the resisters to Aryvandaar rule therein. Some speak of High Mage sympathizers within Miyeritar harnessing forbidden, blasphemous magics against their elves, a taboo never before broken by elves, no matter how mad. Others point to the gold High Mages of Aryvandaar, their political and familial connections with the now-recognizably power-mad Vyshaantar clan, and their greater number and greater powers. Regardless of which elves did what to whom, the killing storms known by elves as the Dark Disaster were summoned over Miyeritar 1,000 years after the first Vyshaan noble walked among its wooded glades as a conqueror.

The Dark Disaster lasted for months, and when its cloying black-and-olive mists and ichor-choked rains finally dissipated, the once-proud realm stood revealed as an open, poisoned and blasted plain instead of a forest. While many of the folk of Miyeritar fled far before the killing storm, many innocents died in its fell wake. Ninety dark elf wizards and a trio of High Mages of Miyeritar chose to face it and fight, though what became of them is lost, for they headed to the heart of the storm a month after its origin, seeking the place of power where they could cast a counterspell against the storm; like all else within the storm's envelope, there was naught left behind to find but ash and ichor.

The Fourth Crown War: The Descent

After the Dark Disaster, the elves of Keltormir enjoyed peace for only a scant two decades before the Fourth Crown War raged through their domain and all other elven domains across Faerûn. The final fate of Miyeritar so enraged the Ilythiiri that their battle-rage and sheer barbarism destroyed the realm of Shamel Othreier (the closest outpost of Vyshaantar power) by fire within four decades of the Disaster. Their nonelven tactics, continued hostilities and aggressions, and their all-consuming hatred for all but their own race forced a swift and irrevocable decision from the ruling elves of Keltormir, Aryvandaar, and other enclaves: The Ilythiiri, or "dhaeraow" must be cast out of Corellon's favor!

All elves on and under Toril's surface do not discuss the Descent under any circumstances, other than to admit it happened and there is nothing but hatred between the drow and all other elves forevermore. How the wars concluded is a vague mystery to all but a few, though many believe High Magic and priests of all the Seldarine became involved in this

schism. All that needs be known is that no dark elf has easily walked the sunlit lands of Faerûn for more than eleven millennia. While the elves continue to use any of hundreds of choice elven curses for the dark elves, the old "dhaeraow" was corrupted by human and other tongues and has fallen into common use as their race name of "drow."

The Last Crown War or Aryvandaar's Fall

The Fourth Crown War and its concluding Descent were spiritually debilitating events that forced the surface elves into a tenuous peace. Still, many doubts remained over the course of the wars and why they occurred. At the apparent insistence of Corellon Larethian himself during their reveries or rituals, over 100 representatives of each of the surface elven races were magically summoned to a forest far to the east that was removed from all these conflicts, political and otherwise. Here, the elves of all subraces, skills, and occupations were to debate the cause of their divisiveness and strife. This place, established in Corellon's name as a place of decision and judgment, became Elven Court.

During this time of judgment, many displaced elves sought to find their near-mythical realm of Evermeet, a land away from the other elven realms untouched by the despoiling of the Crown Wars. Slowly, over the course of centuries, elves answered a call and followed a trail west. They took boats into the uncharted western waters, and as if drawn to it, they found Evermeet. A sylvan isle perfectly suited for the elves and untouched by any dark elf or any horrors of the Crown Wars. While the elves claimed Evermeet in Aryvandaar's name, they surprisingly found it already an elven homeland. Not even the native green elves themselves could say how long they had been here, only that this was always a home for the People, as its close ties to Arvandor practically sang in the blood of all elves. The settlement was slow, but the highest Houses of Aryvandaar and other realms were chosen to settle it and civilize it for a Coronal to arrive from Aryvandaar.

After nearly a millennia of debate among the elves of Elven Court, the gold elven clan of Vyshaan, rulers of Aryvandaar and the Vyshaantar Empire, were found to be at the heart of the problem of all the unrest. They were to be stripped of their rulership, their nobility, and their lives were declared forfeit for the betterment and reunification of the elven races. While the Elven Court elves believed themselves to be free of corruption, the Vyshaan had spies among them, and with their warning, they marshalled their forces against the decisions of Elven Court. The Fifth Crown War began quietly but recklessly. In desperation, the mad elfking Gilvas Vyshaan attempted to slay all the wizards and High Mages who stood against him, counting on the support of his High Mage sons and brothers to protect the clan. Their attacks on Illefarn and its northern colony of Llewyr succeeded, and both countries' few surviving elves fled for safety south to the remnants of Shantel Othreier or west to the then-unsettled Moonshaes.

While the Vyshaan compelled great loyalty among their troops and supporters, they could not hope to stand against

the combined power of all the other elves, backed as they were by Corellon's mandate. The Fifth Crown War lasted only 200 years before the madness of the Vyshaan compelled even their most fervent followers to abandon them before all the elves lay dead at their hands. While the final fate of the Vyshaan elves is not recorded, most Tel'Quessir believe them dead and executed at the hands of Elven Court. Still, some rebellious elves across the centuries whisper tales of the four sons of Vyshaan who escaped to the west and to the stars to quietly marshal their strength and await such a time as they could return in glory to Faerûn.

The Fifth Crown War also canceled the growing monarchical structure in Evermeet, since the Vyshaan managed to send word of the fall of their empire via High Magic. In order to keep the chaos of the Wars off Evermeet's shores, those closest to the Vyshaan powers either left to join their comrades or abandoned them to their fates. The Houses soon shared power in a Ruling Council similar to that of Elven Court. While happy to be spared the bloodshed of the mainland Crown War, the gold elves secretly bridled under the ignominy of having to now share their positions with "lesser elves."

The Crown Wars finally drew to a close thirty-odd centuries after the march of the Vyshaan clan started the greatest strife ever seen among the elves. It is little wonder that the elves rarely speak of these trying times among themselves, let alone the N'Tel'Quess. To this day, "vyshaan" is a curse word and insult nearly as potent as calling an elf "dhaeraow!"

The Rise of Humanity/The Founding Time

After the Crown Wars ended, most of the former empires of elves lay broken from the strife. The elves entered a phase of colonization, spreading out to the other forests and unspoiled areas of Faerûn, including more permanent settlements around Elven Court. Arcorar (what will become the forest Cormanthor), Evereska, and Yuirwood are all believed to have been populated during this era.

The reasons for the elves spreading across Faerûn are many. Most elves sought out a purely elven homeland, as the growing humans and dwarves and other races of Toril made ever-expanding encroachments on elven lands. In fact, the humans had been expanding all throughout the Crown Wars, despite dangers to their fledgling realms. Some wished to divorce themselves from the lands or peoples ruined by the Crown Wars, though not all. The western High Forest, once the frontier and farmlands of Aryvandaar, was split among two splinter realms: Siluvanede, an exclusively gold elven realm, lay within the northwestern High Forest north of the Star Mounts; and the entire forest south of the Star Mounts encompassing the larger, more tolerant domain of Sharrven with its moon and green elves. The ruling lands of Aryvandaar (in the northern reaches of the High Forest east and north of the Star Mounts) stayed vacant for 2,000 years until the ruins were re-inhabited in part with the creation of the moon elven domain of Eaelrann late in this era (circa -4600 DR).

The Moonblades

This was also an important time for the elves, as the collective High Mages of Faerûn the Elven Court, and many elven clan elders conceived of and created the *moonblades*, the magical swords that would aid the elves in choosing more worthy and wise rulers. An aged elf, the Grand Mage Ethlando at Elven Court linked all the rituals, and High Magic flowed across Toril, binding all the elven High Mages in solemn ceremony. Each elven civilization at that time created at least 25 *moonblades* for their clans, both noble elder Houses to commoner clans alike. In Arcorar's northern glades, 100 were created for the combined nobles and clans of that great forest's three realms.

Known to all of the wielders of the *moonblades*, these magical blades were testing the moral fortitude of their wielders to help the Elven Court and the elves of all the realms determine the most worthy ruler among all the elder elven clans. The *moonblades* provided power to the worthy in their successes and death to those inharmonious to the betterment of the Tel'Quessir. While over 300 blades were created for all the clans of elves, 180 moon elves survived the First Claiming Ceremony, and dozens of once-proud gold elf clans saw their heirs die, judged unworthy by the blades. Thus, this is why the swords are *moonblades*, for the moon elves that bore them.

The Grand Mage also set a magic in play within the *moonblades* that they would all pulse with magic to signal when the time came to find the King Blade among them: When the blades number a score and four, they shall ring out the time for the Ascension Ceremony. The one clan and one clan heir chosen worthiest by the *moonblades* shall unify the elves in their truest homeland, where the heir shall rule over all. Never again shall a tyrant ruin all that is great among the People, for both the Seldarine and the Weave shall choose through the swords' magic."

Note: Well after the end of this age, many of the moonblades lie dormant or dead, their clans unworthy or slain. By the Year of the Fallen Tower, between 30 to 50 moonblades still touch the Weave. Of them, only two moonblades are found within Cormanthyr's glades. Zaor Moonflower wears and wields one with honor among the Akh'Velehrn, and this is the only one known. Long forgotten by others, a moonblade issued to House Starym lies as yet unclaimed, perhaps in waiting for the Ascension Calling, though many secretly fear no Starym would be found worthy, despite their usual blind biases.

The Era of Netheril/Rise of the Empire

Nearly 4,000 years before the elves and humans raised the Standing Stone, human fishing villages unified into the nation of Netheril. Within scant centuries, Netheril rose in power, becoming both the first human realm of the Savage North and the most powerful. This realm of human wizardry dominated the land and skies of western Faerûn for more than 3,000 years, much to the chagrin of the elves. For more details on the Netherese, their culture, and their abilities, see the previous ARCANES AGE supplement, the *Netheril: Empire of Magic* boxed set.

While Netheril grew in power and prominence, Eaerlann and Illefarn were the only elven nations it knew. The Great Forest far to the east of Netheril had a number of domains inside its leafy expanse, not the least of which was Elven Court. Across two millennia, elven domains all across Faerûn would fall by accident or design, until the elves came together at a special site to create the greatest of elven cities in the heart of the forest: On the ashes of fallen dreams was built the phoenix-city called Cormanthor, and its forest domain the empire of Cormanthyr. More extensive details of the building of Cormanthyr and its capitol are found below.

With humanity expanding by explosive proportions (at least by elven standards) and gobbling up territory, many elven nations (including Illefarn, Eaerlann, and Cormanthor) built fortresses across Faerûn. These protected the nations' borders and hunting grounds, as well as providing a buffer between the races' claimed lands. These allowed those elves who chose to remain on the continent to live in relative peace with their human neighbors. Another long-forgotten aspect of many of these fortresses (forgotten to all, that is, but the "Forgotten Folk") was their use in hiding escaped gnomish slaves from Netherese enslavement and leading them east and south. During this era, many elves took a great liking to the harried gnomes and some taught them magic to balance measures against their captors. The gnomes took to illusion magic easily and soon became too difficult for the Netherese to enslave, thus ending their Time of Bondage.



The Survivor Wars/Cormanthor's Prime

After the fall of Netheril, the elves found (as did the humans who caused it with their negligence) that magic had changed, and the Weave was corrupted. Elven High Magic was suddenly deadly to its wielders away from places of power. But the elves' troubles from the humans' empire of magic did not end there. They soon found the survivor states of Anauria, Asram, and Hlondath close to their borders. Behind them, the menace of the Great Desert of Anauroch loomed large as another danger. Both threats, as well as numerous other outside dangers, reduced the borders of Cormanthyr over time.

The Crown Against the Scepter Wars against Hlondath were wars in name only, and only from the point of view of the invading Hlondathans. Simply put, the aggressions stemmed from the humans' desire to restore some greater magics to themselves by stealing it from the elves, a goal never achieved. Their continual pressing of the borders of Cormanthyr and their attempts to regain some of their lost power were what dragged these skirmishes on for over a century.

By the dying days of the last survivor state of Netheril in the Heartlands, the elves' ire against the humans had waned, but their fear of them grew. The small settlements to the south along the Dragon Reach and those west in the fledgling country of Cormyr grew at a rapid pace, and the humans (and other races) were either going to overrun the elves or they would all be destroyed by the orcs and goblin hordes that attacked them all *en masse* though they each stood alone. At the insistence of the Coronal Eltargrim of Cormanthor, the elves began their alliances with the other races in efforts to stave off the extinction of all their realms. It was this step that led to the greatest era of cooperation among the races ever seen.

The Glory of Myth Drannor

This era, spreading from the Coronal's first pronouncement of the opening of Cormanthyr's borders to the other races to the current day where all good races walk the splended streets of Myth Drannor, spans the apex of elven civilization on Faerûn. This is the primary era discussed within this product, the years leading up to the mid-7th Century of Dalereckoning, or more specifically the Year of the Falling Tower (650 DR). During this time, Myth Drannor is growing, its philosophy of allying the good races making the city among the strongest and most influential across Toril.

History of Cormanthyr

As far as humans and their histories are concerned, the elves have always been in "the Great Woods between the seas." While the elves know this not to be true, it is one of their few jokes among the People to allow humanity to think this is the eldest of elven realms. When settled just prior to and during the Wandering Years, the forest spanned far greater territory than it does today. When the gods created the Elven Court, the boughs of *Arcorar* (the Great King Forest) crossed the Dragon Reach to the east and surrounded the three mountain

ranges and Lake Miir (its human name) to the west, forming one massive timberland from the Gods' Theater (what will eventually be called the Tunlands, to the west of present-day Cormyr) to the eastern end of the Dragon Sea (the future Moonsea), interrupted only by the barren, ogre-rife Stonelands. At that time, Arcorar contained five major elven domains.

Elven Court was founded as a place of contemplation and judgment, where the elves were summoned by the Seldarine gods to determine the cause of the Crown Wars and urged to heal the schisms among them or be doomed to fade away like the "shortlives" all around them. After the end of the Crown Wars and the start of the Founding Years (as they were called here in Arcorar), Elven Court became the first permanent settlement under these trees. Never heavily populated, the Elven Court nonetheless was an important feature in the Great Forest as the center of elven authority and the peaceful meeting place for all the clans save those of the dark elves. Most importantly, this was a place where weapons were not allowed to be drawn, for the entire area within the Gods' Walk is considered holy ground.

Rystall Woods grew to the north and far west of the Elven Court as a wild and carefree sylvan elf realm relatively isolated by distance from the other realms of Arcorar. Few N'Tel'Quess today are even aware there was ever a thriving elf population in this part of the forest, for the woods are now separate from Cormanthyr as the Border Forest (or consumed by the desert Anauroch or greedy woodcutters). Rystall Wood never established any sites of permanence, as is often (though not always) the case with the green elves.

Jhyrennstar formed the central domain among all the other settlements of the Great Forest, and it was located at the heart of the great forest. Like Elven Court, this was a domain of all the elves together, and their goal was to protect the People and the trees and prevent any future repeat of the chaos of the Crown Wars. Their magics allowed the trees of Arcorar to grow to heights and sizes beyond all imagination, and their magic still lingers throughout the forest realm.

Uvaeren, one of the later settlements created during the Founding Times, lay southwest of Jhyrennstar lands. It grew from the efforts of one gold elf clan and two moon elf clans. Formerly of Aryvandaar, these clans (along with four other gold clans and two moon clans) originally fled that conflicted realm during the Third Crown War. All nine clans were political enemies of the ruling Vashaan clan, and they sought to create a better, more peaceful, elven civilization for themselves than any that existed up until that time. They originally settled farther north, along the western shores of a mountain-nestled lake (the future Lake Miir), and they called the land Ilodhar. Centuries of constant harassment by orcs and ogres and goblins split the clans and sundered their plans for a peaceful realm. Three gold clans elected to stay and fight for their lands, while the other six abandoned this site in -8210 DR in hopes of finding another realm they could settle more peacefully. Three clans headed farther north, where they met the elves of Rystall Woods and established the northernmost

settlement of that realm: Yrlaancel, the city of peace. The remaining three clans eventually settled in the west-central forest and founded Uvaeren, a civilization dedicated to knowledge both magical and mundane. Led by the Rivleam clan, Uvaeren became known as the Lorelands to the People.

Semberholme was the last of the settlements established in the Founding Years, roughly two millennia after the first elves were summoned to Elven Court. From its humble beginnings, this domain was exclusively a safehaven for mothers, young children, and any infirm elders of the clans that met at Elven Court. In fact, like Elven Court, it stood apart from the other realms by not having a Coronal; ruled by its Council of Trees, Semberholme wished to remain more open to all rather than stifle it by the dictates of a ruling clan.

The southern forests to the east of Semberholme were never settled in the Founding Years nor for centuries after that. These lands were for the hunters and for the holy men, for many who walked the Emerald Vale were convinced there were god-touched areas not unlike those of the Dancing Place and Elven Court. The Emerald Vale continued to be the most unspoiled area of the forest until the Fourth Rysar of Cormanthyr and the arrival of Venom the green wyrm. For more on the early history of Semberholme or Tangled Vale (the former Emerald Vale), look to their chapters later.

Arcorar's Wars & Peace

Over the course of the next millennia, Arcorar's many domains flourished despite repeated orc and goblin attacks from the north and west. Jhyrennstar's magic made Arcorar's trees equally the most massive and the most resplendent of all their like on Faerûn. The green elf druids and rangers of this realm were as one with the greensward, and they made alliances for the elves with the centaurs, satyrs, treants, and other local sylvans.

Uvaeren's knowledge and lore continued to prove a boon to the Elven Court and the other realms. Elven lorekeepers from this realm were the most cryptic and secretive, and invented hundreds of ways to both record the annals of elvenkind and hide that information from any nonworthy eyes (in most interpretations, the N'Tel'Quess). Many believe that the Uvaeranni enchanters created the first *tel'kiira* of Faerûn. Among the more obscure of the legendary library methods of Uvaeren were:

- chimes keyed to play certain multiple elven melodies that gave far more information than their lyrics ever could (by association of the tunes and the pitch at which the chimes were set);
- a stone mural spanning an open-air temple that shows a massive crowd of armored elves walking in a scene of clouds, wind, rustling trees, and waving grass (100 different legends and warnings are there in ancient elven racial scripts, visible only under certain lighting conditions or by infravision. Of course, one has to know four different millennia-dead written languages to pick out the words from a carving of intricate chain mail links on one figure among hundreds); and

- a clear, smooth-surfaced crystal spindle as tall as an elf. (Its interior was inexplicably carved seemingly from within with faceted pictographs that change their appearance and meaning with a shift of light or viewpoint, allowing the full history of a clan to be placed in plain view but not be revealed to any who did not know how to read such Lightlore.)

During this time, Elven Court became the first of these elven realms to make contact with the dwarves (Sarphil) through the agents in the eastern forests across the Dragon Reach. The Elven Court sought to keep the forests east of the Reach under its control, and fought the dwarves to prevent their expansion to the surface lands. After a time, Sarphil's dwarves and the Elven Court struck an alliance, and both their realms profited greatly from trade and exchange of information.

The Twelve Nights of Fire

Tragedy invaded the glades of Arcorar in the Twelve Nights of Fire, five millennia after the arrival of the first elf of Elven Court. A star fell from the heavens, tearing across the sky and crashing upon the center of Uvaeren's settlements and libraries. The falling star brought with it a widespread meteor shower, all of which set the trees of western Arcorar aflame for twelve days. The fires decimated the western forest, splitting Rystall Wood from Arcorar and clearing a wide gash into the main forest along the direction of the meteor. Between the impact crater and the fires, the Lorelands of Uvaeren were destroyed beyond repair. About one-quarter of its people survived and later migrated either to Jhyrennstar or Semberholme.

The Return of the Dark

A few centuries after the calamity of Uvaeren, the first inklings of trouble began to surface from below. Both elven scouts of Jhyrennstar and dwarven miners of Sarphil were found dead, not by accident but by murder. The mysterious deaths continued for decades with no answers, though many rumors frayed dwarf and elf tempers alike as each chose to accuse the other of wrongdoing. Elven Court's and Sarphil's clan leaders still met at Midwinter in -4400 DR, and they re-established their alliance at Elven Court. Then, during the longest, darkest night of the year, evil struck.

Hordes of drow and duergar, the evil Underdark cousins of both races, flooded out of previously unnoticed tunnels and swarmed into Elven Court. The start of the fray showed the forces matched evenly, but when the second wave of dark elves and dwarves came up from the depths, the forces of good faltered. The meager forces assembled were easily overwhelmed, especially since the elves and dwarves set aside their weapons at Elven Court. More than thirty clans of dwarves and elves lost their leaders in the slaughter. The dark elves had learned many potent and malignant magics during their exile, and their resistance to elven spells helped turn the tide in their favor. They summoned spiders and deepspawn and other hideous monsters into Elven Court, ensuring mass destruction.

As the drow and duergar kept erupting from down below, the dwarves fought holding actions in the tunnels, and many brave dwarves died by collapsing the tunnels upon themselves and their foes. As the tunnels began closing with increasing frequency, two-thirds of the drow and duergar abandoned their attacks on the elven settlement and fled down the tunnels that led to Sarphil. Trusting that his elven allies could handle the remaining invaders above, Sarphil's King Dauringogh and 44 dwarves (including two of his four sons) chased the dark invaders to Sarphil, where they found Sarphil's warriors dead or routed. Despite days of fighting and knowledge of his homeland, King Dauringogh (hereafter called "the Doomed") found himself and his people inundated with the evil Underdark races' most malevolent warriors and wizards. Within a month of Midwinter, Dauringogh and his remaining dwarves fled north, abandoning Sarphil.

After all was over, there were no more than 30 dwarf and 15 elf survivors of the feast hereafter remembered as the Dark Court Slaughter. Sarphil fell, and it was split into two occupied realms for the drow and duergar. Elven Court was despoiled and ruined. The elves had seen their city of law torn down in less than three days' chaos, though it is interesting to note that none of the monsters (the primary destroyers of the city of Elven Court) visited destruction on the temples, just the secular buildings. The Seldarine temples were destroyed or desecrated by drow priestesses of Lolth filling them with venomous spiders and shattering the altars with dark prayers to the Spider-Queen. Not surprisingly, the

Elvish Lessons

Much confusion arises over the mixing of terms and the recording of the same into Common and other more accessible languages. Much of the subtlety of Elvish is lost in the translation, and even today, four centuries after the entrance of the N'Tel'Quess into Myth Drannor, there are those who confuse the forest, city, and realm.

- The physical forest of the elves is Cormanthor; pronounce the word as <kor-manth-OR> and stress the last syllable to mean "the King's Vow Forest."
- The original capitol city (and still the great center of Myth Drannor) is Cormanthor; pronounce the word as <kor-MANTH-or>, stressing the middle syllable, means "Place of Great Promise."
- Cormanthor, when pronounced as <KOR-manth-or> is a reference to the ruler of the realm as "King of the Oathlands" or "Ruler of the Forest True." This term is rarely used by gold or moon elves, but is considered a title of honor among the sylvan elves; the use of this term is identical to the human clans' referring to their clan leader by the clan name as a gender-neutral title ("the Umathar of Clan Umathar").
- The political construct of the realm, the nation, all the settlements under one government are all Cormanthyr; <kor-manth-EER> translates to both "the Fulfillment of Promise" and "Culmination of Hope and Faith."

drow did not occupy Elven Court, but fled after a few ten-days' terrorizing the survivors and neighbors of Elven Court. Now the elves knew their enemy, but it would take both races centuries to heal and recoup their losses before breaking again into open warfare.

The Coming of Cormanthyr

For the next 400 years, the settlements and realms of Arcorar buzzed with activity and discussions on the course of action. Military activity increased tenfold, as the elves sought out the drow at every turn. During this time, the paranoia of the Rystalli came to the fore, and amid accusations of conspiracy and racial prejudices, the elves of Rystall Wood proclaimed themselves an independent nation, allied with Arcorar only against the dark elves.

When the Coronal of Jhyrennstar fell ill and his fever proved incurable, his death-bed wishes overruled the objections of many nobles, since he spoke as Coronal and as a prophet of Labelas: "If we are to survive as is the Peoples' right, one Coronal must vow to unify the tribes of this great land. One Coronal must unify sun and moon, sky and sea, earth, tree, and root, and his promise to all is long-lasting peace and strength in unity."

At the dying Coronal Oacenth's arrangement, the young clansmen competed in trials to test their strength of limb, magic, and character. After three candidates emerged from the testing, the High Mages that survived from Elven Court created new *elfblades* for the three. Within a High Magic ritual, the three simultaneously drew their blades; the runes upon them declared them ruler, defender by arms, and defender by Art. Kahvoerm Irithyl drew the *Ruler's Blade*, and while still in the ritual, the dying Coronal Oacenth removed his *selu'kiira* from his brow and fused it to the pommel of the sword, granting him ruling knowledge and High Magic. With that task completed, the Coronal Oacenth walked away from the Ruling Ritual and the aged elf dissolved into a flurry of fireflies. Many elves of Cormanthyr today still see fireflies as a positive omen whenever found.

Coronal Kahvoerm Irithyl, with the acceptance of the Jhyrennstar nobles and Semberholme's Council of Trees, proclaims all the domains of the forest to be one realm and one people, and he renames the forest Cormanthor, and the realm is Cormanthyr. He repeats the elder Coronal's wish as his solemn vow to unify the woodland folk, and he declares this new nation needs its center, a great city in celebration of all that is life and all that is elven, "for I would give our land its crowning jewel Cormanthor, the Place of Great Promise!"

The Rise of the City of Song

Coronal Kahvoerm spent the early part of his rysar seeking the site for the capitol, walking the breadth and length of his new realm of Cormanthyr. After 15 years of wandering about the forest seeking a sign, the Coronal fell into reverie on a low hillock beneath a shadowtop tree in the northern forest. Here is how the legend of the Founding Song tells it:

"His body glowed arcanelly, his eyes shining of a golden god's touch, and he walked upon the air as lightly as a sylph. The First Coronal journeyed among the branches and the treetops, knowing not where he went, until he arrived at a grand glade with many clearings to greet the sun. There he walked and approached a low rise, drawing the Ruler's Blade as he strode thrice around it. Mounting the hillock, the Coronal saluted the highsun, and then drove his sword home till all that was seen was the hilt amid a circle of violets and bloodflowers.

"And it was this time that the Rulers' Blade did shimmer, and sheer sunlight erupted from the hilt in a wave that engulfed the whole of the forest. All Tel'Quessir felt the touch, the call, the summoning to the Place of Promise the Coronal did swear. The trees glistened with magic long forgotten, as the Trek to Destiny led the elves to their leader. When the People of Cormanthyr stood before him, the Coronal and his Council wove High Magic about this place, cleansing it for its great purpose. When the Coronal bent to draw the Rulers' Blade from the hill, it grew and rose rather than yield the blade. Up it grew, a magnificent tower of gleaming white til the Coronal touched the sky above the green. His blade now free from the tower summoning, Kahvoerm proclaimed to his People, 'Look upon the Rule Tower and know this land and its laws are destined!'"

After the Summoning of the Rule Tower, Cormanthor swiftly grew around it, a beautiful city of wood and stone and life and magic. Cormanthor became every bit the place of beauty the elves dreamed it could be. Everything that was Cormanthor blended with the very nature of its inhabitants and its surroundings, a perfect synthesis of life no matter where one turned.

The Age of Strife

For millennia, the elves of Cormanthyr lived in peace in their grand capital, but elsewhere in the realm, chaos ruled the days and nights. Over the next three millennia, the Cormanthyran People would face enemies such as abusive and arrogant Netherese archwizards, the ever-present threat of the dark elves beneath their feet (The Lands Under Shadow grew during this time.), the orcs of Vastar, and the awakening of ancient evils such as the Rotting God Moander. Through it all, Cormanthyr kept heart that they would prevail, as they did, as it was their destiny while they remained united. Even the constant harassment of the Netherese survivor states and the unrelenting destruction that followed them in the form of Anauroch did not break their spirits.

The clarifying moment (at least for the Coronal Eltagrim) came with the fall of Rystall Wood. Adamantly refusing to join the nation of Cormanthyr for centuries, Rystall Wood equally refused the aid of Cormanthyr when it needed it most. In the Year of Gleaming Frost (-64 DR), Rystall Wood was almost entirely destroyed by a combined horde of giants and orcs. Damage might have been lessened had the elves allied with the surrounding states of Hlondath and Asram,

but all sides stubbornly cared only about themselves. The Netherese survivors drove the bulk of the horde into the forest rather than allow their own lands to be ransacked by the horde. As a result, the elves were outmatched and nearly all died. Of the survivors, most joined with the elven nation at long last, but nearly 100 peacekeepers of Yrlaancel rebuilt their city, determined to see their message of peace and understanding survive on its own.

The Age of Alliance

After the Fall of Rystall Wood, the Coronal began disagreeing more and more with the stubborn elders of his Councils. Eltargrim saw naught but strife on all sides for the elves and all other good races. The realm of Cormyr, once an elven colony claimed from the dragons, grew into a human realm in less time than an elf's eyeblink. The goblinoids had firmly established themselves in the Stonelands for all time, merely because the army of Cormanthyr couldn't lower itself to allying with the all-too-human Purple Dragons of Cormyr to prevent it. Still, the orcs and other menaces loomed in the peaks above and between the races. The finding of the *Ring of Winter* might not have caused any damage or loss of life at all, had its wielder had the benefit of elven knowledge. A solution needed to be found to prevent the elves from losing more ground from the other races, good and evil alike.

Despite objections from elven nobles of Cormanthor but the full backing of the elder Tree-Spirits of Elven Court, Coronal Eltargrim and the Court summoned the human tribal and clan leaders who were tentatively nestled in small villages about Cormanthor's edges. After a year's deliberations, the Dalesmen were the first humans of Toril in more than a millennia to witness elven High Magic as the elves of Cormanthyr raised the Standing Stone within the woods to commemorate the pact between the elves and men. That pact lies carved at the base of the 20-foot-high plinth of glossy gray stone: "While there is even one Tel'Quessir within the forest, the men of the Dales may settle the Cleared Lands around us. This stone and the Pact of Peace between our Peoples shall crumble if ever the Dalesmen willingly reduce the woods or invade the lands claimed by the Tel'Quessir." The raising of the Standing Stone occurred on Midwinter's Night, and this is used as the starting point of the Dalereckoning calendar (1 DR). Many wonder why it has not crumbled ere now, and it is a matter of much thought; most sages believe that only a purposeful and fully conscious choice by a native Dalesman to cut down more than bramble and deadwood and violate this treaty will make the Standing Stone fall or shatter as an oath-stone should.

Despite some clashes among stubborn humans and elves alike, the alliance kept both races in relative peace. However, marauding monsters and the everpresent threat of goblins and orcs and the like still worried the Coronal. In his reveries, he mulled over the Vow of Coronal Oacenth, and its relevance on the modern times. Eltargrim believed that the "vow to unify the tribes of this great land" applied to the N'Tel'Quess as well.

Again in opposition to his noble clan elders but with the backing of Elven Court, Eltargrim opened the forest of Cormanthor to N'Tel'Quess wizards, druids, and the rare nonhuman settlers in the Year of the Sword Violets (220 DR). Of course, there were always N'Tel'Quess in the forest in the forms of satyrs, centaurs, and other sylvan races, but these were the first nonsylvan Not-People allowed within the glades blessed by the Seldarine. In all, far fewer settlers petitioned to live among the elves than some feared. Even the dimmest humans realized the disapproval growing amid some elven circles, and only the truly bold risked their displeasure for the sake of learning about them and from them. Most opted to settle near the city but outside the trees considered part of Cormanthor. Inside of a decade, over two score wizards' towers and druids' groves dotted the forest near the elven city.

The late Third Century of Dalereckoning began the fall of the People, as some elves saw it, even when most races on Toril considered these years of reformation to be the turning point for the greatest city of Faerûn. As with many great events of change, all it took was one person with a mission. While the mission was simply one of learning and knowledge, the elves did not blithely accept the entrance of a lone human undetected into Cormanthor. Disguised as a noble elf and wearing a "stolen" *tel'kiira* (granted him by the dying Lord Alastrarra), the young prince Elminster Aumar of fallen Athlantar surprised many with his boldness and skill with magic, but he angered many more with his mere presence. After a number of tests by both the noble House Alastrarra and the Coronal himself, the prince-mage was found to be Sha'Quessir, an elf-friend. Still, despite a public pronouncement and vindication by Eltargrim himself, there were many who saw not a mage eager to learn of the Tel'Quessir but a "Hairy One" whose presence foretold only doom.

Those who opposed the unification of the races tried time and again to manipulate Elminster into being a puppet with whom they could prove the illogic of the Coronal's stance. These plots rarely lasted long, thanks to Mystra's aid and the friends the young mage made among the more level-headed elves of the Coronal's Court. He learned much of the intrigue and hypocrisy that existed among many of the elven noble houses, as he came close to losing his life because of them. For the later months of the year and two decades beyond, Elminster learned more of magic under the tutelage of the Masked, one of the most mysterious of mages in Cormanthyr or any of her contemporary realms. A near-captive, Elminster merely bided his time, waiting for signs from Mystra on how to proceed and learn.

Still, the grand plan of unification marched ahead despite all the machinations of the nobles or the magical mishaps that followed the young Elminster. In the Year of Soaring Stars (261 DR), the Coronal brought his plans to bear in the face of open rebellion and attempts on his life. Despite the best efforts of the Staryms and other rebels, a mythal rose among the star-dappled towers of the city, and the Coronal and the Srinshree crowned the new city Myth Drannor. Though some elves abandoned "the Coronal's mad dream of

unity” and left the city (and, in some cases, the realm), many accepted it and Myth Drannor flourished in glory. The alliances made over the past 400 years have created a utopia of craftsmanship, friendship, and magecraft unparalleled in all of Toril’s time. Today, Myth Drannor is the greatest city to grace the Realms, and it is a city of peace and prosperity for all the good races of Faerûn!

Elven Timeline of Faerûn

This timeline focuses on the broad history of the elves on Toril and items of interest to their cultures. *Entries written entirely in italics are of historical importance but have little direct influence over the histories of the elves, Cormanthyr, or Myth Drannor.* Despite the rarity with which elves use the Dalereckoning Calendar, it is used here simply for the convenience of the players’ cross-referencing with timelines from other products.

As for the eras noted above and in the Campaign Introduction, here are their approximate spans of time:

The Days of Thunder	Unknown	-	Unknown
The Time of Dragons	Unknown	-	-24,000 DR
The First Flowering	-24,000	-	-12,000 DR
The Crown Wars	-12,000	-	-9,000 DR
First War	-12,000	-	-11,300 DR
Second War	-11,700	-	-10,500 DR
Third War	-10,900	-	-10,500 DR
Dark Disaster	-10,500		
Fourth War	-10,450	-	-10,000 DR
The Descent	-10,000		
Fifth War	-9,200	-	-9,000 DR
The Founding Time	-9,000	-	-4,000 DR
Rise of the Empire	-4,000	-	-2,000 DR
Cormanthyr’s Founding	-4,000		
Cormanthor’s Prime	-2,000	-	220 DR
Glory of Myth Drannor	221	-	650 DR

Year Era or Year Name & (DR) Events of Import

- c -25,000 *First mentions of Ironfang Keep on the Dragons’ Sea appear in draconic legends.*
- 23,900 Establishment of the first settlements of Aryvandaar (Modern: High Forest).
- 23,600 Establishment of the first settlements of Shamel Othreier (Modern: Green Fields).
- 23,200 Establishment of the first settlements of Ilythiir (Modern: Shaar & Forest of Amtar).
- 23,100 Establishment of the settlements of Syðrpiir (Modern: Ankhwood and Chondalwood).

- 22,900 Establishment of the first settlements of Illefarn (Modern: Ardeep & Kryptgarden Forests and parts of Dessarin valley).
- 22,500 Establishment of the settlements of Orishaar (Modern: Duskwood & the Shaar).
- 21,400 Establishment of the settlements of Thearnytaar (Modern: Thornwood).
- 21,000 Establishment of the settlements of Eiellûr (Modern: Winterwood).
- c -20,000 First skirmishes between Orishaar and Ilythiir begin, and continue off and on for 7 millennia.
- 18,800 Establishment of the first settlements of Miyeritar (Modern: High Moor, Misty Forest), by green and dark elves due to political differences with the gold elves of Aryvandaar.
- 17,800 Establishment of the first settlements of Keltormir (Modern: Forest of Tethyr) by moon and green elves of Thearnytaar and elsewhere, seeking peace and simple lives away from the strife of the other elven realms.
- 17,500 The independent sylvan elf realms of Thearnytaar, Eiellûr, and Syðrpiir open discussions of unifying the elves of the Satyrwood (Modern: Thornwood-Chondalwood).
- 17,100 The War of Three Leaves: The unification of the Satyrwood is thwarted by dark elven Ilythiir spies and assassins, killing their leaders and framing opposing heirs, driving the three realms to a multifront war. Ilythiir’s influence is not discovered for centuries.
- 16,800 End of the War of Three Leaves. Thearnytaar, Eiellûr, and Syðrpiir remain separate realms after peace is restored, though each of the three continues skirmishes among themselves and with Ilythiir for centuries.
- 15,300 The Vyshaan clan rises to power in Aryvandaar under Coronal Ivósaar Vyshaan.
- 14,700 Aryvandaar’s rulers begin attempts to diplomatically and peacefully annex Miyeritar into their realm and under their control.
- 13,900 Miyeritar becomes the center of elven Art and High Magic on Faerûn.
- 13,200 Skirmishing and trade interference starts between Aryvandaar and Miyeritar.
- 12,000 The Crown Wars Begin/Rise of the Vyshaantar Empire: After centuries of fruitless diplomacy, the impatient, grasping rulers of Aryvandaar attack Miyeritar and begins putting political pressure on Shantel Othreier to join them or suffer the same fate.



- 11,800 Miyeritar militarily occupied and annexed by Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Illefarn, despite its officially-neutral stance, provide secret safehavens for Miyeritari refugees.
- c -11,700 Dragons set the southern expanse of Shantel Othreier aflame, separating the soon-to-be-called Wyrnwood from its greater body. Tethir, kin of Keltormir (soon to be called "the Dragon-slayer"), single-handedly slays two ancient red wyrms of the Ridge and saves many elves of both his own Keltormir (allied with the northern elves) and Shantel Othreier.

The Second Crown War flares up in answer to the aggressions of Aryvandaar. Ilythiir rises up and viciously strikes out at any who support the gold elves of the north. Its nearest neighbor of Orishaar, as a major trade partner with Aryvandaar, falls swiftly in a brutal surprise attack.
- 11,600 The Ilythiiri destroy Syörpiir by fire, separating them from their allied neighbors and burning their homes to the ground.
- 11,500 Thearnytaar and Eiellúr band together and declare war on Ilythiir, decrying their use of fire and wanton destruction far more than the power plays of the northern elves. They fight a holding action, preventing the Ilythiiri from advancing north.
- 11,450 The Sable Wars: Thearnytaar and Eiellúr, with minimal allies from Keltormir and Shantel Othreier, invade Ilythiir, intent on destroying or reforming the dark elves before more realms fall. More than half their forces are decimated by the corrupt magics of the dark elves.
- 11,400 Fall of Eiellúr as the Ilythiiri once again use fire to destroy their realm around them and isolate them from aid. They also were helped by traitor green elves, who thought their appeasement actions could help restore peace.
- 11,300 End of the First Crown War: Miyeritar conquered by Aryvandaar.
- 11,200 Thearnytaar falls to the savage and now-unrepentant dark elves, who use enslaved monsters and undead to occupy the thorn-and-bramble choked woods. Ilythiir now directly skirmishes with the major realm of Keltormir along its eastern and southern expanses.
- c -11,000 Dwarves establish the first holds of Deep Shanatar in the southern Underdark (Modern: Almraiven Mountains, Lake of Steam).
- 10,900 The Third Crown War erupts as accords finally fail between Shantel Othreier and Aryvandaar.

- 10,700 **Battle of the Gods' Theater:** The Gods' Theater (Modern: The Tunlands) on eastern Shantal Othreier is the site of one of the largest and costliest of all the Crown Wars' battles. Nearly 70,000 elves died at the hands of elven or orcish enemies, as an orc horde 100,000 strong fell upon the already-embattled elves. Aryvandaar won the day, and occupied the northern half of Shantal Othreier.
- 10,600 Shantal Othreier conquered by the Vyshaantar Empire of Aryvandaar after the mysterious death of Coronal Ynloeth. Guerilla fighting and rebel mages arise in parts of Miyeritar and the newly conquered territories.
- 10,500 **The Dark Disaster:** Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into barren wastelands in three months. While no proof could ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar.
Shock over the Dark Disaster established an uneasy four decades of peace, as nearly every elf of Faerûn shrank back in awe and horror from what havoc the Crown Wars wrought.
- c -10,450 **The Fourth Crown War:** Ilythiir's seething counter-attack to avenge Miyeritar sees their open use of the corrupt powers of Ghaunadar and other dark, evil gods for the first time.
- 10,300 The elves of Keltormir, opposed on both sides by the Vyshaan of Aryvandaar and the dark elven clan Hune of Ilythiir, strategically withdraw from eastern Keltormir, holding their lines at Highlands' Edge.
- 10,270 **The Stone and Claw Campaigns:** The withdrawal of Keltormir's forces to close and defend its own borders pitted the forces of Aryvandaar and Ilythiir against each other. They soon closed ranks and fought incessantly for two centuries. Battles raged across the giant-infested mountains and wemic-claimed plains north of Keltormir.
- 10,110 In opposition to the corrupt dark elves of Ilythiir and their continued destruction of the forested elven homelands by fire (an elven enemy of long-standing), over 1,000 priests and High Mages in neutral Illefarn and other free areas spend decades in fervent prayer for salvation by Corellon Larethian and the Seldarine gods.
- 10,100 Through enslaved dragons and other powers, the dark elves of Ilythiir engulf all of Shantal Othreier in flames, destroying over 70% of its trees over the course of 50 years.
- 10,000 **Descent of the Drow:** Corellon's magic, as directed through his priests and High Mages, transforms the dark elves, whether the corrupt Ilythiiri or others, into the drow. Whether by magic or by the weaknesses that banish them from the sunlit lands, all drow retreat within two months' passing into the Underdark.
Elves are summoned by the Seldarine to the site that becomes Elven Court one month after the Descent of the Drow, to settle differences and restore the peace among the elves.
- 9900 Aryvandaar's covert persecution of High Mages and priests begins, as they attempt to destroy or control any who might somehow force their descent as they did the drow. While not destroyed utterly, Illefarn & its colony in the Llewyrwood is annexed by Aryvandaar as its nobility of priests and High Mages died under the persecution of the increasingly-crazed Coronal Guilvas Vyshaan. Many elves of both lands flee to the remnants of Shantal Othreier.
- 9800 The Vyshantaar Empire's forces occupy all elven realms (save Keltormir) from the High Forest of Aryvandaar to the sweltering southern forests of Ilythiir. They begin the colonization and settlement of Evermeet.
A large force of Llewyr elves escape the oppressive mainland and resettle in isolation and safety among the mountains of the Moonshae Islands. Their new land becomes Synnoria, after the elfqueen who led the Llewyr to this island sanctuary.
- c -9600 Rise of the first drow civilizations in the Underdark beneath southern Faerûn. Their constant harassment of the Vyshantaar forces over the next five centuries help prevent their annexing Keltormir or any other lands.
- 9200 **The Fifth Crown War:** The First Proclamation of Elven Court leads to the revolt of the nobles of Aryvandaar and the last Crown War begins. The Elven Court, the Seldarine priesthoods, and the long-hidden High Mages restore pockets of resistance and freedom across the entire Vyshantaar Empire, fragmenting the armies and nobles to limit their coordination.
- 9000 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.
The Wandering Years of elven colonization begin. Many elves begin migrating back to Elven Court in its eastern forest. Illefarn and Keltormir are the sole remaining civilizations to emerge intact from the Crown Wars.
Drow overwhelm the dwarves of Bhaerynden and take their rift-city for their own.
- 8800 In Keltormir, four entire clans of elves die in the ravages of a flight of dragons. The successive great forest fires clear all the area between the

- two great rivers (Modern: the rivers Sulduskoon and Ith).
- Founding of Rystall Wood and its First Rysar begins with its first crowned Coronal.
- 8600 Evereska founded in secret by surviving clans of the former Shamel Othreier, Miyeritar, Orishaar, and Eiellûr as an elven safehaven in the woods east of Aryvandaar.
- 8500 **Keltormir's Fall:** Due to fire-sundered and otherwise ravaged homelands, Keltormir dissolves into three separate forests: The Wyrnwood, Darthiir Wood (Modern: Forest of Mir), and the Forest of Tethir.
- 8400 End of the First Rysar of Rystall Wood. Year of Founding for Jhyrennstar. The Coronal is crowned and the First Rysar starts.
Founding of Siluvanede in the northwestern reaches of the High Forest.
- 8200 Founding of Uvaeren and its First Rysar begins with the crowning of its first Coronal.
- 8130 Yrlaancel, the city of peace, is built within Rystall Wood.
- 8100 *Deep Shanatar at its greatest expanse beneath southwestern Faerûn (Modern: Amn, Tethyr, Erlkazar; Calimshan, Almraiven Peninsula).*
- 8000 Founding of Semberholme.
- 7950 Full trade exists between the dwarves of Deep Shanatar and the elves of Darthiir, Tethir, and the dwindling remnants of Shantel Othreier.
- c-7800 *Djinn following the djinni lord Calim arrive in southern Faerûn.*
- 7700 Start of the Second Rysar of Uvaeren.
- 7600 The Second Rysar of Jhyrennstar begins under the Coronal Hoccar.
Founding of Sharrven in the southern reaches of the High Forest, due to overcrowding in Evereska and elitism of Siluvaneden elves.
- 7500 The Second Rysar of Rystall Wood gives way to the Third Coronal.
Dwarves establish the realm of Sarphil.
- 7400 Ilodhar falls under an orc horde this year.
The Third Rysar of Uvaeren begins after the sudden death of the Coronal while hunting. The new Coronal is more militarily disposed, and begins proactively attacking orcs and giants in the mountains.
- 6900 Coronal Kiyuigh dies on his 100th foray into the mountains. The Fourth Rysar of Uvaeren starts with the new Coronal, the blind Great Scholar
- Eltaor, who restores Uvaeren's reputation as a learned realm.
- 6800 The Third Rysar ends in Rystall Wood, and the Fourth Rysar starts at the crowning of Naevys Caersaelk, the first female Coronal of the realms of Arcorar.
The Pasha Memnon and his efreet Army of Fire arrive in southern Faerûn.
- 6500 Coronal Hoccar dies, ending the Second Rysar; the Third Rysar begins with his niece, the Coronal Haalija.
- 6400 The elves meet the dwarves of Sarphil on the battlefields of the Vast, and forge a tenuous alliance since the elves saved the dwarves from death at the orcs' hands.
- 6300 The Coronal Eltaor dies by palimpsest. The Fifth Rysar sees the election of the young, vibrant Coronal Intevar.
- 6200 The Fourth Rysar of Rystall Wood gives way to the Fifth Rysar under the Coronal Esvae, daughter of Naevys.
- c-6100 *Fall of the Calim Caliphate & Memnonnar.*
- 6000 The Fourth Rysar of Jhyrennstar starts here.
- 5960 High Shanatar rises to the surface Realms.
- 5700 Tales of Intevar's Librarium in Uvaeren spread throughout all elven lands, as this allegedly contains the collective knowledge of the elves.
- 5660 Intevar's Librarium and some strongholds in Uvaeren are attacked by greedy elven wizards seeking knowledge of High Magic, to no avail. However, Intevar dies of a poisoned wound, ending the Fifth Rysar. The newest Coronal of the Sixth Rysar is his apprentice and young wife, the Lady Mnuvae.
- 5590 Esvae dies in a High Magic ritual gone wrong, and her young brother Mhaenal becomes the Sixth Coronal of Rystall Wood.
- 5350 **Battle at Karlyn's Vale:** *Last of the great giant tribes and domains falls to the dwarves of Shanatar; end of the last major giant realm in southern Faerûn.*
- 5300 *Start of the First Age of Calimshan.*
- 5215 *Oghrann established as the first colony from Shanatar; few dwarves remain in this realm, and most continue on north.*
- 5000 **The Twelve Nights of Fire (Midsummer):** 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.

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 Elven Court.

-4974 *Haunghdannar established this year.*

-4970 Death of Coronal Mhaenal by monsters summoned into his bedchambers; the Sixth Rysar of Rystall Wood ends with the murder investigation lasting for 90 years.

-4900 The Fifth Rysar of Jhyrennstar convenes under the warrior Coronal Khilseith.

-4880 Three nobles are the plotters who slew the aged Mhaenal; the actual caster of the monster summons is executed, the others banished from Rystall Wood and Arcorar. The Seventh Rysar of Rystall Wood finally begins with the rise of Coronal Injros.

-4819 *Rise of Gharraghaur.*

c-4700 Eaerlann rises among the ruins of Aryvandaar due to the efforts of youngling nobles from Sharrven. Their interests in restoring the elder realm while also allying with the dwarves of the North were matched in the interests of the Elders of Sharrven and Evereska to preventing the elves of Siluvanede from doing the same and repeating the mistakes of the past.

c-4500 The Seven Citadels' War: Skirmishes break out between the elite forces of Siluvanede and the fledgling forces of Eaerlann (with support from Sharrven). These conflicts, which last for the next 200 years, are sometimes collectively referred to as the Sixth Crown War.

-4420 *Establishment of Besilmer, a rare surface realm of dwarves emulating High Shanatar.*

-4400 Drow and duergar attack and destroy Elven Court and Sarphil beginning at the start of the year on Midwinter Night. Within days, 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 Elven Court and both the Coronals of Rystall Wood and Jhyrennstar.

The archer-guard Shevarash, 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.

The Eighth Rysar of Rystall Wood (the child wizardess Enajharas) and the Sixth Rysar of Jhyrennstar (the prophet of Labelas, the aged Oacenth) begin with somber coronations and the call to arms against the drow, their now-revealed enemy.

-4300 End of the Seven Citadels' War with the full forces of Sharrven brought to bear against the often-victorious Siluvanedenn. The gold elf realm is humbled by superior magics and elven dragonriders; hereafter, Siluvanede remains exclusive, but it is a vassal realm of Eaerlann.

-4200 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.

-4160 *Fall of Besilmer.*

-4100 *Rise of the dwarven realm of Ammarindar.*

-4070 Shevarash the Black Archer dies but undergoes Apotheosis to become the Night Hunter and Arrow Bringer. This green elf demigod of the Seldarine is still a hunter and vengeful destroyer of drow, but now hunts Lolth and Vhaerun directly (though he no longer considers Eilistraee and her worshipers to be among his prey).

-4000 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 Sembholme, Jhyrennstar, and Elven Court, all of which are now Cormanthyr.

-3983 The birth of the city of Cormanthor begins here, with the Summoning of the Rule Tower.

c-3900 *Establishment of Delzoun, the Shield Kingdom of Dwarves.*

-3859 *The Founding of Netheril.*

c-3830s Eaerlann open dialogues with Netheril; humans begin to learn magic from the Eaerlanni elves during this decade.

-3770 *Fall of Oghrann.*

-3611 *Fall of Gharraghaur.*

-3533 *The Nether Scrolls are uncovered by the Netherese in the ruins of Aryvandaar; the humans soon abandon the magic taught by the elves for greater power*

c-3520 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.

- 3400 Start of the Ninth Rysar of Rystall Wood.
- 3389 *Haunghdannar's Fall.*
- 3200 Start of the Second Age of Calimshan.
- 3095 One set of the Nether Scrolls is stolen by elves of Cormanthyr and secreted away by the High Mages of that realm.
- 2919 *The Ironstar Kingdom of dwarves begins this year under the lone Ironstar clan.*
- 2900 The incredibly ancient Coronal Kahvoerm dies upon placing his *selu'taar* upon the hilt of the Rulers' Blade. His fourth son attempts to take his place, but the Rulers' Blade rejects him and destroys the greedy elf in a gout of greenish flame. Sakrattars Irithyl, the youngest of the Coronal's great-grandsons, takes up the blade and is proclaimed Coronal by ancient blade-rite, as was Kahvoerm. So begins the Second Rysar of Cormanthyr.
- 2770 The Slaughter of Sharrven: The elven realm of Sharrven fragments and falls due to an inexplicable explosion of the monstrous populations within the southern High Forest. Survivors flee to Eaelrann and Evereska, and the realm lies vacant but for a few settlements and outposts (though the southern forest retains the name Sharrven until the modern era). While proof is sorely lacking, the paranoid elves of Siluvanede quickly blame the power-hungry Netherese wizards, and vow to slay any Netherese wizard that strays into their western High Forest realm.
- 2600 Work begins on the Twisted Tower.
The dwarves of Shanatar are driven underground and High Shanatar falls into human hands.
- 2549 Despite repeated attacks and attempts to stop them, the drow complete the Twisted Tower this year and build up their presence here.
- 2439 The Spiderfires: Drow inflict the greatest damage upon the forests since the Twelve Nights of Fire by setting the southern Rystall Woods aflame with a swarm of spiders made from arcane fire. After a long, dry summer, the woods burn easily. This clears nearly 100 miles of forest south of the River Tesh, and severs the southernmost part of the woods around and to the west of the Twisted Tower from the greater Rystall Woods and widens the cleared lands between them and Cormanthor.
- 2387 *Netheril releases all of its gnomish slaves.*
- 2200 Start of the Tenth Rysar of Rystall Wood.
Two elves, forbidden lovers long kept apart by their feuding noble families, secretly ask the Coronal for aid. He helps them stage their "deaths" and the two are transformed together to become the first baelnorn sworn to the Coronal and Cormanthor, rather than to a particular House. Forever apart in life, the Guardian Paramours become the most faithful defenders of the grounds of Castle Cormanthor.
- 1950 Fighting a drow incursion into the western woods, Coronal Sakrattars sacrifices himself to create a blood dragon and destroy the massive horde of drow occupying the last ruins of Uvaeren and the Twisted Tower (though not the tower itself). The Coronal's chosen blade-heir receives and draws the Rulers' Blade without incident; Sinaht Irithyl is the third Coronal of Cormanthyr.
- 1900 *The building of Citadel Felbarr, the surface garrison to protect Delzoun against the orcs. The Final Fall of Shanatar sees the dwarves seal their deep realms from any entrants, and all but disappear from Southern Faerûn. Start of the Third Age of Calimshan.*
- 1720 Netherese wizards arrive near the blasted ruins of Uvaeren, fleeing something; they die within two years after uncovering a hidden library cache and unwittingly setting loose some of its magical defenses.
- 1535 Yrlaphon established among the eastern woods across the River Lis.
- 1400 Start of the Eleventh Rysar of Rystall Wood. The Coronal Faahresc is a rabid drow-hating warrior who leads his people on numerous raids in the Underdark caverns and the Twisted Tower to the south.
- 1354 Unified armies of Rystall Wood and Cormanthyr infiltrate and rout the majority of the drow forces around and under the lands of Rystall, Uvaeren's ruins, and the Old Skull, the granite crag within the hills that lie in the clearings among the three forests. However, they cannot penetrate the Twisted Tower, allowing many drow to escape.
- 1338 The Fourth Rysar of Cormanthyr begins under the Coronal Miirphys Irithyl, who only draws the Rulers' Blade once to establish his reign; as a priest of Sehanine, he prefers his bow.
- 1293 Coronal Miirphys helps raise the Crescent Court, the temple of Sehanine in Cormanthyr.
- 1200 Numerous settlements and many more elven patrols fall before a trio of nycaloths rampaging through the forest. Rumors say jealous Netherese archwizards summoned and sent the yugoloths into the Elven Woods merely to test what magics they had to array against Netheril.

- After three months of cat-and-mouse games and a climactic battle within the streets of Cormanthyr, the elves subdued the nycaloths. Coronal Miirphys, the High Magi, and a number of priests use High Magic to imprison the trio, who had become known as *Khov'Anilessa* (the "Trio Nefarious").
- 1114 *The magic of spelljamming is discovered by the Netherese humans.*
- 1100 The last great wyrm of the Wyrmwold (piece of Shantel Othreier) falls by elven hands, and the kingdom becomes Arundath the Quiet Wood.
- 1014 *Netheril abandons spelljamming magic and technology as too costly and expensive; this is due, in part, to constant harrying within Realmspace by the Elven Imperial Navy.*
- c-900 *Start of the Fourth Age of Calimshan*
- 800 Start of the 12th Rysar of Rystall Wood. Synnorha Durothil becomes a baelnorn to guard the Library of the Durothils, far beneath the petrified roots of its original villa.
- 791 The Fifth Rysar of Cormanthyr convenes under the rule of Tannivh Irithyl.
- c-750s Drow attacks on Cormanthyr and Rystal Wood begin again in earnest, but only as slash-and-run raids by drow seeking magic, slaves, or destruction. The impregnable Twisted Tower expands twice in the next decades.
- 722 Elves of Yrlaphon suffer drow attacks in winter, and the orc hordes of summer overwhelm them, causing the fall of the city.
- c-700s *The orcs rule Vastar across the Dragon Reach.*
- 696 *Birth of Karsus, the human who later becomes known as the "child-who-would-be-a-god," "the Unmaker of the Weave," and "the Ape who would fly" by the elves.*
- 612 The Coronal's seventh son, Eltargrim, is born in Semberholme.
- 470 The Shadow Wars of Cormanthyr and Rystall Wood against the Twisted Tower begin.
- 461 *The phaerimm begin to cast the magic drain spells that create Anauroch by draining all the life out of their areas of effect.*
- c-370s *Work begins on Citadel Adbar, since the Narrow Sea's destruction leaves Delzoun's eastern front exposed. Ascalhorn founded during this period by elves of Eaerlann.*
- 354 *Year of Many Maws*
The first recorded clash between sharn and phaerimm occurs this year.
- 339 *Year of the Sundered Webs*
Karsus causes the Fall of Netheril; all enclaves fall to earth and are destroyed; Mystryl is destroyed, but is replaced by Mystra, the new goddess of magic, who forever strips 10th-level & greater magic from humanity. Anauria, Asram, and Hlondath (the survivor states) established this year.
- 333 *Year of Humbling Havens*
Elves of Eaerlann allow some Netherese to settle in Ascalhorn, provided they relearn elven magic and abandon their abusive powers of the past centuries. To practice any Netherese magics in this city is a great crime and is punishable by banishment or death.
- 331 *Year of Shadows Fleeting*
The elf armies of the Coronals Tannivh of Cormanthyr and Connak of Rystal Wood finally break the greater defenses of the Twisted Tower and destroy all remaining drow slavers within the tower. The Tower is left in the hands of good dark elf allies, and it is a great temple to Eilistraee within a century.
The Soldier's Blade is lost during this great battle, captured by the drow in their slaying of Lord Orym Hawksong during the fall of the Twisted Tower. The blade and the body of Lord Orym are taken down into the Underdark as spoils of war by the fleeing drow.
- c-310s In gratitude for their aid in the Shadow Wars, The Coronal allows the settlement of some reformed, surface-acclimated drow into some remote lands of Cormanthyr to the east of Cormanthor.
- 272 *Year of Songstones*
Citadel Adbar completed this year.
- 223 *Year of Burning Briars*
The Sixth Rysar of Cormanthor begins with the realm's greatest warrior Eltargrim taking up the Rulers' Blade and taking his first steps toward magic (and High Magic).
- 205 *A Year of Good Hunting*
Lord of Scepters Iliphar Nelnuvee of House Amaratharr is granted rule of the colony forests of the Forest Country (Cormyr) upon his besting of Thauglorimorgorus the Black Doom in a dragons' duel of honor.
Orc hordes engulf Rystall Wood throughout the year, the worst hordes arriving in winter.

- c-200 The humans who are to become the first of the Dalesmen cross the Dragon Reach to reach the southern reaches of Cormanthor.
Start of the Fifth Age of Calimshan.
- c-100 *Fall of Delzoun to encroaching phaerimm and other dangers; surface Citadels survive.*
- 87 *Year of Dashed Dreams*
Tarkhadale, an early northern Dale allied with Asram and Hlondath, falls to an orc horde.
- 75 *Year of Leather Shields*
Teshar is founded in the cleared lands between Rystall Wood and Cormanthor.
- 64 *Year of Gleaming Frost*
Rystall Wood falls in its 12th Rysar to giants and orcs. The survivors either remain in Yrlaancel or migrate to Cormanthyr.
- 33 *Year of Slowing Sands*
Asram falls victim to a plague, from which there are no survivors.
- 9 *The Year of Fell Traitors*
The Circle of Flames, a wizards' cabal, forms in the city of Cormanthor. The group consists mainly of retired or current Akh'Faer wizards and their apprentices.
- 1 *Year of Sunrise*
The Standing Stone is raised by the elves of Cormanthyr and the Dalesmen, starting the Dale-reckoning calendar.
- 20 *Year of the Fallen Fury*
The human Calendar of Harptos adopts the elven holiday of *Cinnaelos'Cor* ("The Day of Corellon's Peace") and renames it *Shieldmeet*, celebrating it every four years since.
- 26 *Year of Opening Doors*
The human realm of Cormyr founded by the Obarskyrs; the Elder Rings begin their reign.
- 27 *Year of Shadowed Blades*
Start of the Sixth Age of Calimshan, also known as the Age of Shoon.
- 68 *Year of the Echoing Chasm*
Saeval Ammath is born into House Ammath, and numerous portents indicate he will become the Archmage of the House later in life.
- 75 *Year of Clinging Death*
Moander the Darkbringer hurls his forces and the "creeping evil" against the elven city of Tsornyl, blighting much of the surrounding woods. The magic of Moander twists all life, both follower and victim alike, into corrupt monsters, including deepspawn and shambling mounds. While the evil could not be destroyed, High Magic severed the creeping evil from Moander and imprisoned the corruption at Tsornyl (soon to be called the Darkwatch). This weakened the Darkbringer's presence in Toril, though it cost the lives of 32 elves, including two High Mages, to sever and bind the power.
- 101 *Year of the Smiling Moon*
Josidiah Starym is born a gold elf of House Starym to his gold elf father and moon elf mother. He has his father's features and golden hair, but he has his mother's uncanny sapphire-blue eyes, a strange combination for a noble gold elf child!
- 111 *Year of Fallen Guards*
Anauria is destroyed by an orc horde, though it ensures the mutual destruction of the horde, and orc numbers are reduced for centuries in this area.
- 112 *Year of the Tusk*
Cormyrean cartographers create the first recognized map of Cormyr, Cormanthor, and the Dalelands.
- 132 *Year of Thirteen Prides Lost*
The wizards of the Circle of Flames begin to record the Scrolls Ardentym this year.
- 145 *Year of the Pirates' Port*
Lady Ahskahala Durothil is born at Semberrholme to Lady Uschymna and Lord Phaendar Durothil of Myth Drannor.
- 146 *Year of the Risen Towers*
Aravae Irithyl is born, the first child of House Irithyl in centuries! Unfortunately, her mother dies giving birth, leaving tiny Aravae and the Coronal, her great-uncle as the sole heirs of House Irithyl. From birth, Aravae has a personal guard of three armathors whose sole purpose is to protect the child who will be the Coronal's heir.
- 163 *Year of the Screeching Vole*
Elmwood established on the shores of the River Lis and the Dragon Sea.
The Ring of Winter is last reported used on Faerûn in this year, when a village and a Cormyrean lord's estates are destroyed in a massive icestorm during high summer.
- 171 *Year of Unkind Weapons*
The elves of Cormanthyr complete a two-year-long siege and running battle to destroy the sole surviving temple of Moander in the northern forest (at the site of modern Yulash). The elves raze the temple after slaying all of Moander's priests. The Coronal and sixteen of Cormanthyr's High Mages cast the binding High Magic that banishes the Jawed God from the Realms until it is freed by a nonborn child. From this time forward, Moander remains a lurking evil trapped beneath the ruins of his final temple.

194 *Year of Coiling Smoke*
The temple to Eilistraee and its good dark elves are slaughtered by a new infestation of drow from below; the temple is restored as the Twisted Tower military garrison.

199 *Year of the Cold Enchanter*
Hlondath instigates the Crown Against the Scepter Wars, intent on raiding Cormanthyr for magic. The skirmishes happen once every three years or so, and are more annoying than damaging, but they bleed away forces that could fight the Twisted Tower.

207 *Year of the Majestic Mace*
Fall of the Ironstars; the near-final remnants of the clan are slaughtered on the Stone Bridge. The rest flee south and join with the Fallen Kingdoms.

220 *Year of the Sword Violets*
Coronal Eltargrim opens the forest of Cormanthor to N'Tel'Quess, primarily druids, great wizards, and demihuman craftsmen who can add to the glory of Cormanthyr.

240 *Year of the Chosen*

241 *Year of the Hippogriff's Folly*
In late autumn, the former and sole-surviving Prince of Athalantar Elminster Aumar enters the city of Cormanthor both to serve Mystra's will and return the *kiira* of House Alastrarra.

244 *Year of the Elfsands*
Evereska's existence is uncovered by N'Tel'Quess for the first time, though the secret is kept for centuries by the human tribes of the Greycloak Hills.

253 *Year of Somber Smiles*
The panther Guenhwyvar is transformed into the unique *figurine of wondrous power* by Anders Beltgarden, a human wizard settler of Cormanthyr. The *figurine* is granted to the young bladesinger Josidiah Starym.

261 *Year of Soaring Stars*
Cormanthor becomes the unified city of Myth Drannor with the raising of the mythal.

262 *Year of Pages Perilous*
While numerous members of many clans quit the city rather than share it with the N'Tel'Quess, only minor families and the five major Houses of Bharacraev, Hyshaanth, Rhaevaern, Starym, and Tellynna abandon Myth Drannor for other purely elven settlements in Cormanthyr and elsewhere (though a limited number of each clan remain in the city). Only the Starym were a senior clan, and in respect of that, their lands were to be left vacant for 300 years; if not claimed by the clan again, the

manors and holdings would return to the Coronal.

266 *Year of the Black Buck*
A number of murders in the eastern quarter of the city starting in early spring turn many immigrants against each other. The eight victims (all humans) died of various poisons (to which all elves are immune). By year's end, armathors apprehend a bigoted servant elf of the House Ammath, who confesses to the crimes. (Secretly, the servant spied for House Symbeam, political enemies of the Ammath, and this gambit paid off well in social and political damage to their rivals, though the Coronal never found the family guilty of any wrongdoing.)

268 *Year of the Cruel Storms*

273 *Year of the Delighted Dwarves*
The first migration of dwarves arrives at the City of Brotherhood in three small clans from Ammarindar and Citadel Felbarr.

276 *Year of the Burnished Blade*
The forges of the dwarven Clans Snowsbattle and Honedaxe produce three great gifts in gratitude for their new homes here: the *Beljuriled Belt of Battle* for the Coronal; the *Shield of Briars* for the Arms-Major; and the *Heralds'*



Horn for the Spell-Major of the Akh'Faer (which became better known later by its primary wielder's name as *The Harking Horn of Ishildé*).

- 279 *Year of Smiling Nyth*
- 284 *Year of Fallen Flagons*
A great halfling migration hundreds strong arrives at Myth Drannor from Meiritin and Tethyr via the first open *gates* set up to bring folk to the city.
- 286 *Year of the Jolly Mongrels*
As most social clubs were privately owned and often held exclusive memberships, the halflings surprise all by opening taverns open to everyone, the first and most storied of which is the Treant's Treat, located in a warren beneath a great, petrified tree. Within a decade, even elven taverns, inns, and halls are lessening their strictures on patrons (though some places still discriminate by trade, wealth, or other prejudices). By the Year of Sundered Sails, only a few elite sites in Kerradunath restrict themselves to established elven club members.
- 290 *Year of Full Cribs*
This year marks the greatest number of births in Cormanthyr's history. While only half were elven babies, there are more full-blooded elves born in this lone year than in the previous decade. The Coronal deems this a sign of the realm's health and the rightness of his quest for unity among all the races.
Death of Arkhenthus the Mage-Devourer, the ancient white wyrm, by the swords of six flying elves and humans. This marks the first Cormanthyr dragonhunt involving N'Tel'Quess.
- 292 *Year of Frostfires*
Gnomes walk the sylvan glades of Myth Drannor for the first time since escaped gnome slaves passed through Cormanthor in Netheril's time.
- 307 *Year of Sundered Sails*
After decades of debate, the elves allow N'Tel'Quess to join the Akh'Velahrn after training in the Cormanthyr methods of battle. More than 400 humans and 100 dwarves eagerly join up.
- 308 *Year of Promise*
The Crown Against the Scepter Wars end as Cormanthyr makes it clear the Hlondathans are to cease or be destroyed by the elves. Until this year, little loss of life occurred during the war, though the Hlondathans were sorely out-matched in weapons and spells.
- 324 *Year of Freedom's Friends*
The Harpers at Twilight are formed in secret deep in Elven Court woods by Dathlue Mistwinter, the Lady Steel, whose family crest (a silver harp between the horns of a crescent moon, encircled by stars on a black field) becomes the badge of the Harpers. Among the early members were elf, human, and half-elf warriors, rangers, druids, thieves, and mages (including Ruehar Oakstaff, Ioelena Audark, Lyari Pholont "the Shadesilk," and Elminster).
- 329 *Year of the Closed Scroll*
Hlondath's grain fields are consumed by the expansion of Anauroch, and the city-state is abandoned, its folk migrating east to the Moonsea or south into the Dales and beyond. Once Hlondath itself is overrun by the desert, Anauroch ceases its spread, much to the relief of those in Cormanthyr.
- 330 *Year of Roused Giants*
Arun Maerdrym is born the first half-elf among the senior noble Houses of Myth Drannor; to the surprise of many elves, he is accepted by the patriarch and allowed to retain his name and position in the family and clan.
- 331 *Year of the Cold Clashes*
Elminster leaves Cormanthyr for the first time in 70 years at Mystra's insistence.
The orcs of Vastar launch an unexpected attack on eastern Cormanthyr late in this year, and occupy some of the lands east of Old Elven Court for the next few years. The orcs spend the next years both solidifying their forces here and exploring the ruins of the ancient elven temple city.
- 335 *Year of Seven Stones*
The Darkwoods Massacre: The fourth major foray by akh'velahrn forces against the invading orcs occurs within the Darkwoods east of Old Elven Court's ruins in high summer. The battle is lost as the orcs surround over half of the allied forces and decimate them in their sleep; as 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.
- 339 *Year of the Vanished Foe*
The orcs in the eastern forest are routed by elvish and human forces. Instrumental in the battles is the human warrior Velar. Velar and his human (and some elven) allies resettle the lands around the coastal forest and the area soon becomes known as Velarsdale.
- 346 *Year of Blushing Stars*
Seven senior and junior akh'velahrn officers (five gold, two moon) are exiled from Myth Drannor and Cormanthyr after their court martials revealed they had subjected their nonelven soldiers to barbarous treatment while under their commands, whether in training or under patrol conditions. The blame for the Darkwoods

- Massacre falls on their shoulders, due to biased troop placements, failures to maintain communications or deliver orders among encamped forces, and a willing sacrifice of nonelven troops in favor of elven troops.
- Penitent over his failure to detect bigotry among his troops (especially his second-in-command), Major Pirphal Faerondaryl offers his resignation to the Coronal, which is refused, as Eltagrim bids him to solve the problem rather than avoid it. Major Pirphal commissions the first three of the *Baneblades* as weapons for each of his new lieutenants (one each: halfling, dwarf, and human); the blades are dwarven-forged, the hilts elven-crafted, and finally enchanted by the human mage Demron.
- 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 curious, none suspect that he has found and claimed a dragon's egg.
- 348 *Year of the Dagger*
Saeval Ammath hatches his foundling red dragon's egg. Due to many enchantments he placed on the egg, the dragon's shape is more similar to a blue dragon, though its tone is still red. Saeval names the hatchling Garnetallisar.
Creation of Northkeep in the Dragon Sea.
- 351 *Year of the Dancing Deer*
Yrlaancel grows with an influx of refugees and becomes Ondathel, Eldath's City of Peace.
- 358 *Year of the Battle Talons*
Demron completes the first three *Baneblades* of Demron and they are presented to their wielders amid great ceremony.
Saeval's dragon Garnet becomes known to the folk of Myth Drannor, as he takes to flying with the wizard 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 defenses against chromatic dragons.
- 367 *Year of Shying Eyes*
The city of Phlan settles on the north shores of the Dragon Sea.
- 379 *Year of Seven Stars*
A septet of notable mages of the realm form an alliance and build the first school of wizardry open to all the races of Myth Drannor whose teachers were not exclusively elves. This group soon becomes known outside of the city as the Seven Wizards of Myth Drannor.
- 386 *Year of Dawn Moons*
Arun Maerdrym, called the Half-Elven among the nobles, joins the Harpers in Twilight.
- 390 *Year of the Half Moon*
The Srinshree goes into deep mourning for a decade, as her first paramour (and apprentice) in centuries dies in a hunting accident. Hereafter, the young-appearing Srinshree never appears clad in any colors brighter than midnight blue, black being predominant. While she and others suspect that one of the noble Houses had a hand in poisoning the bear and driving it into a killing frenzy, no proof ever surfaced and the matter was dropped.
- 398 *Year of the Nightsun*
The Night Dragon's Attack: Five black and two green dragons assault the mythal directly over Myth Drannor, testing its defenses against them. Lieutenant Itham, as commander of the dragonriders, brings their full complement of six good dragons and 100 hippogriffs against them. While all of the evil dragons were destroyed, they also killed one bronze dragon, half the hippogriffs and their riders, and four dragonriders, including Itham. The *baneblade Morvian* and the command of the Wing and Horn falls to Lady Ahskahala Durothil.
- 400 *Year of the Blue Shield*
Northkeep sinks beneath the Dragon Sea.
- 414 *Year of Omen Stars*
On Higharvestide, Arielimnda, a human ranger, fellow Harper, and wife of Arun Maerdrym, delivers a human son. Since he is human, the boy is not allowed to bear the Maerdrym name. Arun follows an ancient elven custom and does not name the boy, allowing him the freedom to earn a name (and perhaps a place in the clan) later.
- 426 *Year of the Black Dawn*
Arun's human son joins students of the Seven Wizards of Myth Drannor as a pupil of Mentor Wintercloak. At age 12, he remains unnamed, though he has a number of nicknames some elves gave him: Biir ("garbage," used by commoner elves) or Zenar ("Less than half," as a nobles' double insult against himself and his half-breed father). His few green elf friends call him Bhin, a word for "young human."
- 449 *Year of the Killing Ice*
The son of Arun finishes his tutelage under Mentor Wintercloak and leaves Myth Drannor to learn of the world and teach it the ways and magics of the City of Song. Secretly, he also plans on proving his worth to his father's clan and becoming one of the first Harpers outside of Cormanthyr and the eastern lands. He takes the only name he has been called of which he is proud: Arun's Son. He vows to claim his place

- among the Maerdrym once he has earned a true name.
- 450 *Year of the Carrie Fist*
Start of the Seventh Age of Calimshan.
- 459 *Year of the Blooded Dagger*
Settlements at Silvermoon Ford, the bridge over the River Rauvin, grow into Silver Village.
- 460 *Year of Scorching Suns*
Demron is commissioned for another *Baneblade*, though this one is for the Spell-Major to replace the lost *ary'faern'kerym elf-blade* lost a decade ago by Zaos Durothil in battle with the red wyrm Edallisufanxar.
- 462 *Year of the Empty Helm*
Within two centuries of the Opening, objecting nobles and crowded conditions force the Coronal to end both the building of new homes and settlements within the city's limits and curb the N'Tel'Quess migration and allay the fears of his capitol's Elder Houses.
Demron completes *Faervian*, the fourth *Baneblade* and the only one for the Akh'Faer.
- 464 *Year of the True Names*
While wandering across Anauroch, Arun's Son saves a trio of Evereskan elves from a phaerimm ambush nearly at the cost of his life. Retrieved from death by Mystra, he becomes her Chosen, "as he whom magic, duty, and honor defines." As the Nameless Chosen, he becomes the first human ever to stay among Evereska's glades.
- 472 *Year of Full Cellars*
A bountiful harvest year across the Realms. Halflings of Myth Drannor claim this year's ales were hearty enough to warrant a visit from their god Arvoreen in the warrens of Brewers' Haven!
- 479 *Year of Forestsfrost*
Teshar falls in this year.
- 500 *Year of the Flame Tongue*
Josidiah Starym mounts a campaign to recover the lost *Soldier's Blade* of Cormanthyr after nearly 800 years; he does this as a way to prove to Eltargrim that the heir of House Starym is noble enough to marry his niece and heir. The opening gambit of this search sees a temporary fall of the garrisoned drow at the Twisted Tower, since that was where the *Soldier's Blade* was lost to Cormanthyr, Josidiah and his troupe of bladesingers and akh'faern venture into the Underdark beneath the Tower, vowing to return in a century with the lost treasures.
- 503 *Year of the Galloping Gorgon*
Seven halfling scouts of the akh'velahrn destroy a large encampment of Moander's faithful near the ruins of his temple and his entombed remains. This septet becomes heroes of Myth Drannor, their deeds celebrated for much of the winter among their kin. Two of these seven also become the first halfling armathors of Myth Drannor at the bidding of Coronal Eltargrim.
- 512 *Year of the Wyvernfall*
Orc hordes rampage out of Vastar and other strongholds, engulfing many lands in war.
The Coronal's Court receives the first of many visitations by spelljamming elves of the Elven Imperial Navy at Shadusk and Green Monarchs' Glade northeast of the city.
- 519 *Year of the Phoenix*
Sammkol Thistlestar, one of the two halfling armathors, is found dead on Gondrim's Ride. While there are no other wounds on him, later examinations find that his heart and lungs and other internal organs are missing. A culprit is swiftly found—a visiting necromancer from Cormyr—and an overzealous armathor slays him immediately without a trial. (The armathor is later paid well by House Selorn for keeping their part in the magical assassination of Sammkol quiet.)
- 523 *Year of Trials Arcane*
Younger moon elven members of the Starym clan return from Eaerlann, Illefarn, and elsewhere to Myth Drannor. Their arrival restores House Starym as a social power in the city, and the new arrivals usurp the House lordship, as its heir Josidiah Starym is absent on a quest. As a test of their renewed loyalty to the Coronal and as a stalling maneuver to prevent Josidiah's loss of status, the Coronal demands that the current Lord Starym draw his family's *moonblade*, long held in trust and undrawn since its forging, to attest to the loyalty and worthiness of the clan and its lord.
Lord Illitran Starym undergoes a Cleansing March, a three-month-long trek out into the deepest woods of Cormanthor intended to purify his spirit and ready him for the responsibilities of wielding a *moonblade*. Unknown to all, Illitran's trek takes him to the ruins of Moander's temple in the northern forest. There, he forges a pact with the imprisoned god of corruption and gains the power to cancel his *moonblade's* retributive powers against undeserving wielders and corrupt it to a sword designed to slay humans and half-elves. Upon his return, he easily draws the blade, "proving his and his family's loyalty to Myth Drannor."
- 536 *Year of the Laughing Lich*
Hlontar, realm of Alokkaire the Wizard-King, forged out of remnants of Teshar and the Netherese survivor states.

555 *Year of Dances Perilous*

Ondathel's High Mages recreate their city once again as Myth Ondath upon raising a mythal.

Ecamane Truesilver is born in Suzail at the start of the year, and he and his parents arrive in Myth Drannor by the year's end.

561 *Year of the Three Setting Suns*

The Guild of Naturalists forms in Myth Drannor and builds its hall within two years.

569 *Year of Tumbled Bones*

Fall of Hlontar and the disappearance and presumed death of Alokkaier.

Ecamane Truesilver becomes an apprentice of Deynriir the Silver Sorcerer. Unknown to him at the time, Ecamane also secretly becomes an acolyte of Windsong Tower under his moon-elven tutor.

572 *Year of Writhing Darkness*

Zaor Moonflower is born in Semberholme.

The orcish realm of Vastar falls into chaos with the death of Ologh the Overking at the claws of Iyrauroth the black wyrm.

574 *Year of the Gored Griffon*

Once Vastar destabilized, orcish problems rose along the northeastern forest. In preparation,

Pirphal commissioned Demron for a fifth magical blade to serve as the *Baneblade* for the Arms-Major of the Akh'Velahrn. In this year, *Dragathil* is finished.

580 *Year of Loose Coins*

Ecamane Truesilver becomes one of the first humans to learn of the *Quess'Ar'Teranthwar* and gain knowledge from it. After ten months of meditation with the artifact, Ecamane leaves Windsong Tower, his hair prematurely white due to the magics and wisdom he gained from the transformed *Nether Scrolls*.

The Orc-King Grimmerfang claims the throne of Vastar after defeating his rivals, and ends the wars among the orcs for a time.

588 *Year of Dragons Dawning*

Ecamane Truesilver leaves Myth Drannor with comrades and pupils of his own to restore proper studies of magic to the Savage North and redeem the ill deeds of the Netherese archwizards of the past.

590 *Year of the Turning Leaf*

Arms-Major Pirphal dies with most of his patrol in the western forest, victims of the black dragon Mrinabnahor. *Dragathil* is lost to the



elves for the next four centuries, as the dragon steals it for its mountain hoard west of Dragon Sea.

591 *Year of Silver Streams*

Oakengrove Abbey, a human stronghold dedicated to Silvanus, is founded roughly 70 miles west of the Standing Stone.

610 *Year of the Spellfire*

Dwarves conquer the lands of the Vast, overcoming Grimmerfang and his orcs, and they found the Realm of Glimmering Swords.

611 *Year of the Normiir*

Amlaruil Moonflower is born on Evermeet.

616 *Year of the Ensorcelled Kings*

Aurgloroasa the adult shadow dragon establishes her lair within the Thunder Peaks.

619 *Year of Orcsfall*

An orc horde pours into western Cormanthyr and the Dales, threatening to overrun Sembholme and the southern Dales. The ballad "Battlestars at Tilver's Gap" tells the tale of the destruction of the orcs from Thunder Peaks by the combined Dalesmen militias and elven armies.

c 620s *The Sword Heralds of Cormyr begin their activities about this time, creating many extradimensional hideaways during the next century and beyond.*

627 *Year of the Bloodcrystals*

Ecamane Truesilver and his nine apprentices arrive in Silverymoon. Claiming five goddesses (Eldath, Mielikki, Lurue, Mystra, and Sehanine) drew them here, the mages create a school of magic patterned on elven teachings.

632 *Year of Burning Skies*

The Ice Queen's Winter descends on Myth Ondath starting in Eleint. The siege army of the Ice Queen is led by the lich Vrandak the Bur-nished, and the army is accompanied by magical winter storms that last out the year.

633 *Year of Chasms*

Myth Ondath is destroyed, mythal and all, by the Ice Queen's use of the *Gatekeepers Crystal*.

After toiling for years, Demron completes *Keryvian*, the Arms-Major's *Foebane* and the greatest of the *Baneblades*. Demron succumbs to exhaustion due to his work on the blade, dying two days after the final magics are set into the sword. In honor of his work for the city and his magecraft, House Ammath and numerous other contributors fund a temple to Demron's patron god Azuth, which is built on and around Demron's Tower over the next four years. Once complete, Demron's remains are the first interred in the temple's crypts.

637 *Year of the Silver Sun*

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

645 *Year of the Costly Gift*

The wizard Maskyr gains Maskyr's Vale from King Tuir 'Stonebeard' by plucking out his right eye as the cost of gaining the vale. Humans begin making their first permanent settlements in the Vast.

648 *Year of the Dancing Daggers*

Death of Baron Hurst Amadin in an orc attack on his High Castle west of Sembholme.

649 *Year of the Bloody Crown*

The dwarven Realm of Glimmering Swords falls to the orcs in the Battle of Deepfires. A number of dwarven clans flee under the earth, while other craftsmen and noncombatants migrate to Myth Drannor. Humans remain and fight the orcs to retain their new homes.

650 *Year of the Falling Tower*

Current ARCANE AGE Campaign Year



CORMANTHYR'S CIVILIZATION



ye civilized is among the best descriptions ye could give of the citizens of Myth Drannor, and all of Cormanthyr (though some are more civilized than others, of which I'll say little more.) Still, while legends and tales of fabled Myth Drannor fill the ears of tavern-dwellers, there are those who cling to ridiculous fallacies. Many believe falsely that elves are uncivilized since they live in trees and among the forests. Others who know little more say the elves of Myth Drannor were too civilized and they lacked the passion and drive to resist the Army of Darkness and their many other foes across the centuries, leading to their current dire straits. These fool ought not speak such to an elf, for the drives and passions of 1,000 years of life run far deeper than the mere sparks of ardor that humans know.

Sit ye down and learn, youngling. It was the elves that drew out and protected many barely gibbering humans of millennia past. It was the elves who taught them wondrous things, the least of which was civilization and the greatest of which was magic. Fools who speak of elves and their "lack of civilization" had best hold their tongues lest their waggings strangle them. Civilization in its purest form is the refinement of manner, arts, and learning, all of which elves have in abundance. Confuse not your tall cities and roads with civilization – a truer test is to be civilized among nature without intruding upon it, and that was Myth Drannor at its height. The Tel'Quessir have ever been the pinnacle of civilization.

– Elminster circa The Year of The Chains

Settlements of the Realm

In the following chapters, both major and minor settlements within the Elven Wood will be described in varying levels of details. No matter how many details are discussed, certain things remain constant, even with the changes wrought by Myth Drannor.

In discussing the buildings and structures within any elven settlement, there are generally only six types of buildings to be found inside the shade of Cormanthyr, and they follow two primary distinctions based on their locations. Ground dwellings are just that, and are easily found. The tree dwellings of elves range anywhere from 10 feet to 200 or more feet above the forest floor, and



some are more obvious than others in terms of camouflaging them within the tree's canopy. Of course, the tree dwellings are all made of wood, while ground dwellings are made of a variety of materials, most often stone-and-wood combinations. While no two edifices look alike in Cormanthyr, they tend to follow these patterns:

- **Tree Dwelling—Minor:**

The tree dwellings of the elves are often platform treehouses, though a few are actually living parts of the tree, hollows shaped by elven magic to create small domiciles such as this. Minor tree dwellings are lesser buildings used as single-family abodes, minor storehouses or weapons caches, or cleverly concealed guard stations for a small contingent of defenders. They rarely consist of more than three rooms, though the minor classification merely suggests the overall size of a place, rather than its importance or its opulence.

- **Tree Dwelling—Major:** Like above, these buildings are either among the branches and based on platforms and slings attached to a tree or they are living parts and hollows within and around a tree. Major buildings such as this are multi-leveled residences with a variety of purposes, the primary one being living space for elves and others. Other uses for major tree dwellings include guildhouses, rowhouses (lowest levels are businesses and dwellings above), higher city defenses to supplement any ground forces (i.e., the literal high ground), and other uses.
- **Ground Dwelling—Minor:** Built most often for non-elven settlers or for elves of very old or very young ages, these smaller ground dwellings mimic the purpose of those above in the trees: lesser storehouses, single-family homes, taverns, or stables. With the onset of non-elven settlers into Myth Drannor, many of the businesses and newer buildings were built of this type. There are also a few minor hollows around or beneath ground level within trees, but these are still considered ground rather than tree dwellings.
- **Ground Dwelling—Major:** These ground-based buildings are often multi-leveled places used as rowhouses, multi-family dwellings, businesses, guildhouses, inns, or feshalls. While often only devoted to a few occupants, many mages' towers among the spires of Myth Drannor count as Fortified Ground Dwellings—Major.
- **Fortified Dwelling:** This is less a type of structure than an adaption of any of the above dwelling types. If a place is fortified, it simply has greater defenses for a place beyond those designed only to keep out inclement weather (i.e., door, window shutters, etc.). If a place is described as a Fortification, however, it generally means the location is exclusively of military use and purpose, its very location and construction focused to the exclusion of other uses.
- **Grand Building:** Like the Fortified class above, this is not a separate structure style as much as a further description of a building type. Many of these buildings and locations defy any usual descriptions or typology, but they tend toward grand, opulent, and distinctive looks and natures and purposes. Many of the elven constructs summoned up by High Magic are Grand Buildings by their nature and looks. Given the fact that these are usually quite unique buildings, they often are simply described by their own names and folk know the place as a landmark, like the Six Tyryl Towers or Castle Cormanthor.

Settlement & Building Generation

When designing or detailing a Cormanthyr settlement, keep your eye focused on the whats and whys of the place. While humans build with abandon and force a structure to adapt to a new purpose, the elves (and the nonelven craftsmen of Myth Drannor) often create a settlement and its buildings specific to its purpose. The following examples

and rhetorical questions should help you as the DM to develop new and unique elven settlements (or simply add to what has already been developed for minor Cormanthyr communities).

Settlement Purpose:

Ask yourself why the place exists. What objective does it fulfill for the Empire of Elves? The reasons for creating a city or town will change how it is built and how it grows.

- If it was created as a watchpost against encroaching humans or orcs, a military settlement will be primarily tree dwellings, all well-camouflaged amid the tree canopies. Unless a person knows exactly where to look, an elven outpost city is all but invisible to nonsylvan races.
- If a settlement was created for trade purposes or by non-elves, ground buildings dominate the site. Ground dwellings can partially be concealed among thickets, bushes, and hillocks, but the basic travel along the ground leaves trails to and from a settlement that betray it far more than any fully treed community.
- Most other settlements created by elves will have a mixture of all dwelling types. Myth Drannor is an example of a variety of building styles and layouts for a city, made even moreso by the differing styles, milieus, and types of building materials of the particular races.

Building Types:

Now, once you know the purpose of a colony, that helps determine what types of buildings are needed. Population is also a major factor here, since the number of people as well as the needs and capabilities of those same people will change how a settlement is built.

- Elves, as always, want to disturb the forest as little as possible, and thus they tend to build up into the trees rather than spread out along the ground. More people in a town creates the demand for more space and buildings.
- The age, size, and physical capabilities also determine what and how a place is built. Older elves and younger elves are not safe among the swinging platforms of a tree city.

Building Purposes:

The type of building simply describes what a place looks like and gives a viewer a sense of scale—its purpose can determine details such as internal structure and location. What business or purpose does the building have? What special demands need be met by the building structure for its purpose?

- Trade buildings are often designed for easy access, wide display of wares, and easy storage of surplus goods. In addition, businesses almost always have interior security or minor fortifications to prevent the theft of said wares and trade profits.
- Military buildings tend to be placed higher than those surrounding them, to provide lines of sight important to a battle. They are also built for defense such that most

are either well-hidden tree posts or well-constructed stone towers and guardposts. Military buildings also are built within a settlement to prevent the invasion or destruction of the settlement, dictating their placement along the perimeter or within certain key points of a town's interior.

- Domestic buildings are the simplest of buildings, with the widest variety of layouts, structures, and sizes. Quite often, a settler will build a house or home to the specifications his family needs (or will need, if large families are planned), each room planned and shaped or built for specific functions. They are rarely fortified, unless they are of the grander scale for nobility or royalty, and fortifications are to be expected in homes of such caliber.
- Utilitarian buildings such as stables, warehouses, and the like are always quite spartan, and are rarely more than partitioned shells of buildings with as much open space as possible.

Transportation Types:

Modes of transportation are important factors in building your settlement as well. How do travelers reach this place? How do people move around within the settlement?

- Tree settlements (or even partially treed settlements) are often interconnected by swinging ropes, suspension bridges, and pathways along stout boughs. Most domiciles and buildings have platforms around them leading to bridges or other transports.
- Ground colonies are obviously intersected by trails and streets, and their paths are often determined by the placement of trees and rocks, which are often left undisturbed in favor of simply winding the trail around. Thus, unless built in a previously cleared area, some cities among Cormanthyr's empire have oddly winding streets and paths, and equally meandering trails leading to them.
- One last item of note is the magic of a place. In mixed settlements of tree- and ground-buildings, there are often (as in Myth Drannor) magical fields and floating discs that levitate folk up into the trees and back down again. These glowing pillars of magic were extremely limited but became nearly commonplace among the more magic-oriented cities of the elves. Other magics for the settlement might include *gates* to and from the area, linking the few elven cities of Cormanthyr with others across the Realms.

There are, of course, many untouched factors in city and settlement designs that we won't discuss here, but the thoughts and questions above should have at least the skeletal structures and descriptions of a settlement taken care of for your game campaigns. The above classifications and types of buildings will be used in later chapters to define and describe the basics of a number of elven cities and locations among the Cormanthyr Empire. They also should help in building any number of Cormanthyr settlements among the trees that the DM needs for a campaign.

Leadership of the Realm

Humans have only barely begun to rule their realms with any sort of balance in the ARCANE AGE; even Cormyr, while good and lawful, allows for little deviation from the express wishes of its monarchy. The elves, due to the Crown Wars and other lessons, maintain a balance among their leadership. While there is always one central authority within a realm, power is recognized and split among three primary groups.

The Coronal

As in all elven kingdoms, one Coronal rules over all, as the "speaker among the trees with Corellon's voice and bidding." The Coronal's position is a monarchical one, though there is no automatic inheritance of the title upon the death or passing west of a previous Coronal. An heir is only accepted by the ancient ritual of blade-rite—if he or she can survive drawing the *Rulers' Blade* of Cormanthyr, one of the three special *elfblades* created just for determining the positions of the three most powerful founding noble families of Cormanthyr. In the course of Cormanthyr's history, only one has not survived the ritual to gain the throne of the Coronal: Divisav Irithyl, an ill-fated and greedy son of First Coronal Kahvoerm Irithyl. Once an heir completes the blade-rite ritual successfully, he or she becomes Coronal, and the Coronal's word is law among elves.

Cormanthyr's time, like all elven realms' time, is measured by the reigns of its Coronals. There have been six rysars ("reigns") for Cormanthyr, and they have all been maintained by the Irithyl clan of gold elves. The present Year of the Falling Tower (650 DR) marks the 855th winter of the Sixth Rysar of Cormanthyr under the Coronal Eltargrim. While this rysar is the lengthiest one of any elven realms since Aryvandaar, it has also seen the most changes both to Cormanthyr and the Realms entire.

While the Coronal's word is the law within Cormanthyr, the ruler most often merely attempts to maintain the unity of his people, and keep them of one mind. All in Cormanthyr may question and discuss a proposal brought forth at the Coronal's Court, but once the Coronal makes a decision on said proposal (rarely in less than a month, as this would be seen as rash), the discussion ends and it is either law or not.

The Coronals and Rysars of Cormanthyr

First Rysar	-4000 to -2900	Coronal Kahvoerm Irithyl
Second Rysar	-2900 to -1950	Coronal Sakrattars Irithyl
Third Rysar	-1950 to -1338	Coronal Sinaht Irithyl
Fourth Rysar	-1338 to -791	Coronal Miiirphys Irithyl
Fifth Rysar	-791 to -223	Coronal Tannivh Irithyl
Sixth Rysar	-223 to Present	Coronal Eltargrim Irithyl

Noble Families and the Nobles Council

Below the Coronal, there are the local rulers of Semberholme, the Council of Trees, and various clan leaders of individual sites across Cormanthyr. None of the local rulers can claim the title of Coronal (reserved only for leaders of an independent colony or empire such as Cormanthyr, Cormyr [as its original elven colony], Jhyrennstar [before assimilating into Cormanthyr], or Eaerlann), but they have a variety of titles; the most common among the smaller colonies is the use of the settlement name or clan name as the ruler's title (i.e., "the Alusiil of Alusiil Grove," or "the Vispasial of Clan Vispasial, ruler of Bhaasoraen"). Each rules the particular settlement as the Coronal rules over all. However, their powers are strictly limited to their particular settlement and its established territories. While within the borders of another settlement or among the neutral territories between the colonies, that leader or leaders cannot overrule any edicts of a ruling noble of that settlement or the Coronal.

All of these individual leaders are among the heads of the noble families of the elves, the senior families that originally settled Arcorar. The noble heads all sit on the Nobles' Council at Myth Drannor, where they discuss and debate individual settlements' policies or those of the Coronal of Cormanthyr. Once a year, the Coronal is obliged to meet with the Nobles' Council and address their concerns. He is in no way obligated to follow the wishes of the Nobles' Council other than by his own desire to keep peace and unity among his elven subjects.

Until the time of Myth Drannor, the major concerns among the Nobles' Council were of hunting rights, recognizing clan heirs, or discussing the doings of the High Mages or other nobles with the Coronal. Cormanthyr also never saw a schism between the wishes of the Nobles' Council and the

Coronal until the fifth century of the Sixth Rysar. Once the Coronal Eltargrim's proposal of alliance among the races was aired in the Year of Leaping Flames (200 DR), the views of the Coronal and a number of nobles on the council began straying far apart. By the time the mythal was raised at Myth Drannor six decades later, a number of clans seceded from the council and Cormanthyr entirely, rather than live among the other races in peace.

High Mages of Cormanthyr

While little interested in the politics and power plays of ruling Cormanthyr, the High Mages by their very nature hold much influence among the People. Their power and wisdom carries much weight with the Coronal, and merely the suggestion that a decision might be harmful to the Weave and the elves' lifeblood is enough to sway nobles and Coronals alike. One of the first decisions made by the First Coronal of Cormanthyr was to make the Coronal answerable to the High Mages, if he should abuse his power and authority. While the nobles would have preferred the Coronal be answerable to a more political body such as themselves, they understood (as all elves do) this move was done to prevent the very things that sparked the Crown Wars.

In all, the High Mages have always been staunch supporters of the Coronal, and he of them. The Coronal's automatic assumption of High Magic potential upon drawing the *Rulers' Blade* (and receiving the knowledge and power of the three *selu'taar* of Coronal Oacenth of Jhyrennstar and Coronals Kahvoerm and Sakrattars) automatically made him one of their number, whether he chose to learn to wield such power or not. Miirphys Irithyl was a singular Coronal, as the only nongold elf Coronal of Cormanthyr. Sharing his moon elf mother's trademark blue hair and silver eyes, this senior priest of Sehanine neither wielded the *Rulers' Blade* nor the High Magic of the Coronal's position beyond the blade-ritual. Still, he made himself an ally of the High Mages and the nobles alike by supporting their launching of a number of ships into Realspace to prevent the expansion of abusive Netherese spelljammers during his rysar.

The Elven Court

There is also a variable fourth ruling body of elves among the leadership of Cormanthyr: the Elven Court. Long past being a physical site, the Elven Court is now effectively a communion of various nobles, the Coronal, the High Mages, and the various elven priesthoods of Cormanthyr with ancestral spirits among the trees. It is now only convened either ceremonially once every five centuries or as needed in times of great dissension among the elves. Elven Courts were convened twice during the Sixth Rysar, but had less to do with the direct ruling of Cormanthyr and more with how the elves could survive the expansion of the other races and how to live in alliance with them.

For more on the Elven Courts both past and present, see the *Mysteries of Elven Court* chapter.



Defense of the Realm

When the Coronal Oacenth had the *elfblades* forged in the predawn of Cormanthyr, three were forged to form a trinity of leadership among the elves. One blade would rule all three and the elves in Peace and Life (the *Ar'Cor'Kerym*/"The Rulers' Blade"), and this blade has never left the side of the Coronals. The other two blades would be wielded by defenders of the elves: One would rule in the roles of War and Death, the other in Art and Magic. These, the Defenders' Blades (*Warblade*, *Artblade*), determined the defense of Cormanthyr. Each of these three blades raised a tower of Castle Cormanthor, and thus created their own position's permanent domiciles and offices in the Rule Tower, War Tower, and Art Tower.

The "Defender by Arm" is the official title of the elf casually known as the Arms-Major of Cormanthyr and the commander of the primary armed forces for the realm at large. Formerly the wielder of the *Warblade*, the Arms-Majors lost that title blade in battle with the drow of the Twisted Tower, that selfsame conflict that saw the death of Coronal Sakratars in -1950 DR. Since that time, the warlords have wielded *moonblades* or any of the six *baneblades of Demron*. Suffice it to say, aside from the blade of office, the Arms-Major's job has changed little in millennia: Command the Akh'Velehr ("Army of Might"), the martial forces throughout Cormanthyr's settlements and woods.

The title for the commander of the magical defenses and forces for Myth Drannor and the realm is the "Defender by Art," and this elf wields the *Artblade*. This wizard is also known commonly as the Spell-Major of Cormanthyr, and each title-bearer has gained other names and honorifics over the centuries. The Major's primary concern is the upkeep of the magical defenses throughout the wooded nation. She also commands the Akh'Faer ("Army of Art"), the military wizards that act in concert with all branches of the regular army. Partially by tradition and happenstance, all 16 Spell-Majors have been females, though they have come from all elf races (including one aquatic elf and three green elves, despite their normal avoidance of wizards' magic).

The thankless task of being the secondary commanders of the military forces fell to the Captains of each branch and the two greater Captains directly over them, the Arms-Captain and Spell-Captain. While the second most powerful post in both the Akh'Velehr and the Akh'Faer, this position rarely resulted in direct ascensions to the Majors' positions. More often, it led to death as the lesser captains and other officers (or their families) often sought to rise in position and plotted against those in the higher captaincies.

At the current time, the Arms-Major of Myth Drannor and Cormanthyr is Kelvhan Olortynnal, and the Spell-Major of Cormanthyr is the "High Lady of Art" Alea Dahast (though she makes it clear that she plans on abdicating soon to pass beyond, having grown tired after 1,000 years). Their seconds-in-command are the green elf Lord Arms-Captain Otaerhyn Hawksong and the moon elf Lady Spell-Captain Ecaeris Aunglor.

Magical Defenses

While many expect the forest of Cormanthyr and celebrated Myth Drannor to be riddled with magical defenses against attack, they are truthfully quite few and far between. However, as humans are wont to overlook, the simpler, lesser solutions are often the most effective. The DM can certainly increase the magical defenses around Myth Drannor or other areas, but the following are the only widespread magical effects that are found everywhere in the forest of Cormanthor.

- Should any drow touch the surface lands within the tree-line of Cormanthyr, their footprints, handprints, or any types of contact darken the grass and loam beneath their touch to a deeper shade of the same color. This simple, widespread magic allows easy tracking of the elven race enemy within this empire. This coloration change lasts for 24 hours beyond the last contact.
- An appeal to Rillifane (taught to all elven children) while planting a small flower bulb anywhere in the woods of Cormanthor shows the lost their way home. The appeal causes the flower to magically grow within moments of closing dirt around it. This occurs in any season, provided the bulb is buried under at least three inches of loose dirt. The flower grows up to a modest size, and its petals, thorns, or leaves point the general direction toward the planter's destination, while the number of white (or alternate color from the flower's norm) petals or details tell how many miles away it is. These magical flowers only last in that shape for a round, and then they simply return to a standard form, though they do not die quickly unless planted in winter.
- Before the opening of Cormanthyr to N'Tel'Quess, the elves maintained magical *teleportation* fields that served to confuse many invaders in the forest. If a creature was not a native of Cormanthor woods (the sylvan races) or an elf, the invisible fields would *teleport* that creature and any creatures within 100 feet of it 500 yards in a random direction and turn them around in a direction away from any settlement. Most folk continue traveling, unaware of the *teleport*, and never find the heart of the wood or any of the larger elven towns. After the opening of the woods and the raising of the mythal at Myth Drannor, only those fields surrounding Semberholme and Old Elven Court were maintained as originally set; most were dissolved, but others were reworked to simply repel goblins, orcs, ogres, giants, and their ilk.
- Whether this is a High Magic effect, a wish established by the Seldarine gods, or a natural effect of the woods, all ogres (but not orcs or goblins) are at -1 penalties against their Morale Checks the entire time they are within the treeline of Cormanthyr.

The Akh'Faer

The Art Tower of Castle Cormanthor is the central headquarters of the Army of Art. Dominated by moon and gold elves, this army contains at least 300 wizards between 4th and 8th level as the primary troops, 100 junior officers (9th to 12th

level), and 50 senior officers (13th level +) below the Wizard-Major and her second. Among these ranks, there are many types of wizards, including the four types of dualists. Of these, only the forest wizards are singled out for distinct duties aside from the norm—they work as scouts and quick-strike forces when working in either Akh'Faer or Akh'Velahr.

Any akh'faern (member of the Army of Art) has access to certain magical items provided from the army stockpiles. All troops bear a ring identifying them as akh'faern, and these minor items allow the wearer a +1 to saving throws against spells. Offensive *wands of lightning, frost, flame extinguishing, or magic missiles* are the norms allotted to junior officers; senior officers might gain *rods of absorption, alertness, or security* while on maneuvers or in a combat situation.

The Akh'Velahr

There are more than 3,000 elves in the standing army of Cormanthyr, and nearly every able fighter among Cormanthyr's populace (elf or N'Tel'Quess) would gladly join the fray if needed in times of crisis. Of all the elven races, the moon elves eclipse all others among the army's overall membership. There are four main groups among the akh'velahrn: scouts, the troops, the noble knights and guards of Myth Drannor, and the cavalries.

The scouts are led by Otaerhyn Hawksong, the second-in-command of the akh'velahrn. The bulk of the scouts are green elves, and their skills as archers, rangers, and spies (rogues, thieves) are invaluable for reconnaissance and quick-strikes against minor invasions in the forest. Most of the scouts wear leather or no armor, *boots and cloaks of elvenkind*, and all arm themselves with bows, daggers, and a variety of weapons (as per each individual). This is the least-disciplined part of the army, since their skills make them less effective in groups larger than three or four and individuality is essential to their jobs. As the farthest-ranging of Cormanthyr's soldiers, they act as perimeter sentries and are most beloved among the border colonies and the human Dalelands (though most shy from the latter).

The warriors and common foot soldiers of the army comprise more than two-thirds of its total strength. The army's bulk consists of commoner elves (40% of total army, 60% of these are moon elves), N'Tel'Quess fighters (10% of total army, 70% of these are humans), and varied mixes of allied sylvan races such as centaurs and satyrs. The army itself has standard long swords, broad swords, shields, and spears for weaponry; the army's common armor varies from studded leather to chain or (rare instances) scale mail. The officers have improved weapons, including some magical weapons, and they all have *elven chain mail* or better armor.

The Protectors are the elite troops and those specifically assigned to defending Cormanthyr's nobility. Comprised almost entirely of gold elves, these troops tend to be bladesingers, higher-level rangers, or fighters. In fact, many of the Protectors opted to remain as rank-and-file among the elite rather than become officers of the lower-status common army. Almost all Protectors have *elven chain mail*, though the officers

among them have *elven plate mail* (strong, light plate mail that allows elves to cast spells from within it). The standard weapons for the elite (long bow, spear or other polearm, long sword or broad sword) are all at least of +1 enchantments. A sign of prestige among the elven nobility of Myth Drannor is an honor guard of personal Protectors, rather than standard mercenary guards from the common army.

“The Wing & Horn”

While technically part of the Akh'Velahr, the Wing and Horn are the elite cavalry troops that are accorded a certain amount of autonomy by Cormanthyr's Captain due to their specialized skills. Their commander is the gold-dragonrider Lady Ahskahala Durothil (CG gold elf female F16). Among the Wing & Horn are six distinct cavalry units comprising less than 15% of the army.

The most elite and the primary officers of Wing & Horn are the dragonriders. Numbering five in all, they were once far more numerous in the early days of Arcorar; most have flown west to aid in the defense of other realms, most especially Evermeet. This quintet remains as a personal favor between Lady Ahskahala and the Coronel Eltargrim; she and her mount (plus her faithful lieutenants and their mounts) will remain to defend Cormanthor and Myth Drannor until the end of the Sixth Rysar. At that time, she and the other dragonriders (all windriders) and their mature dragons will wing west toward Evermeet. Each dragonrider either commands a Wing (flying) or Horn (grounded) cavalry unit.

- Lady Ahskahala rides Haklashara, a gold dragon of 488 winters, and she commands the Wing & Horn.
- The moon elf lord Avourel Omberdawn (LG em F14) commands the hippogriffs, the largest Wing contingent of cavalry. Avourel is acclaimed for his aerial battle tactics, with he and his Wing scoring over three dragon kills inside two centuries. Of course, the bulk of the strategies come from his silver dragon companion, the 350-year-old Otaaryli-akkarnos, though she doesn't mind him taking the credit.

Hippogriff-riders are the most common of the cavalry troops of Wing, and most of them are moon elves. Numbering about 250 riders and mounts at any given time, they are impressive in their tight regimented formations and attack patterns. As the slowest among the flying cavalry, they rely on group tactics and teamwork to defeat their foes. Their Sixstar Maneuver (named after the site in Myth Drannor) is their most famous, where six hippogriffs pilot into positions in which all six riders can perform lance charges and pull away safely from each other and their outflanked target.

- Lord Avourel's moon elf wife, the Lady Fieryat Omberdawn (CC ef F13), rides the 332-year-old silver dragon Evenaelorathos the Blackspine, an affected name from his atypical jet-black dorsal spine and horns. Even and Lady Fieryat command the pegasi Wing cavalry together and have made their reputation as incredibly fast cavalry support for beleaguered ground troops.

Next among the cavalry of wing are the pegasus-riders. One hundred pegasi from the herds among Cormanthyr and

the northern lands west of the Dragon Sea fly at the ready with their exclusively gold elf riders. With the Lady Fieryat's extensive training of them, riders are capable of brief maneuvers at a +1 Maneuverability Class once an hour, with a successful NWP check.

- The ever-unpredictable pairing of the moon elf Ievos Ulondarr (CG em F12; Str 18) and Sunsettalithanz (CG bronze dragon of 403 years) strikes pride, exasperation, and abject fear into the heart of both Lady Durothil and the Coronal. Commanders of the equally rambunctious Eagle Wing cavalry, these two bring their flamboyant daredevil tactics to bear at every occasion, as if they both had death wishes. All attempts to discipline them are wasted, but neither are they struck down in rank due to their importance and their accomplishments.

The smallest and newest of the Wing cavalry, the green and moon elves' giant eagle mounts, amount to no more than 30 birds and riders and most are limited to the southern forests. When in full attack formation, they are a savage, blood-chilling sight. Still, while many elves and all N'Tel'Quess are in awe of their triumphs, many elder elves shake their heads at their recklessness and lack of discipline. "One would believe they were almost human, given their behavior. Still, they are among the best strike forces Cormanthyr has. . ."

There are also rare inclusions among the Wing cavalry of

wyvernriders or griffonriders. While these spectacular mounts and their riders were welcome for their offensive capabilities, they were problematic among the other cavalry due to the difficult-to-restrain natural feeding habits. Therefore, if wyverns or griffons were among the army, they often gained solo missions to prevent their feeding on fellow cavalry troops, since both species love pegasi, hippogriffs, unicorns, and other types of horses. Given his own flair for unpredictability, Ievos commands these rogues as well.

- The sole sylvan elf commander among the dragonriders, Laamtora Kevanarial (NG ef F12) is among the quietest of elves, never saying more than is necessary. In fact, she almost prefers to let her bronze dragon Xanscilathampos (LG bronze dragon of 277 winters) command her troops, since his voice is far more easily heard between ground and sky. Laamtora is the commander of the Horn cavalry, the ground troops. She and Xan plan out the broader maneuvers and where they will reconnoiter with the ground troops, and they often take to the air early in battles, leaving the two commanders of the ground cavalry to work out the specific details within the ground plan.

The unicornriders of Cormanthyr range from 50-100, depending on the season and the location within the forest. While the cavalry may be called all about the forest, no unicorns are found south of Old Elven Court, nor will any enter



that area or Tangled Vale without urging from their riders. The unicorns are found in some wandering herds in the northern forests of Cormanthor. All unicornriders are female elves, though they are a mix of all the surface breeds.

The moon horses are the magical mounts exclusive to moon elven fighter/mages (but not bladesingers). These intelligent horses were among the natives of Arcorar long before the elves arrived, and they volunteered their services to aid the elves' defense of the forest. Now, after long millennia, the moon-horse herds are dwindling, and only 20 serve as mounts for their moon elven riders at any given time. Still, they are often set as the shocktroop cavalry, their spells and speed breaking many opposing charges for easy attacks by the unicorn cavalry following them or the hidden scouts' arrows.

All of the Wing & Horn cavalry riders are fighters from 5th to 11th level; some may be fighter/mages of up to 9th level in each class. They all are capable of handling either ground or flying mounts, and their weapons match the type of fighting involved (as noted above). All are armored with leather or *elven chain mail*. Only Horn cavalry use shields, but all are armed with bows, arrows, at least two spears or some other style of polearm, and some hand-to-hand weapon of personal choice. Lances are known weapons to all cavalry (i.e., required WP), though they are only used against major aerial targets like dragons.

Arts of the Realm

Unlike most human cultures of Faerûn before or since, the elves of Cormanthyr place great value in their arts. Beauty is an intrinsic factor in any elf's life, and the elves embrace beauty in all of its forms and crafts. However, the elves stratify the importance and impact of their arts, and regard the eminence of their artistry in the following order of importance (highest to lowest).

Magical Arts

The Art most near and dear to elves is magic, of course. But while cultures such as the Netherese sought only power and dominance with their spells and magical constructs, the elves sought beauty and closeness with the Weave in their magics. To an elf, it is far less impressive to create another explosive invocation than it is to refine a delicate illusion. In itemcraft, such refined works such as *belluth* or magical jewelry is more sought after than suits of armor or bracers unless such were crafted with fine details or shaped in such a way as to appear different under elven infravision. To elvenkind, wizards should be true Artists, and the style of casting (whether High Mage, wizard, or dualist) simply changes the canvas and style of the Art.

Music & Song

Aside from the inherent art of dweomercraft, music and song are highly prized among the elves of Cormanthyr. The pre-

ferred method of historical record among elves, aside from the more cryptic Uvaerenn methods saved for state secrets, was in song. In fact, there are some sages who look to the older elven written languages (the early pictographics or predecessors to Thorass) and theorize that they are less specific words or pictures and more instructions for music, the "letters" indicating notes, stresses, beat, key, and meter, or other factors involved in the song. Despite repeated attempts to gain the help of elves to decipher the elder languages, the language remains a mystery; the elves simply say that "when humanity learns the songs of the ancient elves from its own study, they will reap rewards of true music and knowledge."

Elven ballads are lengthy and filled with endless stories crossing centuries; most N'Tel'Quess do not have the patience to listen to elven songs, but those who do pay attention are gifted with a transcendent experience of melodies matching all the moods of performer, subject, and listeners all. Elves reveal their secrets only to the patient and to the appreciative, and more can be learned of the Realms in a 36-hour-long song than might be learned in 36 months of book-study; all it takes is a keen ear, a knowledge of elvish song-language (which has some mild but important differences to both their written and spoken tongues), and a great attention span.

The elven faculty for music is uncanny in comparison to most other races. Some elves can, with little more than a thought, perform it flawlessly centuries after hearing it only once. They can take nearly any nonelven song and improve it a thousandfold with one performance, at times leaving even a talented composer or songwriter weeping over their own limitations. It is uncertain which Seldarine gift is more precious: their lifeline with magic or their talent for music.

Poetry & Writing

Poetry and writing are crafts close in form and style to music, though the loss of melody is slightly jarring to an elf. Poetry is merely the last refuge of song for those whose voices either are too old to be raised easily in song (for the appropriate length of time for elves, that is) or for those injured elves without the voice to properly sing. Like an elven song, an elvish poem seems long and convoluted, but those with the diligence discover much of the mental processes of elves from the varied word choices; unlike Common, there are often ten or more words in Elvish to express roughly the same word in Common, but each carries a particular meaning by context and a definite connotation singular to each word. In this way, studying elvish poetry can reveal the poet's personal internal feelings about what he wrote, and also what his family/clan/colony feels by how it is written.

Still, those few pitiable elves without a talent for singing or poetry turn to story-writing. Their writing is flawless in terms of their own styles, though elven stories are as hard for N'Tel'Quess to follow as their songs. Most elven stories start at the height of a story's action or the climax, focus on the moral of the story (though they never directly address it, cloaking it always in allegory), and then weave around toward

the details that led to the climax while also unveiling the denouement of the story. While many short anecdotal stories can be translated to Common, the best stories cannot be appreciated outside of Elvish. Their written language itself lends to this style of writing, as it can be written not only in present and past tenses for each subject type, but written elvish expands into six more verb tenses of ancient-past, long-past, near-past, immediate-present (rather than the general “now” of the story as it unfolds), near-future, and far-future. While these can be explained in Common, it is far clumsier and less eloquent upon translation. However, as in all elven arts, those with the patience and perseverance stand to reap great rewards of understanding from such works.

Sculpture & Shaping

While dwarves and humans forcefully carve shapes and forms from stone and wood and other materials, the elves used slightly different methods. Granted, they do deign to a small amount of forceful carving to force their medium to the vaguest approximation of what they need, but then their methods differ vastly. This artisans’ craft truly tests the patience of an elf, for few other artforms in practice among the elves take centuries to form.

An elven sculptor, or shaper (their literal and more common elven name), approaches each piece separately, choosing the medium by their own mood or need. Then, the medium itself often chooses what it will become, as the elf studies the rock or wood. Elves sculpt and shape either by magic (only if needed in a hurry—less than a year) or an eroding method useful against their material. Shapers use anything to achieve their art:

- Slow-dripping waterfalls are best for rock sculptures, and they move the rock once a month for more than 100 years to allow the stone to wear in the proper places and achieve the shape desired.
- Glass shaping takes much patience, waiting for the viscous liquid to flow, but placement in heated areas and careful shaping as the glass flows over the centuries ensures a quality sculpture. When elves need to sculpt water or wind, glass is the preferred medium.
- Wood shaping is achieved by the patient use of sun-drying, wind-wearing, or the creative use and control of termites, woodpeckers, or beavers.

In terms of magical shaping, elves most often use such common spells as *stone shape*, *transmute rock to mud*, *lightning bolt*, *chain lightning*, or *fireball* to impress changes upon their stone and wood and other works. Many specific and secret magics are developed over time by wizard-shapers for just such purposes, though most remain trade secrets rather than allowing other artists to corrupt the shaping spell or outshine the creators’ works.

The first half-elf born into a noble elf family of Myth Drannor, Arun Maerdrym, was the first wizard and shaper to create Shapers’ spells early in the Fourth Century Dalereckoning, which allowed a wizard to create the shape mentally during a casting, and magically create the medium within the

presculpted form of the spell (variants of the various *wall of fire/ice/etc.* spells). Some conservative elves disdained both Arun’s half-elven nature and his breakthrough in Art and art, refusing to acknowledge the sculpture-work as artistry. Despite many objections, the Coronal commissioned a number of Arun’s sculptures; in fact, a unique version of *sculpture of ice* provides the snow sculptures so enjoyed by Myth Drannor’s children (see the “Magic of Myth Drannor”).

Tattoos

The last of the visual arts the elves embrace and excel in is the tactile finesse of tattoos. Popular primarily among the Sy’Tel’Quessir but certainly not shunned by other elves or N’Tel’Quess, tattoos are the most precise work done among the elves in terms of detail and finework. Depending on the design or the intent of the tattoo, elves can depict anything in a tattoo, the only limit being the size of the person gaining the tattoo. Some elves have clan marks, arcane symbols, or camouflage tattooed on their bodies, while the most amazing work involves small magics that allow tattoos of animals to appear to move and breathe on the person’s body. While some human cultures see these tattoos as barbaric, it is the only direct visual representation they can do in such a medium.

In fact, most humans are surprised that there are very few artists of Myth Drannor or Cormanthyr that use the medium of painting, a major art form among humans and other races. In truth, the elves do utilitarian painting among their settlements, but it rarely moves beyond minor coloring of sculptures or camouflaging buildings of the settlement itself. The primary reason this form of artistry isn’t practiced among the Tel’Quessir is its rapid degeneration and transience. To most elves, art embraces life, and this barely lasts as long as an elf’s adolescence, thereby rendering less than true art in their eyes.

Culinary Arts

In this area, elves are improperly slandered by many races who say their cooking skills and dishes are bland at best and tasteless at worst. While halfling chefs are far more common and more easily understood, elven chefs are appreciated only by other elves, since they cater only to their own priorities. Elves disdain heavy spices, overpowering flavors, or excessive amounts, all factors that N’Tel’Quess seem to rely on in food.

To elves, cooking is the most delicate of arts, requiring one to gauge variables of time, heat, the miscibility of certain flavors, and a food’s texture. Elven culinary delights generally involve four senses of sight, smell, taste, and touch/texture; bear in mind that elven senses are far more acute than those of most N’Tel’Quess, so what is pleasurable by minor shifts in color, texture, or smell is most likely to be missed by most who partake. To a refined palate, however, an elven meal is designed to affect moods and invoke memories by the use of certain food textures and spices which affect the metabolism of an elf. Merely a whiff of allspice within a pumpkin soup might be enough to make an elf chuckle as he remembers the comical myth of Aerdrie Faenya creating pumpkins from the

heads of slain orcs so elves might show their foes economy by using their heads far more than they ever did.

A Secret Revealed

The focus and importance of art in an elf's life lies at the heart of many of the ill-fated relations between elves and N'Tel'Quess. Anyone who approaches their life and talents as art to be shaped gains the respect of elves, as they have learned to approach life as a Tel'Quessir does. Those rare few who transcend the normal boundaries of any skills or trades and excel due to passions within them for their art become very attractive to elves. In fact, while very few N'Tel'Quess approach the subtleties or levels attainable by elves, their passionate drive to reach them (and the bittersweet knowledge of the shortness of their lives) makes them irresistible to elves, and thus the People, almost despite themselves, mix with the Not-People, creating alliances and loves that stand to change both the Realms and elvenkind alike.

Beliefs of the Realm

The lifespan of the elves lends itself to long periods of contemplation, reflection, and soul-searching. The role of religion in elven life is great, though it surprises many humans to find that gender assignments are quite blurred among the elven Seldarine. To the elves, the androgynous nature of the gods is not confusing, and most of their statuary and temple mosaic art presents images of the gods either in both ideal male or female forms or one androgynous form, all of breathtaking beauty. In fact, elven gods are often given three or more forms, either embodying their symbols in massive terms or taking on a nonhumanoid form of a creature or thing within their purview (such as Rillifane as a great oak).

Gods cannot be quantified in mortal terms, a basic tenet of elven faith. When they see humanity's gods narrowly defined in patterned sex roles, elves are both confused and irritated. They cannot believe the humans' hubris to presume the gods only look just like them. Furthermore, humanity's myths of the gods are riddled with stories where the gods are little more than spoiled children, and whether they are true is not even considered by elves; gods are to be respected and revered, not painted for one's amusement.

The gods are listed herein in order of their importance to the ruling classes of Myth Drannor and their predominance of their temples across the entire empire of Cormanthyr and the surrounding lands. While Myth Drannor is the heart of the empire, it may not be the site of the central or major temple to that particular god; the first temple location noted under each god is the location of the principal house of worship, followed by other locales where the god is worshiped.

Elven Gods of Cormanthyr

Collectively known as the Seldarine, the elven pantheon predates the elven settlement of Toril, and the elves brought the

worship of their gods with them. Even with the insurgence of other races, temples to the Seldarine far outstrip all others in terms of both sheer number and exquisite grandeur.

- **Corellon Larethian** (CG; Creation, art, magic, music, and war; head of the elven pantheon)
Symbol: Crescent Moon
Worshippers' Alignment/Type: Any non-evil elves
Cormanthyr temples: Myth Drannor; all settlements
- **Hanali Celanil** (CG; romance, romantic love, beauty)
Symbol: Golden heart
Worshippers' Alignment/Type: Any non-evil elves; CG elves preferred
Cormanthyr temples: Myth Drannor; all settlements
- **Labelas Enoreth** (CG; time, longevity)
Symbol: Setting sun
Worshippers' Alignment/Type: Any non-evil elves; CG gold elves preferred
Cormanthyr temples: Myth Drannor; all settlements
- **Sehanine** (NG; The moon, omens, mysticism, dreams, journeys, death)
Symbol: Pull moon with radiant moonbow
Worshippers' Alignment/Type: CG, NG elves; dark (predrow) elves, moon elves
Cormanthyr temples: Myth Drannor; various shrines about Cormanthyr
- **Solonor Thelandira** (CG; hunting, archery)
Symbol: Silver arrow with green fletching
Worshippers' Alignment/Type: Non-evil elves; CG green elves preferred
Cormanthyr temples: Tangled Vale, various minor shrines throughout Cormanthyr
- **Aerdrie Faenya** (CG; air, avian creatures, weather, rain; fertility)
Symbol: Bird silhouetted on a cloud
Worshippers' Alignment/Type: CG, NG, N, CN elves
Cormanthyr temples: Myth Drannor; all settlements
- **Rillifane Rallathil** (NG; wild elves; wilderness)
Symbol: Immense oak tree
Worshippers' Alignment/Type: CG, NG green elves
Cormanthyr temples: Tangled Vale, various minor shrines throughout Cormanthyr's woods
- **Deep Sashelas** (CG; seas, water; aquatic elves' god of creation, magic, knowledge, and beauty)
Symbol: Dolphin
Worshippers' Alignment/Type: Any aquatic elves
Cormanthyr temples: Semberholme; Myth Drannor
- **Erean Ilesere** (CN; rogues; change, mischief)
Symbol: Nova star with asymmetric rays
Worshippers' Alignment/Type: CN green, moon elves
Cormanthyr temples: Myth Drannor
- **Fenmarel Mestarine** (CN; outcast; wild, outcast elves, scapegoats)
Symbol: Pair of elven eyes surrounded by darkness
Worshippers' Alignment/Type: Any non-evil elves
Cormanthyr temples: Old Elven Court (though, as an outcast god, the temple lies on the outskirts of the city)

Gods of Myth Drannor

With the influx of new peoples to the Elven Woods, Myth Drannor has become a focal point for religions before unseen under the shadowtops of Cormanthor. The folk found temples and shrines all about Myth Drannor and among the edge-woods and border settlements. Among the major nonelven religions are the following, placed in order of importance and temple influence within Myth Drannor or Cormanthyr.

- **Mystra** (CN; goddess of magic, spells, the Weave)
Symbol: A circle of nine stars
Worshippers' Alignment/Type: Any human
- **Silvanus** (N; wild nature, druids)
Symbol: A green, living oak leaf or a summer oak tree
Worshippers' Alignment/Type: Any human
- **Shaundakul** (CN; travel, exploration, caravans)
Symbol: An upright silver left hand with fingers together in front of circling winds
Worshippers' Alignment/Type: Any non-evil human
- **Mielikki** (NG; forests, forest creatures, rangers, dryads, autumn)
Symbol: A white unicorn's head (facing sinister) on a green field
Worshippers' Alignment/Type: Any non-evil human
- **Eldath** (NG; quiet places, springs, pools, stillness, peace, waterfalls, druid groves)
Symbol: A waterfall plunging into a pool interposed on a circular sky-blue disk fringed with green fronds

Worshippers' Alignment/Type: Any human

- **Selûne** (CG; Moon goddess; stars, navigation & navigators, wanderers, seekers, non-evil lycanthropes)

Symbol: Two beautiful human female eyes surrounded by a circle of seven silver stars

Worshippers' Alignment/Type: Any good human or lycanthrope

- **Moradin** (LG; Dwarven creator, smithing, craftsmanship, war)

Symbol: A hammer and anvil on a neutral field

Worshippers' Alignment/Type: Any non-evil dwarves

- **Dugmaren Brightmantle** (CG; scholarship, invention, discovery, exploration)

Symbol: An open book

Worshippers' Alignment/Type: NG and CG dwarven scholars and explorers

- **Myrkul** (NE; The dead, decay, corruption, old age, dusk, autumn)

Symbol: A white human skull face-on on a black field

Worshippers' Alignment/Type: Any nongood human

- **Garl Glittergold** (NG; Gnomish creator, protection, gemcutting, humor)

Symbol: A gold nugget

Worshippers' Alignment/Type: Any non-evil gnome

- **Dumathoin** (N; mining, secrets, underground exploration, dwarven funerary god)

Symbol: A crown-cut gem set in a mountain

Worshippers' Alignment/Type: Any dwarf



CITY OF SONG



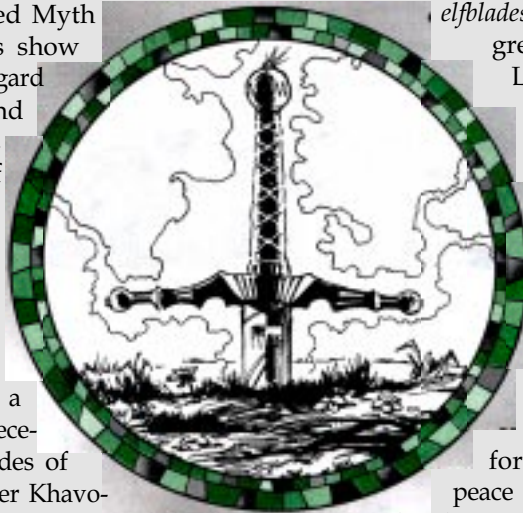
Despite my rather tense introduction to The City of Love, Cormanthor was a sight to behold, ere the first elf ever mouthed the words Myth Drannor. The dawn that city finally shared its beauty with all the races was its finest day. The mere thought of its glory outshines even the grandest of cities today. This is no slight on fair Waterdeep or Suzail or any other metropolis – as ye no doubt know, there never was nor shall there yet be another city of Myth Drannor's like in the Realms again (though Alustriel's Silvermoon nigh approaches its harmony, peace, and zeal for love and lore). So few experienced the city's true wonders, and those of us who remember her do so with bitter tears at her twilight and fall.

– Elminster of Shadowdale

No place has stirred the imaginations and passions of the Realms like fabled Myth Drannor. Its many honorifics show that many hold it in highest regard as a place of honor, beauty, and magic: The Towers of Beauty, the City of Bards, the City of Brotherhood, the City of Craft, the City of Love; or, as elves know it best, the City of Song. Myth Drannor is old beyond reckoning for humans, and even the dwarves and gnomes have a hard time remembering a time when this city or some precedent of it did not grace the glades of the forest. From its origins under Khavoerm Irithyl as Cormanthor, the city that has become Myth Drannor, the City of Song, has had a special magic all its own for all who tread its paths.

Prehistory of the City

The fall of Jhyrennstar after the death of its Coronal Oacenth signalled an era of change in the great forest known as Arcorar. All the elves, from noble to commoner and warrior to wizard, participated in the Testing, a series of nonlethal trials to determine the rulers of a unified elven realm within this forest. Just as a *moonblade* tests its bearer, the elves' trials tested their strength of will and character, their abilities in faith and Art, and their strength and health of body; only the three best would be allowed to draw the *elfblades*.



The dying Coronal of Jhyrennstar had three *elfblades* made as symbols of the three great houses to rule the new empire.

Like the *moonblades'* long-ago purpose, the *elfblades* had the magic to choose the ruler, the general, and the archwizard of the realm. With a flash of power within a High Magic ritual, the young Kahvoerm Irithyl drew the *Ruler's Blade*, and the dying Coronal Oacenth granted him ruling knowledge, High Magic, and a quest: Found an empire of peace and a gleaming city for the People and all who live in peace with them. Kahvoerm declared all the elven realms in this forest to be the empire of Cormanthyr, and he began his quest for the site for its capital.

For a mere 15 years, the Coronal Kahvoerm wandered the forest realm of Cormanthyr seeking a site blessed by the Seldarine for his great capital. During this time, he visited every far-flung settlement, encampment, village, or even lone sleep-tree of each and every elf within his domain, including a brief foray into the Darkwoods of Old Elven Court (a trip that saw the death of the first wielder of the *Artblade*). Near the northern boundaries of old Jhyrennstar lands, the Coronal entered reverie on a cool summer's night. The Founding Song (related in the Elven Ages chapter) tells of his possession by some power of the Seldarine and his raising of the Rule Tower of Castle Cormanthor.

The City's Founding & Ascension

The Summoning of Promise brought many elves of Cormanthyr to the place that was to be their city of Cormanthor. The Rule Tower Ritual was soon repeated, and the *Artblade* and *Warblade* each drew a tower out of the loam, along with an *elaorman* ritual to raise walls and structure with them, creating Castle Cormanthor. This first major building formed the center of the growing city, though for nearly a century it was the only ground building of Cormanthor. Many of the earliest sites in Cormanthor were great tree dwellings, whether platform structures among the branches or magic-worked hollows within the trunks. It took 12 centuries before other spires rose from the ground to grace the sky alongside Castle Cormanthor's towers. Arcing spans high above breached the gaps between trees and towers, creating beautiful walkways among the leafy branches.

Initially, Cormanthor was seen as the descendant of Old Elven Court, and the many buildings formed among the trees were to accommodate new temples and grand governmental buildings. However, the Coronal insisted that the elves not see it as such, but see it also as their home in war and peace. Their shining city must be all things with no preference toward one or another, lest it suffer the same fate as the fallen temple-city.

While the whole city was known for millennia as Cormanthor, there were three distinct sections of the old city. The "city center" where all the major buildings of the ruler and the High Mages were was Ahkiilor, the "place of duty." For two millennia, the city only grew north and east of the castle, but temples were founded within the peaceful glades to the west; soon, the religious communities around them grew enough to become a larger part of the city as Sheshyrynnam, "the homes of the faithful." After 800 more years of expanding north, many rich elf clans of longstanding built grand villas to the south, and this southern quadrant of the city became Kerradunath. Within 800 years, the city of Cormanthor slowed in its growth, aside from infrequent settlements among the gardens and glades to the east.

Coming of the N'Tel'Quessir

With the arrival of human settlers on the coasts beyond the treeline of Cormanthor, the issue of cooperation among the races became more than the ideological discussion it had been mere centuries before. Now, the ever-encroaching humans were swiftly clearing trees with abandon, and a decision had to be made about how the Tel'Quessir should deal with the other races. Many were reluctant to hold out the hand of friendship, as they believed the alliance with Sarphil was among the causes for the Dark Court Slaughter, and thus wished to keep Cormanthyr exclusively theirs. Still, with strong objections among the elven nobles, the Coronal and the Elven Court opened dialogues with the human settlement leaders and clan elders who were uncertainly nestled in the new villages about Cormanthor's edges.

As this was the first meeting among elves and men in this

area, the next year saw both races learning much about the other from outsiders' perspectives, though only the Coronal, his bodyguards, and a handful of moon elves came into contact with the fledgling Dalesmen. Those elves deemed the leaders of the Dales to be good and honorable folk (for N'Tel'Quess, that is), and for the first time ever, humans were invited into the forests of Cormanthor for a ceremonial pact among their peoples. Entering through the cleared lands that once held Uvaeren, the human leaders were escorted by the elves to the site of a *quamaniith* High Magic ritual. The three elder human leaders and the Coronal entered the ritual and all vowed for their peoples to honor the others' settlements, provided neither brought harm to the settlements, the people, or the trees of Cormanthor. The ritual began at sundown on the last day of Nightal, and it finished at dawn on the first day of the new year. At the conclusion of the ritual, the High Mages of Cormanthyr raised the 20-foot-high plinth of stone within the woods to commemorate the pact. For centuries now, this raising of the Standing Stone is the official starting point of the Dalereckoning calendar.

For decades, the peace among elves and men held true and steady, though there was not always peace in and around Cormanthyr. Orcs, goblins, ogres, and the occasional dragons and giants plagued elves and humans alike. A number of elven and human settlements on the fringes of the western forest also fell prey to the drow of the Twisted Tower. The Netherese survivor states and their descendants all fell due to invading monsters, the expansion of Anauroch, or a combination of the two forces. Thanks to the desert's magical expansion, more and more monsters were forced toward the forest each year, creating problems and death for elves and humans alike. All these tragedies began to add up while the Coronal fought with his nobles over unifying with the humans and others to resist these threats together.

Finally, an attack of drow and enslaved orcs decimated two human villages and three elven villages (including a military outpost assigned to watch the Twisted Tower) close to the northwest edge of the forest by setting the dry underbrush on fire and using it to prevent escape. The Coronal summoned an Elven Court which lasted nearly three days without rest, with much haranguing by many gold elves and even among a few of the elder Tree-Spirits. At the Court's conclusion, despite continued antagonism from a number of noble clans, the Coronal Eltagrim announced that the elves would provide shelter among the trees of the forest Cormanthor to N'Tel'Quess wizards, druids, and other settlers in the Year of the Sword Violets (220 DR).

Within 20 years, roughly 500 settlers had built wizards' towers or halflings' burrows or other types of private homes in the privacy of the forests around the city of Cormanthor; none, however, dared to build closer than 20 miles outside Castle Cormanthor's walls. With alliances among individual N'Tel'Quess and the elves, successful attacks by orcs and other monsters grew fewer and fewer, though the isolated Dales and other states such as Teshar or Cormyr still suffered grievous losses by their standing alone. The Coronal began urging his People to accept the outsiders even further

and allow them unlimited access to their great capital, but they would hardly suffer the presence of N'Tel'Quess in the forest, let alone allowing them into the City of Love. This detente among the elven nobility lasted for over twenty years before situations forced change upon the fair citizens of Cormanthor.

The final outrage for the most conservative of elves was the decision to allow unguarded N'Tel'Quess into the city of Cormanthor. The Coronal first voiced this desire two decades before he pushed the nobles and Elven Court to accept its application, and those 20 years were rife with solid discussion and wasteful anger and tantrums in many a noble elf's hall. It was during this time that a lone human entered Cormanthor disguised as a noble elf and the events around him forced things to a head.

The young man was Elminster Aumar, former Prince of Athalantar and newly-Chosen of Mystra (though this fact went unknown beyond a select few for nearly a decade). Sent to Cormanthor by the goddess herself, the young wizard astonishingly came into the city in the guise of a noble elf bearing a powerful *kiira* of the House Alastrarra. Relieved of that burden but causing shock by his mere presence, the young Chosen was tested and found worthy by no less than the Coronal Eltargrim and the senior mage and baelnorn Srinshree.

Elminster quickly became embroiled in long-standing feuds among the so-called "nobles" of the city. Elminster was seen either as a mere pawn whom the noble houses could manipulate or use as they saw fit. Most often, he had little choice but to play along either to gain information or simply to stay alive. While numerous attempts were made to frame him with crimes unspeakable to the elves (and thereby use that as evidence against the Coronal's proposal of unification), Elminster surmounted all obstacles, and his role as Mystra's agent only further emboldened the Coronal and the Elven Court to move ahead with an alliance. For much of the next two decades, Elminster studied under the mysterious wizard known to many (including him) only as the Masked and the equally powerful and mysterious Srinshree, learning both the ways of the elves and the old ways of magic. In fact, Elminster taught as much as he learned, for the magics granted him by Mystra and his own travels were new to the elves, who were just as hungry for knowledge as he.

The Raising of the Mythal

The Year of Soaring Stars (261 DR) marked the greatest turning points for the greatest elven city of Faerûn. The machinations of the Masked, revealed as Lord Speaker Lhombaerth Starym, brought open rebellion against the Coronal into the Court of Cormanthor. Dozens of nobles from all the great Houses of the city fell before the madness was ended by the Srinshree, the Coronal, and the aid of loyal Cormanthyrans, including the young human Elminster Aumar. Before the dust settled from that conflict, Mythanor and the great mages of the city assembled amid the rubble and a mythal rose above

the glistening spires of the City of Song. The intricate particulars of the raising of the mythal are contained herein, while the full story of events surrounding it are in the novel *Elminster at Myth Drannor*. Suffice it to say that the raising of the mythal signalled a new era for the People and all their newfound allies. In deference to a visionary elf of old who found the love in him to marry a dwarf, the city came to be called Myth Drannor.

Many of the great clans were weakened due to the deaths of their lords or heirs in the Staryms' attack of the Court, and even though they worried over the Opening of the City, they united under the Coronal in order to preserve what they could of their pride and their city. However, even with the mythal in place, a number of clans among the nobility and lower classes chose to reject the Coronal's dream and migrate elsewhere in Cormanthyr or beyond the great forest to other elven settlements. The elves of Cormanthyr who remained took solace from the mythal's protection and felt more comfortable among the humans, dwarves, gnomes, and other races that soon walked the glades of the elven city.

This new era for the People allied with their newfound friends became marked with the change in the name of the elven city. No longer would it be simply the Place of Promise for the elves. In ancient elven tradition, the raising of a mythal demanded the city be changed, so folk would know and respect (or fear) the presence of a mythal. The city needed to symbolize its new spirit of unity and the first truly equal alliance of elf and N'Tel'Quess. In honor of one of the first elves to believe in unity for the races, the city became Myth Drannor, and all the races flocked to it.

The Winds of Change

The wildfires of serious changes spread throughout the elven empire of Cormanthyr with the Coronal's Opening of the city to all races in the Year of Soaring Stars. With Myth Drannor's acceptance of the other races on equal terms and welcoming them to one of their greatest cities (if not the greatest), many elves were forced to rethink their feelings and attitudes about dwarves, gnomes, and, most of all, humans. In turn, the other races' attitudes about elves changed due to their education on elven life among them. Despite the legends of the happiness of Myth Drannor, the changes took time, though the elves quickly learned a new respect for their erstwhile enemies and accepted them for their craft and skill.

While most expected changes and expansions to the city with its new settlers, the elves were shocked at the speed of building and growth in the city's eastern quarter. As many elves feared, a large number of buildings flew up quite quickly due to the impatience of the humans. To the elves, their engineering showed only basic understanding of how to build homes and halls, and their designs more often clashed and fought with the landscape than blended with it. In the span of less than two centuries, Myth Drannor nearly doubled in size after the raising of the mythal.

The Living Myth Drannor

What is it like to walk among the many-storied streets of the City of Bards? While not among the greatest-sized cities on Faerûn, Myth Drannor holds more marvels and mysteries than any other metropolis still standing today. Centuries from now, folk will still see and speak of Myth Drannor as a wonderland of unity and peace. Those who live here discover new phenomena each day or they grow jaded and take its magics for granted; the latter tend to be elves only, who have had centuries to grow accustomed to the luxuries and majesties of the City of Brotherhood.

The overall feeling and emotion of Myth Drannor, indeed the overwhelming attitude and mood of its natives, is one of peace and solidarity. While there are always isolated folk or places that belie this, the Coronal's dream of all the good races living and prospering alongside each other has come true. The gloom and dread of some visiting elves is erased when they see that the overpopulous humans can learn to live among them and not eradicate them; the larger surprise is in their alliance with the dwarves and halflings, but subsequent breakthroughs in weapon- and armorcraft prove to even the most stubborn that there are many accomplishments that the races can all gain by alliance. That seems the primary mood found in Myth Drannor: Within its boundaries and under the mythal, anything is possible once we learn to live together in peace.

Appearance & Dress in Myth Drannor

The style of clothing and dress in Myth Drannor strictly depends on the weather and season. Most elves (and quite a few humans) wear loose, flowing garments of diaphanous silks, linens, and cloth of greater finery than lands outside. Gnomes, dwarves, and halflings tend toward leathers and heavier cloth shirts and muslin tunics. In winter, furs are the norm for all, and the style of cut and the rarity of the fur worn depend only on social and monetary status, not race.

In general, only soldiers and guards tend to wear armor in the city; for any others to do so is to suggest either paranoia or a lack of trust in the security of the realm. While *elven chain mail* is always work of such finery that it can be worn as clothing or beneath other clothes, it is rude to do so.

In keeping with this fostering of trust and the tradition of faith in one's hosts, fashion among the elves and most Myth Drannans has the heart exposed as often as possible, whether wearing a gown or armor. In fact, bared flesh, especially vulnerable vital areas, is among the criteria for determining fashion in Myth Drannor, with more bared flesh suggesting higher degrees of trust and implied safety. Thus, common fashions among elves and others (most often at galas and parties, though prevalent in common garb as well)

include open cloaks and robes, wide plunging necklines on garbs for all sexes and races, open sleeves and leggings, and the use of nearly ephemeral cloth in togas, tunics, and other wear.

To some visitors to the Towers of Song, the fashions of Myth Drannor are surprising and all-too-suggestive. To any elf and most Myth Drannor natives, their cultivated peace and prosperity should be reflected in their lifestyles and clothing. There is also no nudity taboo in the city, at least among the elves and some humans; the dwarves and gnomes, in particular, adhere to their social teachings and do not conform to these elven affectations.

Lastly, footwear is among the lighter of fashions, since all the halflings and some elves of Myth Drannor prefer to travel barefoot all year round. Green elves primarily are the unshod Tel'Quessir, while the golds never appear in public without some sort of shoes. Of course, creating magical shoes that allow one to hover over ground are an area of fierce fashion and magical competition. In fact, "footwear" magics are the most common of the minor magics of Myth Drannor, with over 1,000 minor spells that create magical sparkles or arcane shoes that allow elves to levitate, walk on water or across vertical surfaces, move without even moving one's feet, etc. The most elaborate display such illusions as wings on one's ankles, dark starlit night skies on one's toenails, or fiery slippers that trail purple flames.

Defense of Myth Drannor

The first lines of defense for Myth Drannor, of course, are the protective armies of all Cormanthor, the Akh'Velehr and the Akh'Faer. They patrol Cormanthyr, and they are welcomed into the City of Love, though most of their number remains in the wilds in postings or in other settlements. Only the officers of these armies regularly visit Myth Drannor, to report to the Coronal and command their forces from their respective towers in Castle Cormanthor.

The primary defenders of the City, or most specifically the defenders of the Coronal who is the Heart of the City, are the armathors. Mages and fighters all, these spellguards have two major ranks: those who protect the city at large, preventing disturbances and the like, and those who exclusively protect the Coronal and Castle Cormanthor. In all, there are at least 100 armathors for the city at large and another Honor Spellguard of 20 armathors for the Coronal's Court. After the Opening and as Myth Drannor grew, other races revealed heroes of rare valor, and thus a few scouts (rogues & thieves) also became part of the armathors' honored corps.

Armathors are under the command of the eight Court Mages, all of whom are highly placed wizard/warriors whose ranks have always been exclusively female. Six are active leaders among the troops while the final two Court Mages are elderly "Court Sages" whose wisdom and constant contact with the Coronal allows for tight communication between armathors and the Court; these Sages rarely involve themselves with the command structures of the armathors, and deal only with the High Court Mages' and the Coronal's requests for in-



lahrn are simple black tattoos emblazoned on the backs of their hands, though each branch has different ranking tattoos that either adapt the service mark or add more tattoos on their palms and forearms.

The Akh'Velahr tattoos are the smallest and simplest, though they also are the ones with the most changes due to the largest amount of rank permutations among their troops. The initial black tattoo is a stylized sword sigil on the back of the hand for enlisted personnel; once an officer's rank is reached, the sigil is highlighted in blue detailing. Officer's ranks are noted by up to four rings tattooed into one's palm. Once the akh'velahrn reached kerym rank, the sword sigil tattoo is further detailed and highlighted in green, and with later ranks, the rings on the palm are retouched in silver. The ultimate rank of the Arms-Major sees the black sword sigil retouched in silver without disturbing the blue/green highlights.

Akh'Faerna proudly wear black lightning sigils on their hand-backs. Once an akh'faern is an officer, an elaborate and large tattoo of fine azure lines wraps an entire forearm; while in all individual lines, only under close inspection can one actually see that the tattoo is not a solid blue color from wrist to elbow. As ranks progress, a series of up to four interlocking circles can be added lengthwise along this tattoo. The next step into senior officer's levels (faernae, arfaern, Spell-Captain, & Spell-Major) is marked by adding yellow finework among the bluelines of the arm tattoo, turning it green. The next two ranks see concentric lozenges either intersecting the centers of the four rank circles or surrounding all the circles on the outside, all in black. The Spell-Major's tattoos either are magically turned silver on green by the drawing of the *Artblade* (or painstakingly done by hand while that magical blade is lost).

Armathors are all equally marked by a large seven-pointed black star on the backs of their hands. With only four officers' ranks in total (from Teunor to Aronor to Court Mage to High Court Mage), the permutations are simple. Teunors have their stars detailed and filled with azure tattoos, which become green upon reaching an Aronor's rank. With the rise to Court Mage status, the black of the original star tattoo is altered to silver, and the rare High Court Mages have that further changed to a gold star beneath the green and blue details.

"Medals" and awards of valor and honor are available for all branches of these military services, and they are all individual tattoos as well. Among the more famous (and common) of the awards are the Akh'Aegis, a shield-shaped tattoo given to those seriously wounded in the defense of Cormanthyr; Ister's Star, a six-point star with sparkles in the center of the star and in between each point which was given to any mage who created and gave a spell for his branch of the service; or the Crossed Swords, a sigil of a pair of crossed swords with one outlined and one solid black blade, which showed that this warrior or wizard had fought drow and survived. (In fact, some boastful warriors had their opposite arms tattooed with the Crossed Swords sigil for each drow slain; the Penaal Alosrin was an arrogant warrior with more than 49 of these tattoos along his left arm, chest, and back!)

formation. The Court Mages are wizards or multiclass wizards of no less than 12th level, while the Sages are at least 500 years old and of 15th or greater levels. Each of the six active Court Mages commands at least 20 armathors, with the senior Court Mage as the Honor Guard officer.

Lastly, the two High Court Mages stand at the immediate hand of the Coronal as his primary wizards. This political position allows great freedoms and powers, and they command the city's defenders as the senior commanders over the Court Mages. High Court Mages have always been mages of great power (16th level or greater), but unlike the Court Mages, they are not exclusively women. An open secret among the upper echelons, at least one High Court Mage has always been a secret High Mage, to ensure that the Coronal and his confidante might always be able to counteract even the most powerful of magics brought down on Cormanthyr or the Coronal's Court. These two wizards carry weight in the Coronal's Court equal to the Spell- and Arms-Captains, though they can never challenge the influence of the Majors.

Rank Marks of Cormanthyr's Defenders

One important note to mention about elven military protocols is the method of rank insignias. Unlike humans' or other cultures where rank and service are temporary and are marked by badges or buttons and the like, elves believe that one who serves in the military is forever in the military. Thus, their service marks for armathors, akh'faern, and akh've-

The ultimate degradation an elf of these services could suffer was demotion or expulsion from the ranks. Removal of the tattoos is not the solution for these situations, but should any officer knowingly betray his duties, stripping of rank and demotion entails changing the rank marks from black to white by magic (whereas it used to mean ritual scarring of the ranks). If the officer's crimes are severe enough, total discharge and exile was often the result in its few occurrences; all the tattooed ranks are magically changed to white, and the larger full-forearm tattoos of the akh'faerna go from blue or green to yellow. Thus, the ultimate insult to pay any enlisted personnel would be to call them "White-Hand;" hiding these shaming marks by illusions is also a serious crime in Myth Drannor.

Guilds of Myth Drannor

Unlike human societies and cities, the guilds of Myth Drannor were not created for the standardization and collaboration of trades. Instead, they were the central organizations built for the sharing of knowledge among the races. After a number of centuries, the guilds took on aspects of human guilds, including regulation of trade and standards of product and service quality. However, they remained the foremost authorities on a specific trade or craft or skill, and their guild-halls were the sites where anyone of any race accepted in Myth Drannor could find experts in a particular skill. This includes new fledgling experts and methods that borrow from and combine all the styles of other races into a new form. The most influential guilds of the City of Song are noted among the Tour of the City later.

Holidays in Myth Drannor

To some outsiders, it seems that every day in the City of Love is a holiday compared to their own cities. However, the near-daily parties and revels about the city are simply a reflection of the elves' appreciation for revelry and celebration, not a commemoration of any particular significance. There are holidays oft-celebrated in Myth Drannor, though few of them are secular, city-wide festivals; the bulk of the holidays are either religious fetes or specific familial gatherings and galas.

Each of the five special calendar days—Midwinter, Green-grass, Midsummer, Highharvestide, and the Feast of the Moon—are holidays, and the streets fill with party-goers. On these days, feast tables line the Dragoneyes, Danglestar, and Sunblade streets. On Cinnaelos'Cor (what the humans have taken to calling Shieldmeet), the Coronal's Gala dominates the city, and much of Castle Cormanthor is open for all celebrants, suppliants, and diplomats alike; Cinnaelos'Cor is also the day the mythal is made visible by illusion magics and the air is filled with stars and magic from one dawn to the next.

Of the religious holidays, the biggest is the "Seven Days of Corellon," which celebrates the longest battle of the Elf-Father versus Grummsh and his final triumph. While strictly a festival for the temples of Corellon, many other faiths use one day during this time to celebrate their own gods' great

battles and victories; despite elven objections, many humans have taken to calling this "the Battle Days." As for the other divine holidays, they are individual and of varying degrees of excitement (though never a lesser degree of piety), but they don't always get recognized outside of individual faiths (fetes honoring great martyrs, heroes, events of the church, etc.). The largest unified holiday—The Time of the Weaving—glorifies Corellon and Mystra together, as the wizards of the city honor their magics on the 3rd day of Eleasias, the anniversary of the mythal's laying.

The Law of Myth Drannor

The laws of Myth Drannor are not really a major topic of discussion, since they all follow the Code of the People, a simple coda for elven life in Cormanthyr that decrees a basic law that establishes each elf as an answerable part of their racial society. Each elf sees any problem or crime against another elf as if it affected him personally, and thus, crime is low in Myth Drannor.

N'Tel'Quess are held to the Code, though very few know exactly what the laws are, since there are 100 stanzas and they are sung only in Elvish. Most only know the last stanza that encompasses the basic core of the Law. Surprisingly, the closing stanza of the Code translates beautifully into Common with an almost poetic resonance:

*As I would think, so shall ye;
As I would feel, so shall ye;
As I would do, so shall ye;
As I would not harm, nor shall ye;
As I would, so shall the clan;
As the clan would, so shall I;
As we would, so shall ye.
The People are as one, and
never shall I stray from this, nor shall ye,
for to digress is to diminish you and your People.*

The penalty for breaking the laws and disturbing the peace of the city vary from case to case. The Coronal or an appointed noble elf usually acts as the judge over a dispute, since they rarely escalate into actual crime; penalties are often set by the demands of restitution by the wronged party (or wronged clan), and vary from confiscation of property to indentured servitude. Heinous crimes result in the loss of titles and privilege, banishment from Cormanthyr (or all elven realms), or even death (though elves prefer to place their criminals on the path of rehabilitation rather than execute them) if a criminal is deemed irreconcilable or too dangerous.

Many conservative elves (and even a few N'Tel'Quess) believe new, stricter laws need enforcement to curtail the "confusion and lawlessness" that seems to surround the non-elf populace of the city. Moderates argue that change is not always smooth, and that the People should make a greater effort to teach their ways and the Code to their neighbors and allies before making them enemies with judgmental laws and punishments. This debate, as many, rages on as it has for decades.

The Magic of Myth Drannor

“Oh, the stories and waking dreams I could tell thee. More history and lore strolled the meanest alleys of Myth Drannor than ever paraded the streets of Suzail. Hear ye fables of the *Helm of Phastos the One-Eyed*? Less a helm than a shield for half the man’s scarred face, and it protected only his heart and his composure. *The Gown of Yghilra Dracoseir* shimmers like no other clinging fabric, and only one woman—while elves claim she was of the People, the fairest of its bearers was Parea of Urelgast, as human as you or I—wore the wrap of dragonscale with as much honor as its owner in life. For as much as folk honored and treasured him, the noble Lord Edicûve of House Ammath paid dearly for his power, his People, and his loves, as his *Harness of the Vermillion Heart* replaced his own beating heart and chest with stone as red as blood and as cold as the remembrances of enemies. Though, oddly enow, when I think of those marvels I saw amid the dappled environs of the Towers of Song, I remember the simplest yet most awesome of all magics, to their wielders: *Khiipaera’s Toddling Tops*, which spun ever onward and would follow their young masters with all the enthusiasm of a sprightly pup in springtime. Now that, kind sir, is Magic True, as any child can tell you. And these are but the cruder magics found among the Towers of Light. . . .”

While there are hardly enough pages in this entire product to describe even a tenth of the magics floating about the City of Song, there are common magics that any traveler to the city (or eavesdropper in one of its taverns) might see. These are spectacles low and high that the Cormanthyrans have become accustomed to, yet their simplicity or their sheer beauty is breathtaking despite their jaded view of what they wrought.

- Of course, all the inherent powers of the mythal are reflected in everyday life in Myth Drannor. See pages 139-148 for more details, but know that a common sight of magic in the city is an elf in flight!
- The treetop villas, the higher skywalks, and the upper stories of buildings are all accessible to both elves and N'Tel'Quess alike. Throughout the city, there are discs set alongside the streets (or set as part of them); these mark off the *levitation* pillars, columns of magic that allow folks to float upward and downward at will to reach particular locations normally reached by common stairs; most simply move the person up or down, though some provide more stability by allowing the marking disks to rise and fall with the person. While stairs are not uncommon in the City of Love, having pillar-access to your home or shop grants you higher social status among those of the Art. These pillars are usually invisible, but they can be made to glow, their hue and brightness controlled by the owner.
- “The streets ripple with magic!” is not an empty boast in Myth Drannor. Magical fields keep the streets clean, dry, and safe by intermittently rippling along all walkways and shuffling aside leaves, debris, rain, snow, or anything up to the size of a small rabbit or puppy. The Coronal’s

guards and akh’faern officers know a command word that makes these fields slippery, allowing them to trip up any fugitives they pursue throughout the city.

- The entire city is fireproofed by various magics each century. If open flames exceed certain preset limitations (which allow for torches, forges and metal working, etc.), small cloudbursts (or snowstorms, depending on the season) materialize over the flames to douse them within one round. Without exceedingly rare and complex arrangements (such as those made by artisans of fire-sculptures with the High Mages), no protective magic fields, physical barriers, or other obstacles prevent this fire-suppression magic. The summoned rains/snows are as strong as they need to be to extinguish any fires, magical or otherwise. Bear in mind that these magics cannot override instant and explosive fires, like *fireball* or *burning hands* spells, though extensive effects like *flaming sphere* or *walls of fire* are extinguished.
- Among the trees and skyways of the city are magical light fields so subtle they are only visible at night. To humans and creatures without infravision, these fields appear as ghostly mist akin to moonbeams wrapping around skywalks and among the leaves and branches of trees; to elves and those with infravision, that “moon-glow” becomes a wide array of tiny blue, white, silver, and gold sparkles winking amidst the trees and buildings. The lights are meant for relaxing atmosphere moreso than bright illumination, but they do provide collective light equal to moonlight and enough for safe travel at all times on Myth Drannor’s streets. They are easily snuffed by the Guild of Wizards, Conjurers, and Enchanters (in times of trouble and hiding) and are also altered by color for particular holidays and seasons (altering silver and blue lights for copper and red in autumn or many colors during the Coronal’s Gala).
- Among humanity’s cities, glass windows are considered an extravagance, yet only low, common buildings (or those newer, cruder buildings of the N'Tel'Quess) use glass to cover their windows. Invisible spell fields are set in window wells and they keep out all solid matter but not summer breezes or sunlight. On nobles’ villas, these *theurglass* planes gain extra conveniences, such as the ability to turn opaque with a touch (for privacy), solid to air as well as matter (to prevent cold winds from blowing through one’s chambers in winter), or immaterial (to allow quick egress by flight). There are a number of *theurglass* windows secretly built as “lovers’ looks,” and gentlebeings take care not to tell which. By a whispered word shared between a lover on the street below and one in the chamber above, the *theurglass* arcs down from the window as an invisible ramp, allowing the pair to unite.
- Most dining halls and reception rooms of any Myth Drannan building or home hold myriad *continual light* effects for lighting. As ever, the spellwork is magnificent, for the lights are permanent but not constantly alight. Lights can be dimmed, turned off (fully muted but still there, awaiting commands), and brought to full effect of daylight, all

with preset command words during the castings. The effects are all individual and dazzling, even for such minor magics. For example, there are elven halls where the lights respond in color, tone, and intensity to the collective mood of the crowd within, or small lights that erupt when there is movement or noise in a room.

- All along the streets of Myth Drannor and among the skywalks are invisible spell fields (called *snowshields* by some) set for the amusement of children and adults of all races alike, though their magics are passive and must await nature's aid. When light snows blanket the Towers of Song, these fields become visible, silently attracting and filling with the snow to form many wondrous semi-solid creatures of snow. After a winter's snowstorm, Myth Drannor's rooftops and streets are littered with hundreds of snow sculptures, from majestic unicorns and noble elven heroes to a pack of panicked, caricatured orcs and goblins being chased by a huge tressym. A favored ploy of pranksters is to wait for folk to walk under the Great Skywalk where it crosses over Dragoneyes Street; a *snowshield* sculpture of a flying dragon is suspended on the underside of the catwalk, and all it takes is eight children leaping suddenly on the catwalk to shake the snow loose from the sculpt-field and dump it all upon passersby. The effect is chilling or hilarious, depending on one's vantage point.
- *The Maidens' Messengers*: No elf (or other) is certain if one form of magic in Myth Drannor is the result of some long-lost spells or some touch of the gods in this place. Still, if a woman holds a handful of seeds up over her head at highsun anywhere in Dlabraddath, a bird will alight on that hand, partake of the offered seeds, and wait for a message or item to be given to it. As long as the message or item is no heavier than two pounds, the bird takes it into its beak (and the missive or item shrinks in a twinkle of blue lights) and flies off to deliver the message or item to its intended, provided that person is currently within the mythal's effects.
- While less common than some effects, the *court comfort* magics of the nobility are mere tricks and banality for the convenience of the estate owners. Banal it might seem to elves of status, though the magic is only jarring when you can see a blizzard raging through the streets beyond the walls while unclad elves dive unperturbed into the fountains and fragrant pools mere feet away. These heating, wind-taming magics need constant maintenance, though those who insist upon such luxury worry more about the contentment of their guests than the cost of magic.

Social Norms of the Elves

Myth Drannor has been a city of love, peace, and tolerance for nearly 400 years, and even the most conservative elves admit to a grudging pride in what has been accomplished among them. However, even when the city is at peace with all the races, any human or other non-elf can tell you what to expect in treatment in Cormanthyr. Gold elves speak to

N'Tel'Quess only when spoken to, and in sparingly few words. Moon elves are accommodating and are the most open of the elves of Myth Drannor, becoming familiar and openly friendly with many N'Tel'Quess. The sylvan elves, like the golds, only speak or acknowledge a non-elf when approached or spoken to, but they are even more distant, opening up and allowing contact only with druids and rangers.

There are also a number of seemingly random traditions among the natives of Myth Drannor that constantly trip up visitors until they learn them and their reasons. Later, by the mid-Sixth Century Dalereckoning, some of these are adopted by the upper classes in Sembia and Cormyr. Among the most common social traditions in Myth Drannor are:

- When walking the streets of Myth Drannor, commoners and visitors must always grant the right of way to elven nobles. The greatest rudeness is to walk against the flow of general traffic, which is almost always split into two flows on the street.
- Carriages, carts, wagons, animals, and mounted people always travel along the center of roads, and any conflicting traffic spreads out the "center lane" and the vehicles merge slightly with the flows of foot traffic, to resume their center path once unhindered.
- Elves (or any creatures) in flight cannot pass overhead of an elf of greater status than themselves, should they find themselves with the same target or orientation. Elves or others on military business (of any branch) are exempt from this custom. In other words, no elf can fly higher than a superior and should one's lordship choose to walk, his entire entourage and others are held up behind him to operate at his pace along this path.
- Terms of general address soon become common with the Opening. Folk who lived in the city were called Citizen or Neighbor, depending on the level of cordiality one wished to convey, while recent arrivals, guests of citizens, and tourists were generically called Visitors. Many prejudiced elves against the Opening refused for centuries to refer to any nonelves as Citizens, though this eventually faded after two centuries of peace. Still, one can get a sense of how someone feels about you by what they call you, whether they know your name or not.
- While many human cultures grasp and shake hands upon meeting (to unconsciously test the strength of whom they meet), this is a horrible affront to any elf. Most elves (and thus, all the later natives of Myth Drannor) either nod or slightly sketch a bow as a greeting among acquaintances, while friendlier greetings involved placing the right hand on a friend's left shoulder (which, by often leaving an elf off-balance with a primary hand across the body, exposed the heart to the greeted and thus suggested a trust between them).
- One never meets eyes with a social better until acknowledged by that person, no matter who their race is. The directness of dwarves to stare hard into the eyes of those they greeted unnerved many elves, though this test never

was abandoned by dwarves despite the discomfort (and outrage) of some elves.

- Last but not least, the fashion norms of the City of Song are many and varied, though only a few were universally enforced or significant across all racial lines. The five special days of the year (six in years with Shieldmeet) each demanded the wearing of particular colors in some garb; while some merely wore ribbons on armor or sashes around their waists, many among the nobilities created lavish fashions in the proper colors of the days. Thus, the following days and colors: Midwinter (white), Greengrass (green), Shieldmeet (purple), Midsummer (red), Higharvestide (blue), and the Feast of the Moon (silver).

The Physical Myth Drannor

As its moods and attitudes are multitudinous, so are the buildings and physical aspects of the City of Song. It is unlike any other city of Faerûn due not only to its population but also its eclectic mix of architecture and culture. Myth Drannor is a marvelous melting pot that has brought together the best of all good races and created something new and unique for all to see.

Climate

Myth Drannor is a city blessed in many ways, the least of which is a pleasant, comfortable climate much of the year. Late summer is by far the busiest season for Myth Drannor, as more elves and others arrive in the city for the early harvests and the height of the trading season. Winter often sees fewer traders and N'Tel'Quess arriving, though the elves flock to the city from lesser settlements among Cormanthor to winter in relative comfort at the City of Song.

Thanks to the mythal enveloping much of the city, Myth Drannor's weather is rarely severe; few know if it is a designed property of the mythal to lessen the weather's fury or if it is bled off as a side-effect of nature powering the mythal. The city still sees all the standard seasons typical for the eastern Heartlands, but blizzards and thunderstorms are unheard of within the mythal-cloaked metropolis. In fact, lightning strikes are instantly absorbed by the mythal in a crackle of purple magics, making lightning storms an event to watch for most city natives. An added bonus during the summer is that the worst of the heat and humidity is mitigated by the mythal as well as more violent weather. In fact, temperatures are far more stable in Myth Drannor than the rest of the Heartlands or even Cormanthor. In winter, temperatures rarely drop much below freezing (allowing snow and ice but never the bitter, numbing cold sometimes found in the barren Stone-lands) while in summer, the heat never grows warmer than is comfortable for a cooshee (85° Fahrenheit added as a benchmark for familiarity).

Gates of Myth Drannor

The Towers of Song have a multitude of *gates* riddling the city proper and the woods surrounding it. Aside from a few long-standing private *gates* within noble villas and other locales (around which the mythal bypassed during its creation but does not interrupt or interfere), all the *gates* in Myth Drannor are formed by High Magic (secretly at night, close to daybreak). As such, they are exempt from the dangers and drawbacks of the mythal's defenses against magical movement and the *gates* unerringly link Myth Drannor with their attendant sites.

In the environs of Myth Drannor, one can easily find many public *gates*, since large arches enclose their areas and runes mark the destination of the *gates*. These public *gates* charge a toll of two silvers per entrant for their use, the monies going to the Coronal's treasury to help with their and the city's upkeep. There are also the long-rumored *Gate Halls* within Castle Cormanthor, which link the Coronal's keep with those of all the other elven realms across Faerûn; these are tightly controlled and require elaborate activators, thus protecting the realm. There are other hidden *gates* throughout Myth Drannor, some more easily found than others, and some so jealously guarded that only three elves might know of their existence. The only inner-city *gates* that are of major importance and of common public knowledge are the Silversgate in Cormanthor (which leads to Silverymoon Pass between the sister cities of Ascalhorn & Silverymoon) and the Honorsgate in Kerradunath (to the Forest of Mir for hunting expeditions). There are *gates* either within the mythal or in the city proper that link Myth Drannor with all its sister cities across Faerûn.

Geography & Architecture

There is no one simple form of architecture gracing the wide avenues of the City of Brotherhood, save that most are beautiful works of art in their own ways. Among the four quarters of Myth Drannor, only the easternmost neighborhood of Dlabraddath has nonelven architecture among its shaded glades, since this is the predominant home for the N'Tel'Quess and the newest sector of the city. Buildings are finely worked towers of wood and stone, and while not of the most solid or exacting work, they are nothing if not elegant. Quite a few buildings, in fact, are products of *elaorman* rituals and were literally grown for the city; these, and a few others raised by wizards' magic, defy conventional architecture and give the city one of its honorifics as the City of Magic. These magical buildings are shaped like cresting waves, crystal tornadoes, monolithic monsters and animals, or even towers that have solid stone levels alternating with invisible crystal walls, making a place seem like several floating floors with no ground level!

The streets, walkways, and byways within the city are equally ornate and magical. The major roads are paved with white marble and green marble curbs. Other lesser roads are paved with parquet-wood patterns or by gravel magically arranged (and permanently set) to show some soothing for-

mations. The walkways above the forest floor are almost all 5-foot-wide solid wood (or magic) ramps arcing from tree to tree; lesser areas have suspension bridges, and these (most often among the N'Tel'Quess areas of Dlabraddath) have rails to hold, unlike the older elf-trod ramps which offer no support or safety to those less sure-of-foot.

Money

Some nonelves erroneously believe that all elves do is frolic and dance and work magic, and thus they have no need of money. Myth Drannor and indeed many of the settlements of Cormanthyr are crossroads of trade, though mostly among themselves, with only a few inroads to external trade (mostly with either Cormyr, some settlements along the Dragon Sea, or other lesser settlements south of the forest).

Coins of the realm of Cormanthyr are a varied lot, depending on the traders. Spelljamming elves of the Imperial Navy Above bring coin from many far-flung realms and worlds, though these coins are rare as collecting them is an idle habit of many a noble elf of Cormanthyr. The most common currency found in the markets of Myth Drannor are its own coins, followed in frequency by those of Cormanthyr in general and those "far-cruder blobs of hardened metal that pass for currency among the Forest Kingdom of Cormyr." All are the standard AD&D coinage of copper (cp), silver (sp), electrum (ep), gold (gp), and platinum (pp) pieces, but they set themselves apart by their shapes and designs.

- Myth Drannor's coins are newer than the others, only stamped and made since the raising of the mythal, and they tend to be oblong with a stamped design at their centers. The majority of the money are standard weight, round coins stamped with a sling, an overflowing tankard, or a halfling head in profile (cp); two crossed axes, a trio of gems, or a helmed dwarf in profile (sp); two clashing short swords, a smoking pipe, or a bespectacled gnome in profile (ep); two crossed spears, a pile of scrolls, or a human wizardess in profile (gp); and two clashing long swords, a star surmounted by a pair of clasped hands of friendship, or an elf female in profile (pp).

While there is no difference in stamped coin types in precious metals or their weight, there are social connotations that have grown and become involved in the use of particular coins. The first coins mentioned under each metal are weapons; used mostly by tradesmen and commoners, these coins are symbols of the fight for peace (to those who like N'Tel'Quess) or as a symbol of a threat of punishment the buyer makes against the seller (to those who dislike N'Tel'Quess). The second coins are all what elves saw as "representative boons of the race"; used mostly among the nobility and the royals, they are neutral in meaning but have a prestige in their use, due to lesser mintings of this type of coin. The final coins are simply stamped with a member of each race in profile and these are extremely rare, as only 1,000 of each were made in the first years of Myth Drannor. They were discontinued as the still-tentative races saw their value in

elves' eyes stamped before them in the relative worth of the coins; their rarity makes their worth more than 100 times their trade weight, and moreso outside of Cormanthyr.

- Cormanthyr's coinage is the same trade weight as all other coins, though they are slightly thicker, in a square shape, and they have diamond-shaped holes in each coin's center with points centering along the coin's edges. Each is named specifically, and on the face of each coin are four identical moon elven runes to identify the coin's name (allowing those robbed of sight the ability to discern coins): thalvers (t; cp), bedoars (b; sp) thammarchs (th; ep), shilmaers (sh; gp), and ruendils (r; pp). These are common due to their widespread use as military script for all elven akh'velahrn and akh'faern, and they have become the common trade currency between elven communities. Unnoticed by most nonelves, small dots and dashes can be scored into the center edges of the coin's inner hole, and this tactile language communicates secrets between those who know how to read this elven code-dialect.
- Cormyr's coins are of two different types, depending on how old the coins are. For the first three centuries of the realm, Cormyr's coins were merely trade-weight metal coins stamped with the seal and profile of the ruler of the time. Now and for the past few centuries, after the fashion of Cormanthyr and Myth Drannor, the Cormyrean coins exhibit stamps of different symbols, leading to new nicknames for the coins. Stamps include the hand of peace ("thumbs"; cp), two falcons volant ("falcons"; sp), a pair of open eyes ("blue eyes"; ep), a lion rampant ("lions"; gp), and three crowns ("tricrowns"; pp).
- The strangest coins found in Myth Drannor are the yulthaari, 5-inch-long metal tubes of worked platinum (worth 3pp solely by their metal content). These are not actual coins so much as a promissory note of payment at a more convenient date. Smooth and unremarkable on the outside edge, the slim inside is marked with ridges, dots, and tactile patterns; the elf slips a yulthaar over a fingertip, and these patterns tell an elf, by their fine sense of touch, the product the presenter of a yulthaar wishes to buy, the amount of payment and its form, and names of the buyer and seller. Yulthaari are used when making large purchases such as entire shipments of goods (or entire businesses), and their use is a binding agreement between the two parties. Bids by yulthaari are also common in silent auctions or among the nobility, where open competition by wealth would be crass and the silent method of the yulthaari allows those who lose the bids to save face; of course, this rarely prevents the later rumor-mongering among the younger nobles, who disclose the alleged bids in gossip to either praise or doom an associate.

Nightlife

After dusk, Myth Drannor remains very much a city alive with activity and mystery. The streets are lit by many overlapping magical methods, the most pervasive of which is the light glow from the mythal, which subtly enhances and refracts the starlight and moonlight above. Driftglobes, stored during the day in small urns that line the streets, activate and rise once light is no longer present on gems in the necks of the urns, and they wander their assigned street(s) with a regular pattern. Many of the greater houses, villas, and city buildings also have ambient lights and enspelled areas constantly lit. Dlabraddath is the least lit of the city areas, though it has driftlights along its main roads, and Candelance Way lives up to its name, as it is lit nightly by illusions of magical candles every 20 paces along its length.

Armathors walk or fly the streets of Myth Drannor at all times, though their patrols are greater at night. Instead of the usual pairs formation during the day, two four-person squads of armathors fly invisibly about each major area of the city at all times between sunset and dawn; operating in shifts of four hours each, with overlaps of an hour at shift starts and ends, there can be three patrols on at any given time after the hours just after sunset or just before dawn. Given their magics and their undetectable nature, the armathors are never seen unless they encounter problems, with which they deal harshly. Given the peaceful nature of the city, their presence is a mere reassurance for that.

Population

Myth Drannor's population has steadily risen over the past centuries, reaching its greatest size yet. Of its 54,000 year-long inhabitants, 80% are elves (40% moon, 30% gold, 10% green); 12% are humans of all different creeds and nationalities; gnomes make up 4%; and dwarves and halflings each account for 2% of the totals. In summer and during the trading seasons, the amount of N'Tel'Quess in the city rises by 2-4,000 and these visitors break down in roughly the same percentages as above. In winter, more elves arrive for the cold months, increasing the People's number by the same numbers.

Tour of the City

DM's City Construction

A complete description of every building, site, nook, and cranny in the magical city of Myth Drannor is beyond the size and scope of this campaign supplement. We provide many areas and sites of the city with at least their names, types, size, and references to other people or items that have connections with said sites. Below are some rough tables which allow DMs to expand the City of Brotherhood and make it their own, filling in components where needed for additional gameplay. The tables allow a DM to either choose or randomly determine the size and purpose of a site.

Building Type & Class

Buildings in Myth Drannor can be divided into a number of types, as previously discussed in the "Cormanthyr's Civilization" chapter, though there is one special addendum for Myth Drannor alone. These types can be further altered into a number of different classes by the particulars of their construction or their purpose. All of these permutations will be noted below and listed under each independent entry for Myth Drannor.

Building/Dwelling Types

There are generally only three types of buildings or dwellings to be found inside Myth Drannor:

A: Ground Dwellings

These are artificially constructed buildings at ground level with possible underground chambers which do not exceed the levels above by half. In other words, this is the standard building of the Realms but not a standard for elves. Made from various materials, most often wood or stone (or a mix of both), ground dwellings (before Myth Drannor) were either larger, grand buildings like temples or small homes for the rare nonelven settlers or for elves of very advanced or very young ages.

This type of dwelling also can include natural hollows in rough terrain above ground, such as hill or mountain caves, though only if the cavity lies above the majority of the surrounding land. Another rare ground dwelling is a hollow around or partially beneath ground level within a tree trunk; despite its link to the tree, this is still considered a ground dwelling rather than a tree since it is immediately accessible from ground level.

B: Tree Dwellings

The tree dwellings of the elves are quite often artificially constructed treehouses resting on platforms among the branches or against the treetrunk(s). Some tree dwellings are magically created and are actually living trees arcanelly hollowed and shaped to create the dwelling. In either case, the dwellings are never closer to the ground than 20 feet, and some have their lowest levels hundreds of feet further up into the trees' canopies; thus, Cormanthyr tree dwellings are very difficult to spot unless you know where to look and what to look for. They may be reachable by ropes, stairs, or magical means, including flight.

C: Burrow Dwellings

Almost exclusively N'Tel'Quess dwellings, burrow dwellings are subterranean sites built with more than 70% of their space underground. Mapped locations often simply mark the opening leading into the dwelling, and it can be anything from a stairwell leading underneath a facade building, a smaller ground building which has far fewer rooms above than the many more below, or even as little as a dead tree with a split trunk providing access to the subterranean site. As might be expected, many burrow dwellings have low ceilings, tight

quarters, and most often are constructed of stone (or magically altered soil and rootwork, etc.). Of course, as is nearly the norm here, Myth Drannor's underbuildings hold as many surprises as do those buildings above.

Note that many a nobles' villa and many grand buildings (or any building, for that matter) may have cellar levels for storage, burial crypts, or other more sinister purposes, and these are not marked as subterranean. To be dwellings of this class, the main function of the dwelling must be underground and the surface connections and outbuildings are only for access and some storage.

Building/Dwelling Classes

1: Minor

Despite its connotations, the minor classification merely suggests the overall size of a place rather than its importance or its opulence. Minor dwellings are lesser buildings used as single-family abodes, minor shops, taverns, stables, storehouses, or perhaps a guard post for a small contingent of defenders. They rarely consist of more than one or two levels, and there are rarely more than a dozen rooms in all for the structure.

2: Major

Major buildings are large buildings with a variety of purposes. They most often are multileveled residences with living space for elves and others. Other uses for major dwellings include guildhouses, rowhouses (multilevel homes with the lowest levels—or highest, in burrow dwellings—given over to businesses), public buildings and most military posts, etc. In general, major buildings have at least two and up to six levels, and an average of about 30 rooms (with no maximum). These, like minor dwellings, are built from common materials like wood and stone, with few remarkable details.

3: Grand

This class denotes those buildings and dwellings that are major landmarks simply by their size, structural scope and style, and importance to the settlement around it. Grand dwellings are often multiple building complexes, enormous single buildings, structures with unique building materials, and those with unique architecture. The most common grand buildings are the noble villa complexes of Kerradunath and the temples of Sheshyrrinam. This class of dwelling defies normal descriptions and types, and often its distinctiveness comes less from its looks and structure than its purpose or its inhabitants. No matter how large or elaborate any subterranean dwelling might get, these types are never considered Grand dwellings (or else many nobles' crypts would turn even a vacant villa into a Grand site).

4: Fortified

This class of dwelling has additional protection for its owners and patrons beyond that which keeps out the weather. Fortified-class buildings could have hired guards, additional exterior and interior doors with trapped locks, a curtain wall surrounding the property complete with guards

and gates, etc. In fact, some places could be considered fortified simply by their massive stonework construction and their basic defenses, not any noted desire to secure an area by force. In general, a fortified dwelling is one that has taken extraordinary methods to prevent the entry of anything or anyone without an owner's or patrons' knowledge.

As a general note, most if not all locations are closed and often locked when not in business or their inhabitants not in residence. They are protected by their owners or basic hirelings when not open for business or other purposes. Fortified places always have structural, magical, or other extreme and expensive measures to protect locations from harm or theft. As a general rule, Grand buildings are all considered Fortified, though the nature of such defenses are commonly magical in nature and quite often hidden and mysterious. Grand structures also marked as Fortified are nigh-impregnable without an extended siege or extremes of force or magic in play.

If this site is exclusively for military use, it gains a separate classification as a Fortification. With this mark, the site forgoes other details and amenities in favor of making it more defensible and more apt for its purpose as a watchpost, garrison, etc. For example, no matter what type of dwelling, a Fortified Ground Dwelling is a dwelling with defenses and some guards, while a Ground Fortification has no design other than to protect its surroundings as a watchpost or garrison or armory.



Dwelling Generation Tables

The following steps can be used for speedy generation of building features as desired. Obviously, all can either be randomly determined or by choice of the DM.

Step 1: Dwelling Type.

Determine which type of structure the dwelling is; Roll 1d8 and check results below:

- 1-3 Tree Dwelling
- 4-5 Ground Dwelling
- 6-7 Adapted Tree Dwelling*
- 8 Burrow Dwelling

*Adapted Tree Dwellings are a type that arises in Myth Drannor after 370 DR, when folk are allowed to adapt former Tree Dwellings by adding dwellings and businesses at ground level or beneath ground level. Thus, some places that are marked as Tree Dwellings could later be adapted to having Ground Dwellings or Subterranean Dwellings at their bases, creating multiple sites in one location. Unless all of these dwellings (tree & those beneath) are unified by one business, owner, or purpose, they are still considered individual sites rather than a combined Grand dwelling site.

Step 2: Dwelling Size

Determine number of levels in the dwelling (in stories of height or levels of depth, depending on its type as an above-ground or subterranean dwelling).

Minor Class Dwelling: Roll 1d4 and check results below:

- 1 One level;
- 2 One level, fortified;
- 3 Two levels;
- 4 Two levels, fortified.

Major Class Dwelling: Roll 3d10 and check results below:

- 3 One level + one level above/below-ground;
- 4 One level + one level above/below-ground, fortified;
- 5 Two levels, no above/below-ground structure;
- 6 Two levels, no above/below-ground structure, fortified;
- 7 Two levels + one level above/below-ground structure;
- 8 Two levels + one level above/below-ground structure, fortified;
- 9 Three levels, no above/below-ground structure;
- 10 Three levels, no above/below-ground structure, fortified;
- 11 Three levels + one level above/below-ground structure;
- 12 Three levels + one level above/below-ground structure, fortified;
- 13 Four levels, no above/below-ground structure;
- 14 Four levels, no above/below-ground structure, fortified;
- 15 Four levels + one level above/below-ground structure;
- 16 Four levels + one level above/below-ground structure, fortified;
- 17 Four levels + two levels above/below-ground structure;
- 18 Four levels + two levels above/below-ground structure, fortified;
- 19 Five levels, no above/below-ground structure;

- 20 Five levels, no above/below-ground structure, fortified;
- 21 Five levels + one level above/below-ground structure;
- 22 Five levels + one level above/below-ground structure, fortified;
- 23 Five levels + two levels above/below-ground structure;
- 24 Five levels + two levels above/below-ground structure, fortified;
- 25 Six levels, no above/below-ground structure;
- 26 Six levels, no above/below-ground structure, fortified;
- 27 Six levels + one level above/below-ground structure;
- 28 Six levels + one level above/below-ground structure, fortified;
- 29 Six levels + two levels above/below-ground structure;
- 30 Six levels + two levels above/below-ground structure, fortified;

Grand Class Dwelling: Roll 1d6 to determine the number of buildings and/or separate parts of each Grand dwelling; then either roll on the Major Dwelling Class table for each separate building/part or roll 1d12 for a singular building and check results below:

- 1-3 Singular Building
- 4-5 Two or Three Building Complex/Villa
- 6 Multiple Building Complex (more than three buildings)

Singular Grand Building

- 1-2 Five + 1d3 levels, no below-ground structure;
- 3-5 Five + 1d3 levels, no below-ground structure, fortified;
- 6-9 Six + 1d2 levels + one level below-ground;
- 10 Six + 1d3 levels + one level below-ground, fortified;
- 11 Six + 1d4 levels + two levels below-ground, fortified;
- 12 Six + 1d6 levels + two levels below-ground, fortified.

If desired, the random amount of upper levels could be contained within separate towers in the grand structure. Note that any structure of more than six levels (total of both upper and subterranean) either should be a tree dwelling or a petrified tree dwelling fortified with stone as well. The only exception to this in Myth Drannor is Castle Cormanthor, a free-standing stone castle of multiple towers, though its magical construction helps support the weight of its walls.

Step 3: Dwelling Conditions.

Roll 1d6 or choose the condition of the dwelling below:

- 1 Vacant; Derelict, in need of trimming (if a living dwelling)
- 2 Overly worn and badly in need of repair or attendance;
- 3 Well-worn and in heavy daily use, with evidence of recent repair work or trimming with more minor work needed;
- 4 Well-kept and clean, in good, healthy condition;
- 5 New or pure condition, freshly decorated or carefully maintained;
- 6 Currently under creation, construction, or extensive repairs and/or shaping (includes dwellings with recent damage).

Step 4: Dwelling Function.

Roll 1d20 or choose the dwelling's purpose below; under each are suggestions as for particular types of that role suitable for the site. If this is a Grand site with multiple buildings (or a multidwelling i.e., a Ground dwelling within the same tree as a Tree Dwelling above), each dwelling can have a distinct role or they all share the same function (at DM's discretion):

- 1-5 Minor: Business (Market, Shop [Common Goods], Shop [Specialties]);
Major: Business (Guild Hall, Market, Shop [Common Goods], Shop [Specialties]);
Grand: Business (Guild Hall);
- 6-7 Minor: City/Public Property (City/Public Offices, Guard Post, Stables, Temple, Warehouse);
Major: City/Public Property (City/Public Offices, Gate, Garrison, Temple);
Grand: City/Public Property (Gate, Temple);
- 8 Minor: City/Public Property (Fortifications: Armory, Guard Post, Temple);
Major: City/Public Property (Fortifications: Armory, Guard Post, Temple);
Grand: City/Public Property (Fortifications: Temple);
- 9-10 Minor: Educational Establishment (Library, Guild or Group affiliated);
Major: Educational Establishment (School, Wizards' School, Library [City or Group affiliated]);
Grand: Educational Establishment (School, Wizards' School, Library [City]);
- 11-13 Minor: Entertainment (Bath Hall, Dining Hall, Tavern);
Major: Entertainment (Bath Hall, Dance Hall, Dining Hall, Festhall, Inn, Tavern);
Grand: Entertainment (Dance Hall, Dining Hall, Festhall, Inn);
- 14-20 Minor: Home/Domicile (House, Row House, Wizard's Domicile);
Major: Home/Domicile (House, Row House, Wizard's Domicile);
Grand: Home/Domicile (House, Noble Villa, Wizard's Domicile).

The Tour Key

Each of the four sectors of Myth Drannor is individually numbered with a special prefix that identifies its location tags (see below). Each area is described and keyed separately, with special locations mentioned and referenced out of sequence from the main location key. The map key and the numbering system are organized in a chronological pattern starting from the oldest part of the city and arcing around to the newest corner of the city. The keys are all in a standard format as follows:

Tag # Location Type: Location Name

Building Class/Type & # of stories. Note that building complexes with multiple dwellings may only note the highest/lowest levels of the collective dwellings, whether it is a tower with one level of keep below or a three level keep with a four-level cellar.

Extra information is here; much of this text either references other chapters for more on the place in question, NPCs that frequent this location, and any details not immediately evident or those most memorable to many patrons.

Tags Placement of Location

- B Byway: street, walkway, bridge (in all sectors)
C Cormanthor location
D Dlabraddath location
K Kerradunath location
S Sheshyrinnam location

Location Terms Definitions

Bath Hall	Public bath-house with minor entertainment facilities
Business	Place of business; examples include Common Goods (Food, supplies, bulk items, many products under one roof) and Specialties (store with one type of product, like barrels, rope, leather goods, etc.)
City Building	Place for the Coronal's, armathors', or public use
Dancing Hall	Open Hall for dancing and music with tavern facilities
Dining Hall Festhall	Restaurant with limited entertainment Place of entertainment with dining, dancing, and inn facilities
Gate	Magical-transportation site of varying size and access; these are classified as public (open use, nonkeyed) or private (restricted use to certain groups, keyed), and all are noted if they are one- or two-way gates.
Guild Hall	Guild Headquarters (many also act as Business)
House	Privately owned abode of noted/wealthy person
Inn	Tavern with beds and meals provided
Library	Public (or private) storehouse of knowledge
Market	Market areas; marked as Open (courtyard for market stalls) or Closed (enclosed area for established specialty shops/businesses)
Noble Villa	Complex of buildings owned by noble family or clan
Row House	Multi-story building with rented living space above and a business on the lowest storey

Tavern	Establishment for drinking with some food
Temple	Singular place of worship or confined complex
Warehouse	Storage for saleable/raw goods
Wizard's Domicile	Tower or home of wizard (danger imminent)
Wizards' School	Place for education of spellcasters under apprenticeship system

Major Streets & Byways

The streets, roadways, and byways often reflect the neighborhood through which they travel in many ways. The major ground routes tend to be paved stone, while lesser roads along the ground are either gravel, corduroy (wooden plank), or plain dirt and grass paths; the paving or materials of the roads often denote the neighborhood and the wealth of those who often use it or its importance to moving trade about the city. Below are quick references for the general descriptions and constructions of the pathways, followed by a listing of the many major thoroughfares of Myth Drannor.

- **Common Pathways:** These paths are merely footpaths worn into the ground and are often worn-bare dirt or heavily trampled undergrowth or grass. Most of these are unnamed and hardly even mapped; they operate more like unnamed alleys in more urban sites.
- **Corduroy/Wooden Parquet Pathways:** These roads, among the mercantile areas and those of up-and-coming wealth rather than old, established nobility, are carefully laid-out parquet-wood pattern roads. Their elaborate design features are not easily discerned except at high-sun or with other light to see the patterns of wood grain in the layout of the wood panels and tiles.
- **Gravel Pathways:** These gravel paths are magically empowered (and permanently set) to arrange the subtly colored gravel in comforting patterns. Not even rampaging armies can disturb the delicate design unless the magic upon the path is dispelled first.
- **Paved Stone Roadways/Pathways:** The richest and most important roads in the city are all paved in white marble; while that remains a constant, the curbsides provide an easy guide to the wards of the city: Cormanthor uses green marble curbs and stepping stones; Sheshyrinnam brackets its stone streets with a golden-hued marble; the blue marble curbs of Kerradunath also are often carved or lined with statuary; and the curbs in Dlabraddath are not marble at all but granite embellished and carved by the dwarven craftsmen of that ward.
- **Skyways:** These walkways among the higher levels of Myth Drannor serve to link the tree dwellings or provide alternate access to areas other than the forest floor. While few are officially named due to their short spans from a tree home to a nearby business or from one shop to another, there are a few major webworks of ramps

above the ground that are major avenues of traffic. Within the western city wards, the walkways above the forest floor are almost all 5-foot-wide solid crystal, wood, or magic ramps arcing from tree to tree, and the lack of hand rails or supports make them a nervous proposition for any less agile than an elf. Other areas, especially the eastern Dlabraddath ward, have suspension bridges among the trees; most link small spans between the trees and over the ground routes, though a few link a multitude of ramps and ground routes and stairs to allow someone to travel from one end of Myth Drannor to the other without setting foot on the ground.

Axol's Run: (Common/Dirt) This short path was named after a halfling who fled the Guild of Naturalists' Hall, and the fire elemental dogs that nipped his heels helped initially clear this path from Gondrim's Ride to the southern clearance of Candelance Way.

Bellshield Ride: (Paved Stone)

Berduin's Ride: (Paved Stone)

Bridge of Hoelros: (Skyway—Wooden Suspension Bridge & Ramp) This bridge runs from its landing on the Street of Song to rise up to and over three landings and links with other skyways. Used mostly as an access to other upper level businesses and homes, the bridge at night becomes a walk for romantics who travel to the northern end and climb up into the open treetop piazza to stare at the stars in their lovers' eyes.

Candelance Way: (Gravel)

Danglestar Street: (Paved Stone)

Darthil Street: (Paved Stone)

Dragoneyes Street: (Paved Stone)

The Dragon's Drive: (Wood/Parquet) The most elaborate patterned road in Kerradunath, this cherry-wood and duskwood parquet seems just a richly textured and fine-grained wooden road until one views it, from above. Seeing it from at least 30 feet up and seeing its full-length allows the textures to form the elongated pattern and shape of a red dragon!

Eldansyr's Ride: (Paved Stone) Eldansyr's Ride is a long winding street that continues around the northern and western edge of the city. Its meandering length ran from Blackstar Tower (C16) west and south to House Symbaern (K2) where it met Withercloak Street; the southern arc of this perimeter road from the Symbaern villa around and up to the Street of Song later became known as the Srinshree's Stroll.

Gardners' Ride: (Gravel) Picking up Eldansyr's Ride at Blackstar Tower, this outer-arc path winds through some of the many flower, vegetable, and herb gardens tended by the servants and commoners throughout the city. At Jalbaerth's Tower, the gold-white gravel path gives way to the distinctive blue-black gravel of Gondrim's Ride.

Gondrim's Ride: (Gravel)

Halidom Street: (Gravel)

Kurvhan's Way: (Common/Dirt)

- **The Manysteps:** (Skyway—Wooden Suspension Bridge & Wooden Stairs & Ramps) This linked group of four bridges among the higher trees and dwellings of Dlabradath has no links with the ground other than through the ground connections and entrances of other businesses. Still, despite this inconvenience, the bridge-stairs and ramps and landings provide easy access to over 30 businesses and rowhouses serving as dormitories for students of the Six Tiryl Towers (D25).

- **Moonopal Way:** (Common/Dirt)

- **Moonshadows Street:** (Paved Stone) This road gains its name for its unique magic that seems to have been in place long before even the Rule Tower of Cormanthor rose above the city; under the light of the full moon, the shadows of those walking along its length glow a deep azure hue.

- **Naocon's Ride:** (Wood/Parquet)

- **Phelindra Street:** (Gravel)

- **Scabbard Street:** (Wood/Parquet)

- **Scatterhorn Street:** (Paved Stone)

- **Shandol Street:** (Paved Stone)

- **Sixstar:** (Paved Stone Intersection) This meeting of six stone pathways (including Shandol Street, the Street of Song, and Dragoneyes Street) is a standard meeting place for nearly anyone in the city. Many benches line the grounds around Windsong Tower (S16), where many wait to rendezvous with others. The magical signpost at the exact center of the Sixstar provides directions and distances of other locations about the Realms by replying in flawless elvish (or the native tongue of the seeker).

- **Soldier's Cut:** (Common/Dirt) One of the lengthier common paths in the city, the Soldier's Cut gains its name for the many akh'velahrn scouts who use it to run from the eastern edge of the city to Phelindra Street and toward their command posts at Castle Cormanthor.

- **Srinshee's Stroll:** (Paved Stone)

- **Street of a Dozen Dreams:** (Paved Stone)

- **Street of the Evening Star:** (Paved Stone) The street that curves along the southwestern side of Castle Cormanthor is the Street of the Evening Star. It acted as the boundary between old Cormanthor and the newer quarters of Sheshyrinnam and Kerradunath. Its primary function provided the main avenue of activity for military mobilization, and was marked along its edges with its unique purple marble curbs.

- **The Street of Song:** (Paved Stone) The main street of Myth Drannor, the Street of Song runs from Sixstar through the entire city in a winding southeasterly course. Once it passes the Wintertop Tree at the eastern end of Dlabradath, it becomes the road through Cormanthor (and it eventually branches south toward Semberholme or the Dales or east toward the Darkwoods, a long-unused overgrown path).

- **Street of Sorrows:** (Gravel)

- **The Stroll of Minstrels:** (Paved Stone)

- **Suldar's Walk:** (Gravel) This long, meandering path is one of the quietest, most peaceful walks in all of Myth

Drannor. From Berduin's Ride to Halidom Street, this white-and-green gravel path provides a beautiful stroll past Glyrryl's Pool.

- **Sunblade Street:** (Paved Stone)

- **The Talltangle:** (Skyway—Crystal, Magical Ramp) These crystallized ramps, including one invisible (and warded) magical arc leading into Castle Cormanthor, are among the oldest of the skyways of Myth Drannor. There are nearly twelve different levels of skywalks and ramps among the petrified trees and stone villas of Cormanthor, and the landings where they link have become courts of a sort with folk gathering there to trade news and gossip in the early morning. Some elderly natives can be found up on the same benches on these landings every day, either arguing with their comrades or providing directions and advice to those who stop and chat.

- **Templeshadows Ride:** (Wood/Parquet)

- **Torek's Arc:** (Skyway—Crystal Ramp)

- **Towerstroll:** (Skyway—Wooden Ramp) The longest single-spanned arch is a longer walk from Eldansyr's Ride to Sunblade Street, but it does create the thriving business area of the tree shops along its length. The two lesser ramps that lead to it are unnamed and fall under this collective name.

- **Two Hooks:** (Common/Dirt & Skyway) This shortcut from Darthil Street to Kurvhan's Way is a dirt path that parallels the path of a wooden suspension bridge running west toward the Onaglym. The bridge normally runs about 40 to 60 feet above the ground, but as it passes over this area, there are two metal protrusions along either side of the bridge as it dips to within 10 feet of the ground; with a running jump and a grab at the "hooks," a spry person can clear the eight feet and grab the hook to pull herself onto the bridge here.

- **Walk of the Sevenwing:** (Wood/Parquet)

- **Withercloak Street:** (Paved Stone)

Sites & Landmarks

While the sites are many and magnificent in Myth Drannor, visitors miss quite a few sites as they look only for buildings or the largest awe-inspiring towers. In truth, much of Myth Drannor's wonder is in its simpler things. The best way to learn and see all of the City of Song is to take it slowly, walking for a tenday about the city and stopping often to sit and watch the life and the wonder around you. You'll be amazed at what you'll find; below are some of the more obvious landmarks and sites of interest, followed by the primary key and breakdown of Myth Drannor.

Burial Glen

To the north of the Westfields is a small glade, the Burial Glen, a cemetery for the city. Crypts in the Burial Glen are done in many styles of architecture, from pillared and domed mausoleums to elaborate pyramidal tombs surrounded by

plinths to barrowlike mounds of carved stone. Smaller tombs take the form of caskets surmounted by statues depicting the fallen. The least of the grave markers are headstones atop a grave, the stone holy symbol of the deceased's patron god; the deceased's name is carved along with dates of birth and death along the outer edge of the thick stone, and attendants to the Burial Glen maintain it such that the names are never obscured by mud or grass or debris.

Obviously, this is the primary burial place for the City, though by studying its tombs and graves, one finds that it was of infrequent use until the Opening. The variety and opulence of all the graves leads many to believe that only the rich are buried here, though all have a place here if they wish. Magics among certain tombs like the Sepulcher Sylvan (a stone arbor crawling with gray roses) or the Crypt of Air (a blank grassy knoll cornered by four glass plinths) allow access to small interdimensional burial spaces with the proper command words, allowing nearly unlimited burial space (a feat later duplicated in Waterdeep's City of the Dead).

Largely, only the gold elves among the Tel'Quessir inter their dead in ceremonial fashion, and most of the elder Houses of gold elves have burial crypts beneath their villas. Thus, more than half of the tombs here in Burial Glen are either for gold elves of lesser nobility or less-affluent families. Still more tombs are for those elves or other persons whose lives were given heroically in the service of Cormanthyr and Myth Drannor. Many small heroes' crypts dot the open fields, often topped by a statue of the hero in full glory. Among the largest and most famous of these tombs is Warriors' Gate.

Tomb: The Warriors Gate

In the center of the Burial Glen stands the Warrior's Gate. The tomb is cross-shaped, with four wings radiating west, south, east, and north. There are doors on the east and west wings, each surmounted by the words "Only the Brave" and the carved images of two crossed swords. The tomb rises in sweeping curves to a central pinnacle 100 feet up in the air. Witchfire (intermittent, harmless *faerie fire*) dances about its peak, making an eerie landmark at night.

Inside this tomb of fallen akh'velahrn soldiers and officers, there are four one-way *gates* known only to senior officers of the Akh'Velahr. Standing in the center of the tomb beneath the pinnacle, the traveler speaks the command word, and then turns and walks toward one of the four wings. Each direction is a separate *gate* leading to major outposts for the armies (near the Darkwoods, Semberholme, the Tangled Vale, and the buried remnants of Moander). Unknown even to the Akh'Velahr Arms-Major, the Coronal and the High Mages of Cormanthyr know of secondary command words that allow these *gates* to also act as two-way *gates* leading directly to Evermeet, Evereska, and Ascalhorn (and one last site to be determined by the DM).

Castle Cormanthor

This structure contains the oldest buildings of Cormanthor and Myth Drannor, though not all of its construction runs the gamut of Cormanthyr's history. When the Coronal Khavoerm drew the Ruler's Blade from the soil and raised the Rule Tower, Castle Cormanthor began to take shape. The later raisings of the Art Tower and Blade Tower created the three major towers and further High Magic saw the creation and growth of the Elder Castle, the crystal-and-stone keep to link the three as one. In all, the walls of Castle Cormanthor are 40-60 feet thick and rise as high as 300 feet above the forest floor (the top of the Rule Tower).

Over the course of the next five millennia, Castle Cormanthor grew in fits and starts, adding small outer towers or supplement buildings. An orc horde attack incurred damage to the outbuildings and the massive blockhouse called Gargoyles' Grim in the Year of Silver Wings (-249 DR); after that, the young warrior, kerym, and Coronal's heir Eltargrim Irithyl convinced his father to rebuild the structures as a unified part of Castle Cormanthor. Within two decades, the Lower Castle was completed. Physically covering more ground area than the Elder Castle, the Lower Castle did not rise to the heights of the older structure, and its roof (partially connected to the Great Keep) provided an upper rampart courtyard for the Coronal and his Court to enjoy the best of summers' days out under open sky. The courtyard the castle walls enclosed provided drilling grounds for the armathors and armies and stable areas for horses.

As always, the Elder Towers contained the primary postings and command offices of the Akh'Velahr and the Akh'Faer. The Blade Tower uses three of its levels as armories and one of its cellars even contains a full smithy (its smoke and heat magically commuted out of the city), with other levels each for the scouts, the Protectors, and garrison quarters for bachelor officers. The Art Tower is more magically enhanced than either of the other two, and its heavy magical shielding is all that has kept much destruction from felling the castle. The lowest levels are utilitarian offices and quarters for the Akh'Faer officers. The fifth and sixth levels are the library and study where the military mages exchange information and learn of new magic or new tactics; these levels further serve as the impromptu school for apprentices whose legacies have sent them into the Akh'Faer. The uppermost levels of the Art Tower are the Spell Chambers, wherein massive numbers of spells are hurled in practice within a changeable illusory landscape (created by the High Magic of the *elfblade* that created the Tower) that allows mages to fully test out combat tactics and practice without being truly in battle. The Rule Tower almost seems pedestrian, compared to these ever-bustling other Towers, though its ten chambers and lone winding spiral stair exhibit far more of the elven condition: Sumptuous tapestries, carvings, statuary, and magical murals line the walls, stairs, and ceilings all about the Rule Tower. Each level is a single open chamber, providing living space for the Coronal, his two top advisors (the High Court Mages), the Coronal's Herald, the Coronal's

heir, and three rooms used as a study, library, and meeting room.

The Keeps contain the major business offices of those services that keep the city and realm operating. The major rooms within the Great Keep are the Coronal's Court (the throne room), the Great Hall (dining area and lesser throne room) and the Twelve Room (the council chamber). The Lower Keep contains the Grand Ballroom, the Solarium, and the Lesser Hall (the smaller dining area, for family or small gatherings).

The subterranean features of Castle Cormanthor are deeply held secrets, and those few who are privy to them are not privy to more than one or two unless they are a High Court Mage or above. However, as common knowledge of record, its first cellars in all towers and the Greater and Lower Keeps are larders for food and water storage, in case of siege (despite the peace of centuries) or some natural disaster. The semi-secret prisons beneath Castle Cormanthor have remained empty for more than three centuries, given the lack of serious crimes befitting these punishments; despite this, the cells and equipment are kept spotless and in good working order by a guard contingent. The subterranean levels of the towers and the keeps are riddled with secret rooms and passages and private offices and libraries where none can scry.

In all, Castle Cormanthor can collectively provide shelter for nearly 2,000 persons comfortably and up to four times that number in emergencies with full use of certain magical storage spaces and safeholds. As are most citadels, Castle Cormanthor is a city unto itself and its shining walls of crystal and marble and white granite stand tall as a great beacon of goodness and a sign of Myth Drannor's stability.

The Glim-Gardens

Out along Gardners' Ride is a splendid walk among the most magnificent collections of floral and vegetable gardens ever seen this far north. Despite the dappled and uneven sunlight that filters through the trees, even the most delicate flowers grow strong and full due to minor magics that enhance the light's effects on them; the magic and the mythal subdue the extremes of weather enough that most plants can survive the short seasons here. Among the greater arrangements within the Gardens are the arcing trellises loaded down with the Coronal's beloved green and gray Cormanthyran roses, the trails lined by blue-and-white Bards' Ivy (which sways and responds to music by cupping its leaves as if to listen more intently), and many more rare and wondrous plants brought here from all corners of Faerûn and beyond (such as the overly emotional violet moss that only reveals its lovely flowers when fawned over vocally and given water, or the flame lilies of the Calishar, which only bloom in winter and almost seem to emit heat and fire when they do so). The name of Glim-Gardens comes from the glimmering wisplights that meander about the flowerbeds at night, magically shaped to appear as tiny winged elves or pegataurs.

Cormanthor

This central section of the city is the oldest part of the city. Once called Ahkiilor, this "place of duty" holds the castles and keeps of the central authorities in all of Cormanthyr: the Coronal, the commanders of the Akh'Velehr and Akh'Faer, and other notables (including, secretly, many High Mages). Cormanthor was once the name of this whole city as well, though Coronal Eltargrim changed that with the opening of the city to outsiders. Now, Cormanthor is the Old City, with its stately sites and places of power.

While nothing is official, the social power of suggestion figures greatly in who is "welcome" in this area. While none of this prejudice is overt, it is felt everywhere by nonelves who walk about this sector that they are not welcome there. In fact, despite numerous official reprimands to the contrary, many armathors take it upon themselves to enforce a curfew upon N'Tel'Quess; if they are on the streets or out of doors in Cormanthor after dusk, they are escorted out of the Old City at the nearest ward boundary (unless bribes or other options present themselves). The Coronal fumes at this, but due to the subtlety of the bias, nothing can be proved and few elves of this neighborhood will corroborate anything.

C1 Noble Villa: House Moonglamaer

Multidwelling Complex – Grand, Fortified; One 2-story Ground (one level subterranean) & one 4-story Adapted Tree dwellings (connected to two walls of other dwelling)

C2 Noble Villa: House Silverspear

Multidwelling Complex – Grand; Adapted Tree Dwelling with interconnected 3-level subterranean, 2-story ground, and two 3-story tree dwellings

The lowest levels of the two tree dwellings that are part of the Silverspear villa are 60 and 95 feet above ground.

C3 Business: Samblar's Swords

2-story Ground Dwelling-Major, Fortified with one level subterranean

This shop earned its reputation long before the Opening as a place for well-crafted swords and enchanted blades. Upon accepting the later apprenticeship of a few dwarves and gnomes, Samblar's craftsmanship now creates nearly any bladed weapon with dwarven integrity and strength and elven finework, rather than just the slim, delicate weapons preferred by elves.

C4 City Building: Castle Cormanthor

Ground Dwelling – Grand, Fortified; Elder Castle (six levels) with the Rule Tower (ten levels), Blade Tower (eight levels), and Art Tower (eight levels); Lower Castle (four levels) with four towers (six levels each); three primary subterranean levels, with one additional secret level beneath each Elder Tower

For more information, see above.



C5 Noble Villa: House Neirdre

4-story Ground Dwelling – Major, Fortified with one level subterranean (Secretly, this has a second, secret subterranean level which is a crypt complex guarded by numerous iron golems).

The half-elven clan of Neirdre, known for its warriors and explorers. . . .

C6 Noble Villa: House Hawksong

5-story Ground Dwelling – Grand with two levels subterranean

C7 Noble Villa: House Haevault

4-story Ground/Tree Dwelling – Grand

C8 Noble Villa: House Ammath

3-story Tree Dwelling – Major, Fortified

The lowest level of this tree dwelling rests 110 feet above the forest floor and Eldansyr’s Ride.

C9 Noble Villa: House Raedrimn

Ground Dwelling Complex – Grand; three Major buildings (2 Ground, 1 Subterranean) covering up to four levels above ground and two below

C10 Festhall: Serpentspires

3-story Ground Dwelling – Major

C11 Noble Villa: Khaalvandar

4-story Tree Dwelling – Grand, Fortified

House Irithyl’s guest house and villa for the majority of the family, including lesser cousins; its main entrance at its lower levels is at least 90 feet above ground. Similarly to the Rule Tower, Khaalvandar is festooned with art and sculpture, and the Lord-Speaker’s Library has tomes that span the days back to Uvaeren! Any clandestine meetings between the Srinshree and the High Mages or others often take place here, as the spell wards here are among the strongest in the realm.

C12 Library: The Ursplindaar

4-story Ground Dwelling – Major, Fortified

C13 Business: Blackbuckle’s Wines & Tonics

3-story Ground/Tree Dwelling – Major, with one level subterranean

Famous for its supplies of rare wines, spirits, and herbal medicines, Tyullac Blackbuckle (LN halfm F0) recently bought out the tree dwelling farther up the trunk of his tree-built business and opened up a tavern above the store. His special drinks have built quite a reputation for this halfling, and his clientele includes numerous akh’faern enlisted and officers who enjoy his blended elverquisst-and-stout, a heady, semi-hazardous (and, many elves say, blasphemous!) concoction.

C14 Inn: Saunder’s Halls

2-story Tree Dwelling – Minor

This inn rests 60 feet above the ground at its low point.

C15 Noble Villa: House Dahast

Multidwelling Complex – Grand; one 3-story Ground and two 3-story Adapted Tree Dwellings (two subterranean levels connecting all dwellings)

Villa Dahast has seen better days. Despite the prestige and position of this elder House and its Lady Alea, the family line is nearly extinct and the upper tree levels of the villa are in need of repair and pruning. Lady Alea made plans long ago to leave this villa for the city to turn into a rental villa after her abdication and Passing.

C16 Wizard’s Domicile: Blackstar Tower

5-story Ground Dwelling – Major, Fortified

C17 Noble Villa: House Omberdawn

Multidwelling Complex – Grand; two Major buildings (1 Ground, 1 Tree) covering three levels above ground and two below (ground) and an additional three levels 40 feet above (tree)

C18 Temple: The House of Song

5-story Ground Dwelling – Major; two levels subterranean

This near-fortress temple to Oghma contains the greatest depository of music and libraries of lyrics and ballads and poetry in all of Cormanthyr. More fabled are the many hidden rooms accessible only to those both capable of whistling or playing particular melodies and actually knowing the tunes that open the doors. Stairs within this entire blockhouse are levitating stone steps without railings or any obvious supports beyond magic, spiralling wide throughout the central grand entry chamber to walk around the second or more floors and link all to the echoing entry chamber.

C19 Noble Villa: House Starym

Multidwelling Complex – Grand; five buildings (three Ground Dwellings – Major, one Tree Dwelling – Minor 60 feet up, one Burrow Dwelling – Major) spanning up to five stories high and three levels subterranean

C20 Guild Hall: The Onaglym

4-story Ground Dwelling-Grand, Fortified; two towers of five levels and two subterranean levels beneath central keep (one shared with both towers) enclosed by a curtain wall

Also called the House of Gems, the headquarters and central business of the Gemcutters’ and Jewellers’ Guild is a massive fortress not of elven design or construction. This site actually predates the coming of Coronah Kahvoerm and the Summoning of the Rule Tower, though this fortification was in ruins at that time. Rebuilt time and again by rich patrons who wished a secure villa or business location in the rising days of Cormanthor, this small, square keep is one of the few buildings in the city not owned directly by the city to have crenellations, arrow slits, and a portcullis.

With the Opening and the entry of the dwarves to Myth Drannor, dwarves swiftly bought it after the owners abandoned the site merely because nonelves were welcomed in

Myth Drannor. Focusing first on weaponsmithing and later on gemcutting, the dwarves became the cornerstones of the guild of gemcutters. This blockhouse, long known as the Friendly Fortress, was later named the Onaglym and was used by the gemcutters of the city for both creation, storage, and the sales of their wares at this spell-guarded place.

C21 Noble Villa: House Ulondarr

Multidwelling Complex – Grand; three 2-story Tree Dwellings – Minor with one four-story Ground Dwelling – Major (lower tree levels at 30-120 feet above the ground, one level subterranean)

C22 Noble Villa: House Maerdrym

4-story Ground Dwelling – Major; two levels subterranean

C23 Wizard’s Domicile: Gargoyles Hall

3-story Ground/Burrow Dwelling – Major; three levels above and below

This building is the home of the archmagistress Joylith “Hurlbolts” Dlanyr (N hef W(D)9), a half-elf encikkar dualist wizard. Bitter since the death of her brother in the Darkwoods Massacre, she has been watched by the armathors as a possible danger to some of the senior officers involved in that military tragedy, despite their acquittal or exile by an Elven Court.

C24 Gate: The Silversgate

City Building – Major

This high-arching carved arch of stone and silver detailing is a public two-way *gate* that leads to Silverymoon Pass far to the west. It used to deposit folk directly into the central square of Ascalhorn, but with the rise of Silverymoon’s status as a kindred city of learning like Myth Drannor, the *gate’s* destination was moved to allow travelers the choice of visiting either location. The Two Hooks suspension bridge has many daredevils leaping across the 20-foot gap from the bridge to the top of the arch, though this sport has long since lost its danger with the mythal’s protective *featherfall* magics in place. There are a quartet of armathors posted here at, all times, both to guard the *gate’s* use and to sound the alarm if something evil should attempt to enter the city from the other side.

C25 Wizard’s School: Dragondark Tower

4-story Adapted Tree Dwelling – Major, Fortified with 1 level subterranean

C26 Noble Villa: House Mistrivvin

Multidwelling Complex – Grand; one 4-story Ground Dwelling – Major with one level subterranean and one 3-story Burrow Dwelling with one level surface access building (crypt & hidden libraries et al)

C27 Wizard’s Domicile: Jendark’s Tower

3-story Ground Dwelling – Major, Fortified; one level subterranean

Sheshyrinnam

Loosely translated to its simplest of Common terms, Sheshyrinnam is “the homes of the faithful;” the humans who frequent this neighborhood of Myth Drannor refer to it as the Temple Ward, since many of the major temples of the city are found here. As the second-oldest sector of the city, many of these buildings here are also stone or petrified trees, with very few nonelves among this quarter as well. Many of the military officers and enlisted prefer this quarter of the city for their homes, though none know the origin of this old custom.

S1 Open Market: The Westfields

The Westfields are a beautiful pasture and clearing where magical fields set long ago prevent any trees from growing over this area. From the start, it has been used for a multitude of purposes from visiting adventurers’ camp sites to paddocks or a livestock pasture. Now, while it still provides areas for all those activities, primarily acts as Myth Drannor’s primary open market area every other day.

S2 Wizard’s Domicile: Crownfrost Towers

3-story Ground Dwelling – Major, Fortified; two levels subterranean, seven levels in tower

This building is the home of the archmage Klaern Kadelaryn (NG hm W22), one of the rare human armathors of the realm. Rumors abound on what the Crownfrost Towers actually hold, given Klaern cavalier use of magical items (as opposed to hoarding apparently rare items of power). Actually, Klaern had cultivated that interest for years, and his current secret plans on turning Crownfrost Towers into a wizards’ school have many buzzing in taverns and elsewhere. In fact, all the confirmation most need is the ongoing construction.

The stone curtain walls around the small estate are currently being shored up and expanded; most had forgotten when Crownfrost was built centuries back (by other owners) that the single spire above the main house was supported by buttresses, since they had long since been rendered invisible. Now, more buttresses arc down from the rising construction of two more towers to rest just inside the walls. A small outbuilding with some subterranean digging also seems on the plans for a dormitory of sorts. All signals point to the opening of the Crownfrost Towers School within four years, and the roster of interested students and faculty is already full!

S3 Tavern: The Fall of Stars

2-story Tree Dwelling – Minor

This small supplemental building rests about 75 feet above the ground in the crook of three massive branches of the shadowtop in which it sets. A 20-foot-diameter hole lies in the center of the taproom, through which patrons enter by flight or by the magical elevating platform at the tree’s base that brings patrons all night long.

S4 Temple: The Throne of Thought

Temple to Labelas Enoreth. 5-story Adapted Ground/Tree

Dwelling – Major; includes one subterranean crypt level

This temple, long forgotten or at least purposefully left cryptic, maintains a secret subterranean tunnel leading from its crypt level out to a false burial creche in the Warriors’ Gate tomb.

S5 Temple: The Parentree

Temple to Corellon Larethian. 12-story Ground/Tree Dwelling – Grand

This High-Magic created massive shadowtop is 100 feet wide and 400 feet high, and its entire form has turned to ivory. Its massive, echoing hollow interior provides the breathtaking temple space, open at top and bottom for ventilation and acoustics. The Corellon’s Choir usually performs at the floor of the temple or in strategic points along the sides. The few influential people who get seated pews within the temple rest on platforms at various places up along the walls (none closer than 20 feet from the floor), while most attendees remain outside. The Parentree is a cathedral for religious celebration and performance, magically set to allow all those around the tree to hear the beauty of the choir. The Parentree is only used for performances on major holidays of the Seldarine, though highly-placed noble (or simply allies’) weddings do take place in this holiest of Cormanthyr temples from time to time. Most of the temple’s clergy live and handle the temple business out of their rowhouse directly east of the Parentree.

S6 Tavern: The Dancing Dryad

2-story Tree Dwelling – Major; 1 level subterranean

This tavern sees its many patrons cavorting and dancing out onto the broad, strong branches of the tree it rests in, and these dancers are more than 50 feet from earth.

S7 Temple/Library: The Scholars’ Hope

Multidwelling complex; 2-story Ground Dwelling – Minor, 2-story Tree Dwelling – Minor, 5-story Ground/Burrow Dwelling – Major with 2 levels subterranean

This is one of the first unified temples to multiple gods of the same ethos in Myth Drannor and Faerûn. This temple’s faithful worship Dugmaren Brightmantle, Oghma, Deneir, and Corellon Larethian, though not as a collective religion; this is a religious commune/complex with shrines to all the gods above, with the lowest being the cellar shrine of Dugmaren and the highest the open air shrine to Deneir set 200 feet above the tree’s base. Despite its temple atmosphere and religious background, this is not the focus of the complex. The great libraries where all clergies share their knowledge and learn from each other is the true heart of the Scholars’ Hope.

S8 Tavern: The Ample Chalice

Row House: Arnarra’s Branches

Adapted Tree Dwelling: 2-story Ground Dwelling – Minor (tavern) with 1 level subterranean; 4-story Tree Dwelling – Major (row house)

This ground-level access tavern became a success primarily due to the irreverent and boisterous hostess and primary barkeep, Arnarra Gildenguard (CG ef T3). This loud, raucous

tavern and its hard-drinking military crowd might get in more difficulties with nearby House Miritar if not for the constant patronage of the Lord-Speaker's son Ilphas, an up-and-coming officer of the Akh'Velahr. Still, the common-born Arnarra made enough money from this tavern (the ownership of which she won in a dice game) to purchase four abandoned levels of the tree above her tavern and open them as a rowhouse for soldiers and others. In fact, the lowest level of the rowhouse is often unrented, to allow rooms for overzealous party-goers or Arnarra's adventurer friends.

S9 Temple: House of the Night's Sun

Temple of Selûne. 3-story Ground Dwelling – Major; 1 level subterranean

S10 Tavern: Silvershield Hall

2-story Ground/Burrow Dwelling – Major; 2 levels subterranean

One of few dwarven-owned and operated businesses in this quarter, Silvershield Hall is the home and business of Arrak Mithrose (NE dm F3) and his staff of humans and dwarves. This is a massive tavern with storage and offices on its top floor, with the ground level as the major taproom and the two cellar levels acting as the brewery and spillover taprooms. Arrak is an influential member of the League of Innkeepers whose word could either spell ruin or riches for any tavern owners.

S11 Temple: The High Axes Hall

Temple of the dwarven gods. 3-story Ground Dwelling – Grand; 1 level subterranean

This temple has one major nondenominational temple with statuary of all the dwarven gods and goddesses lining the walls, and it also has individual chapels for each of the gods, including a rough-hewn cavern beneath the temple for Dumathoin's chapel. Offices and cells for the dwarven priests are limited to the top two floors, while storage space and secret rooms are in the finished cellar adjacent to the cavern of Dumathoin. Most elves are impressed by the changes the dwarves made upon purchasing a long-vacant noble villa and consecrating it as ground holy for the dwarves.

S12 City Building: Ildrannath's Tower

Three-story Ground Fortification-Major

S13 Temple: The Heartforge

Temple of Moradin. 2-story Ground Dwelling – Minor

S14 Dancing/Dining Hall: The Gorgontyr

3-story Tree Dwelling – Major

The Gorgontyr begins 120 feet above the ground.

S15 Noble Villa: House Miritar

Multidwelling Complex – Grand; one 4-story Ground Dwelling – Major with two levels subterranean and three 7-story Tree Dwellings acting as towers and appearing as one solid building

Though petrified and as solid as stone, the Miritar Stand appears as if the entire villa were grown out of the ground as is. Created by High Magic, the three trees that form the points of the villa and link to both the villa and the outer defensive walls have shared their bark and branches with the area between them to create this organically shaped building. Long since petrified, House Miritar illusionists change the hue of the stony foliage of the three tower trees to match the seasons.

S16 Wizards' School: Windsong Tower

Multidwelling complex; 4-story Ground Dwelling – Major with 1 level subterranean (shared); 3-story Tree Dwelling – Major with 1 level subterranean (shared); and 2-story Tree Dwelling – Minor linked by skyway to the other tree and stone towers

Despite its singular name, Windsong Tower was a triad of buildings among an encircling wrought-iron fence shaped to resemble many different spells and magical effects. What gave the school its name was the intricately carved stone facades along the central keep, which whistled when winds blew across their faces. What intrigued many was the utter lack of visible openings in any of the buildings, neither doors nor windows; while folk discussed tunnel access, most agreed the illusions that cloaked the openings that "must be there are phenomenal and should not be disturbed."

This school of sorcery kept its membership secret, though one's impressive later accomplishments and grasp of rare magics marked a mage as a graduate from time to time. In all, twelve wizards about the city acted as the school's headmasters and another eight also contributed their expertise; any apprentices of these 20 mages would go on to later be initiated into the secrets and mysteries within Windsong Tower. Students would receive rings that marked them as initiates, though they externally only seemed as plain gold or silver rings; the inscriptions in magical script along the inner band provided the students with access to limited *gates* that led from various spots across the city (or, more commonly, their masters' towers) into Windsong Tower.

For more of the mysteries and magics of Windsong Tower, see the Appendix.

S17 Temple: The Weave Mistresses' Hearth

Temple of Mystra. 3-story Ground Dwelling – Grand; 1 level subterranean

S18 Temple: The Crescent Court

Temple of Sehanine Moonbow. 6-story Ground Dwelling – Grand (towers at 8 stories); 1 level subterranean

This temple was built by an earlier Coronal and thus is a favorite place of pilgrimage for Eltargrim. Some say the ghost/spirit/shade of Coronal Miirphys has remained here as either a baelnorn of a sort or as a Reverend One, vowed to protect its holy ground forevermore.

S19 Noble Villa: House Llundlar

Multidwelling Complex – Grand; one 5-story Ground Dwelling – Major with two levels subterranean (Main

house), one 2-story Ground Dwelling—Minor (Servants' quarters), and one 2-story Burrow Dwelling with one small access building providing a stair down below (Storage, crypts)

S20 Temple: Silverbeard's Loft

Temple of Clangeddin Silverbeard. 3-story Adapted Tree Dwelling—Major; 1 level subterranean

S21 Library: The Sanctorium

6-story Burrow Dwelling—Grand, Fortified with one level surface access

Surrounded by wide stone steps, the white marble Sanctorium's outer walls held many frescoes and carved murals of life in Myth Drannor (and the carvings were altered once each year by shapers' magics to depict new scenes and important events of the past year). Inside the building is a vast high-ceilinged and open hall, a single room lined with statuary of all the races of the city. A central desk at the hall's heart both provided patrons with a figure to request books from, and this figure also procured the books from the subterranean vaults for said patrons. No one who wasn't a graduate of Windsong Tower or a High Mage ever entered the vaults beneath the Sanctorium. While few were ever denied books or information by the Sanctorium's librarian, folk were never told what was below; only by requesting and finding out by trial and error did one begin to learn the vast array of knowledge on all topics stored below.

S22 Wizard's Domicile: Sundamar's Tower

4-story "Tree Dwelling"—Major

Strangely enough, this tree dwelling is less a part or an attachment on the tree so much as a stone tower that appears to have risen of its own volition and become entangled among the branches of the tree that once shaded it. For more than three centuries, Sundamar's Tower has floated among the branches of the Towersclutch Tree, shaking and shifting with the wind and the branches. The base of the tower hovers about 40 feet above the ground, the former seat of the tower long since turned into a fountain. Oddly, Sundamar has never created a floating disc to allow supplicants to rise to the tower and visit; this leads many to believing that Sundamar caused his tower to rise in a failed experiment with spelljamming magics, and now simply enjoys the solitude provided by his isolated home.

S23 Temple Shaundakul's Throne

Temple of Shaundakul. Multidwelling complex, Fortified; ground-level open-air dais/temple area in courtyard beneath curtain wall and two towers (three levels each) and 2-story Ground Dwelling—Major

The entrance off the Street of the Evening Star has broad steps leading up to a pair of massive arched doors set in the surrounding walls of this temple. With clergy guards stationed in towers and atop the walls, the temple was supremely safe and well-guarded. The temple is not one of the buildings, which housed the clergy and equipment, but is

the open air dais at the center of the courtyard with a stone throne atop it.

S24 Temple: The Gleaming Hall

Temple of Garl Glittergold. 3-story Ground Dwelling—Major with 2 levels subterranean

S25 Festhall: The Masks and Mirrors

2-story Ground Dwelling—Minor

S26 Inn: Skullwhispers House

3-story Adapted Tree Dwelling—Major; 1 level subterranean

This inn earned its name as a place of hauntings, though the proprietor and many patrons don't seem to mind as it affects business little. At least four ghosts in all haunt this inn. One only appears on snowy nights at the door to the taproom as a half-frozen half-elf in horribly-rent leather armor, seeking shelter; with one step into the taproom, he vanishes. The most disturbing ghost is one of a sleepy child looking for comfort—if he crawls into anyone's bed, that person feels bone-numbing cold and this is often taken as an omen of impending death.

S27 City Building: The Wing Stables

Ground and Adapted Tree Dwelling—Major; two levels of grounded stables, eight separate aeries for winged mount stables

When there is a need for the cavalry's winged denizens to fully be in the city, these are their semipermanent roosts. The ground and first upper level within a supplemental ground building and the tree trunk are the stables for the moonhorses and unicorns. Levels above (reachable by flight or by the tree's internal stairs) are relatively isolated aeries for the hippogriffs and pegasi, and the top aeries nestled near the top of this massive High Magic reinforced shadowtop are the individual nests of each dragon commander of the Wing & Horn.

S28 Business: The Shop of Secrets

2-story Ground Dwelling—Major; 1 level subterranean

This shop specializes in the buying and selling of magical spell components and other rare oddities, and Aster Enoctor (CE hm F0) manages to always procure whatever items are sought, no matter how rare, though it may take him years to fulfill an order of particular rarity; his fees rise with the length of time and effort involved with each search. The bulk of the ground level is storage and display of many rare, stuffed creatures slain by adventurers, since Aster also provides this service of preserving the corpses of slain monsters.

S29 Guild Hall: The Speculum

3-story Ground Dwelling—Major; unknown subterranean levels

Headquarters for the Guild of Wizards, Conjurers, & Enchanters. Many hint that the guildhall hides many secrets, the greatest of which is an extradimensional "safehold" where they study or hide their more potent magics.

Kerradunath

“The End of Privation and Want” is one of the literal renderings of Kerradunath, while most (elf and human and others alike) call this Nobles’ Ward or Lake Ward, after Glrryrl’s Pool. While many elves would also prefer to keep this ward as clear of nonelves as possible, the heavy traffic of trade and money attracts them as surely as an elf to sweet music. While businesses are scattered pell-mell across the city, much of the financial wheeling-and-dealing of trade and the guilds takes place here, among the dining halls and festhalls and taverns of Kerradunath. Despite its tranquil nature, many from other wards jokingly suggest that Glyrryl’s Pool was really created to provide the cutthroat merchants a place in which to dispose of their trade rivals.

K1 Tavern: The Blue Lute

1 -story Ground Dwelling – Minor

K2 Noble Villa: House Symbaern

6-story Ground Dwelling – Grand; 1 level subterranean

K3 Wizard’s Domicile: Halpaeril’s Tower

4-story Adapted Tree Dwelling – Major; 2 levels subterranean

K4 Gate: The Honorsgate

City Building – Major

Like Silversgate, this building is actually a free-standing arch within which is a magical *gate*. However, Honorsgate’s arch is made of solid silver shaped by magics that make it look like a pair of scimitars, set pommel down and their blades arcing up high to touch points more than 30 feet above the ground.

This public two-way *gate* leads to the Forest of Mir, as it was used most often for either hunting forays or akh’velhrn practice maneuvers down in the drow-infested Forest of Mir; this *gate* was anathema to any drow, and it often remained open longer since any drow that entered the *gate* did not survive the passage into Myth Drannor. Also like Silversgate, there are four armathors here at all times, though this is more to keep folks from harming themselves on the razor-sharp sides of the Honorsgate.

K5 Wizard’s Domicile: Summerstars House

Multidwelling Complex – Grand; one 3-story Ground Dwelling – Major with 1 level subterranean, and one Burrow Dwelling – Minor with one level each above and below; both surrounded by curtain wall

The sisters Alyndra and Nueleth Summerstars, archmagistresses both, share the main house and the subterranean laboratories and libraries equally, as they have shared all things since their childhoods long centuries ago.

K6 Noble Villa: House Iliathorr

4-story Ground Dwelling – Grand; 1 level subterranean

K7 Wizards’ School: The Irithlium

6-story Ground Dwelling – Grand; 3 levels subterranean

Among the most haphazardly constructed of all the larger buildings in Myth Drannor, the Irithlium consists of four mismatched wings linking turrets to the central core building; this construction took place over 300 years of development (and destruction by the students inside). While the western and southern wings reach six levels up, the other areas never exceed four levels. The rooftop courtyard formed on the building’s northern end does allow access into the Irithlium, though only for those magically tagged to allow entry (else some nasty spelltraps set by the DM).

K8 Rowhouse: “Magelings’ Manor”

3-story Ground Dwelling – Major

Despite the size of the Irithlium, the school provided very little space within the building for singular rooms, assuming all students could share rooms. Those who preferred some privacy often took rooms here, and the food prepared by Usaagar (CG hm T1), a Calishite expatriate, is far better than the fare within the school.

K9 Noble Villa: House Nightstar

4-story Ground Dwelling – Grand; 2 levels subterranean

K10 Noble Villa: Battlehelm House

3-story Ground Dwelling – Grand; 2 levels subterranean

Home of the Clan Faerondar

K11 Temple: The Winds’ Nest

Temple of Aerdrie Faenya. 2-story Tree Dwelling – Minor
Aerdrie’s open-topped temple rests amid the top branches of a triad of trees more than 200 feet above the forest floor.

K12 House/Villa: Bilrose

Multidwelling Complex – Grand; one 5-story Tree Dwelling – Major (main house; accessible from ground) one 3-story Ground Dwelling – Major (stables & servants quarters), one 1-story Ground Dwelling – Minor (bathhouse), and one 3-story Burrow Dwelling – Major with 2 subterranean levels and 1 above (family crypts, cells, extra chambers)

“Riiose” is the villa of the lesser noble House Ildacer.

K13 Festhall: Erladden Towers

2-story Ground Tree Dwelling – Major

This enclosed rental villa/festhall sponsors many galas each tenday, and it is well stocked with diversions and drinks enough for 1,000 persons a night for a month.

K14 Inn: Daggerdark Hall

1-story Ground Dwelling – Major, Fortified; 1 level subterranean

K15 Festhall: Tyrintar’s Hall

3-story Ground Dwelling – Major

Once called Gargoyles’ Grim for its many looming gargoyle

drainspouts and wall carvings, this large banquet hall and meeting house was later named for one of the city's first great heroes after the Opening, a paladin whose fame as a noble battle-hero was once known across Faerûn. With that paladin's love of dancing with the ladies of the City of Song, the central two-stories-high dancehall had many-layered spells laid in the hall to provide background and dance music; this was done to provide music when musicians were scarce, or to allow the immediate adjustment of music and its tempo and mood to the lighting or the mood of the room.

K16 Numerous: The Nests

Adapted Tree Dwelling; three Tree Dwellings – Minor (two levels each)

Business: Ryfon's Essences and Scents

Temple: Beauty's Branches

Festhall: Lady Artin's

Built at various times and curling up along the tree's branches, what are collectively the Nests are actually three separate sites at 80, 110, and 150 feet above the streets. The temple faithful are trying to work up enough capital to buy out the other two and convert all of this into a center for Hanali.

K17 Guild Hall: The Anvil

2-story Ground Dwelling – Minor

Headquarters of the Brotherhood of Weaponsmiths.

K18 Inn: The Wyvernwatch

Multidwelling Complex – Grand; one 2-story Ground Dwelling – Minor with 1 level subterranean (taproom and brewery), one 1-story Ground Dwelling – Minor (stables), and one 3-story Ground Dwelling – Major (inn/rooms, including the owner's home on the top level)

This walled inn has a central courtyard separating the three buildings of this complex. This is a favorite place to stay for many travelers to Myth Drannor, as the taproom, kitchens, and offices are separate from the rooms in the larger building.

K19 Bath Hall: Merethy's Ministrations

3-story Adapted Tree Dwelling – Grand

The lowest level of this hall reaches about twelve feet from the ground, but its floating disc that takes people up to the main entrance places them about 40 feet up, entering from above. What makes this a Grand building is its opulence and its transmogrification of several tree branches into ivory bathing pools high above the ground. If one can imagine a hedonistic bathing experience, the staff will do everything they can to make it happen; service such as this is what makes this the most elaborate & expensive bath hall in town. Expect anything, but the favorites are the open-air baths and the heated waterfalls.

K20 Warehouses: Résuael's

2-story Ground Dwelling – Minor

K21 House: Drewuol Manse

3-story Burrow Dwelling – Major with 1 level above ground

Home of the up-and-coming merchant Couln Résuael (CE hm T2). Most folks believe him to either be a pauper or a skin-flint, since his house's outer demeanor does not match what riches they believe he makes in the trades in wagons, horses, ropes, leather, and more. The bulk of his riches and opulent manor house lies in the cellars beneath a humble one-story wood-and-stone building.

K22 Noble Villa: House Aunglor

4-story Ground Dwelling – Grand; 1 level subterranean

K23 Guild Hall: The Rose Blooming

3-story Ground Dwelling – Grand

Headquarters of the Botanists' Guild.

K24 Guild Hall: The Quill's Rest

2-story Ground Dwelling – Minor

Headquarters of the Clarks', Scriveners', and Scribes' Guild.

K25 City Property: Tilver's Dam/Glyrryl's Pool

Oacenth's Stream flows through the city, but its progress has long since been impeded by Tilver's Dam, south of the Greenfields. Tilver, a famous human engineer and first guildmaster of the League of Builders, Engineers, and Architects, worked with the half-elven mage Glyrryl to both complete the dam without serious harm to the forest's ecosystem and shape the trapped reservoir of water into the beautiful moderately deep lake south of the city. One of the dam's and pool's purposes was to afford easier access to water for the growing populace.

Besides the walkway across the top of Tilver's Dam, there are two other fords across Glyrryl's Pool. One leads to Gemblaunt Isle, though it is often rendered invisible and intangible by the master of that isle when he wants privacy. The other is The wishing Bridge along Suldar's Walk, from which many throw coins or flowers into the pool to make a wish.

K26 Wizard's Domicile: Gemblaunt Isle

Multidwelling Island Complex – Grand; one 3-story Ground Dwelling – Major with link to second dwelling; one 4-story Burrow Dwelling – Major

Arguth the Gem-Mage (LN hem W19), one of the casters of the mythal over Myth Drannor, lives on this relatively unspoiled island; he earned his name by his nine ever-present *ioun stones* which whirl about his head in intricate orbits. The island is entirely covered in rose bushes of red, white, blue, green, and gray hues, though the central tower of Arguth juts out above the foliage, gleaming gray stone and silver carvings flashing in the sun. Some mutter that he secretly rules as the Master of Windsong Tower, though none can offer proof to support this idea (other than it might explain the exclusive home and other amenities offered by the city to Arguth).

K27 Guild Hall: Silvershingles

2-story Ground Dwelling—Major, Fortified; 1 level subterranean

Headquarters of the Society of Silversmiths & Fineworkers.

K28 Guild Hall: The Hall of the Open Book

2-story Ground Dwelling—Minor

Headquarters of the Lorekeepers' Alliance. This two-story building houses the guild's offices and a book bindery on the second floor, while the ground floor serves as a library and scriptorium both for the guild and for clients.

K29 Tavern: The Flaming Goblet

2-story Burrow Dwelling—Major, Fortified

Among the strangest lighting effects in Myth Drannor are found in the cellar Flaming Goblet tavern in Kerradunath; each entrant through the front door finds a *glamour-goblet* of light in her left hand, flames flickering in its bowl, and guests may either drink from the goblet of light, causing themselves to glow for a time, or carry the goblet as a torch. Young rowdies frequent this tavern, and late night guests can expect to see many of the illusory goblets dashed against the walls to spill their radiance all about, lighting the tap room and halls merrily with flickering glows.

K30 Guild Hall: Weave House

2-story Ground Dwelling—Minor

Headquarters of the Stylists' Society. This guild's members are the premier clothiers, weavers, dyers, and tailors of the eastern Heartlands. Dominated by halflings but populated by half-elves and humans as well, it is still setting a number of fashion trends in clothes that are embraced by the lesser nobles and the common folk of the city. If the nobility deign to accept anything from the Stylists' Society, it must be designed and created by the gold elf Lady Guildmistress Chae-nath Iazymnal (LN gold ef F2/W1).

K31 Guild Hall: Phoellus' Mill & Armory

3-story Ground/Burrow Dwelling—Major (2 levels above, 1 level subterranean)

Headquarters of the Armorers' Alliance. This is a purely dwarven-designed building with its waterwheel in the swift moving Oacenth's Stream. Phoellus Ironshoulder was the first dwarven armorer among the elves. He arrived as an ally soon after the Opening and built this mill to drive the bellows and the other machinery within his foundry and mill. This guild grew out of his efforts, and after his death, the guild adopted the mill as its headquarters.

DLabraddath

This is the newest sector of Myth Drannor, and the eastern end of Myth Drannor is more forested than the older, built-up western part of the city. It also tends to be the primary residential and business area for any N'Tel'Quess that live in Myth Drannor proper. Its ward is known to the elves in Common as New Ward, while the humans and others call it Alliance Ward. Neither of these names link with the elven term for the community, since Dlabraddath vaguely transcribes as "the ending of Labrad," and refers to the dwarf-elf gardener who is buried here at Greeners' Glade.

D1 Numerous: The Rose Tree

Adapted Tree Dwelling (one 2-story Tree Dwelling—Minor (inn) and one 3-story Tree Dwelling—Major

Inn: Elbauthin's Hall

Row House: Rose's Rest

These two tree dwellings rest above the streets and amid the branches and trunk without any more surface access than a winding stair within the tree's trunk. Rose's Rest is so named for the plentiful red roses that climb about its trunk and along the open stairs. Elbauthin's Hall, the lower of the two dwellings, has its stoop set 25 feet above the Street of Song, while the lowest rooms of the Rose's Rest are 60 feet up.

D2 Guild Hall/Inn: The Golansyr Inn

3-story Ground Dwelling—Grand (elaborate carvings, expensive statuary, and much magic on the grounds and in the inn give it this status)

Headquarters of the League of Innkeepers.

D3 Inn: Owl Towers

Multidwelling Adapted Tree Complex—Grand; two 3-story Tree Dwellings, one 5-story Tree Dwelling, and one 1-story Adapted Tree Dwelling linking all three trees at their second levels above ground.

The floor of the wide wooden taproom that spreads out to connect all three trees/Owl Towers is 60 feet above the Street of Song and the Meadow, though the lowest storage and cloakroom levels of the three tree dwellings (accessed from the taproom into the trunks beneath it and inaccessible from outside) are 45 feet from the dirt. The wide-open rich wood of the Owl Towers taproom makes it a cozy, warm place to be, no matter how large the room and how sparse the crowd (which has never been a problem for Bialaer Erkowe (LG moon em W(D)7), the owner and host whose adventuring days ended with the loss of his left hand, though he still knows his alurakar dualist spells (and casts with a +4 casting time penalty due to his missing hand).

D4 City Park: The Meadow

This peaceful clearing provides a secondary marketplace at the height of the summer and harvest trading seasons, though it most often is the site of picnics, childrens' games, and lovers' strolls.



D5 Tavern: Curiosities Cold & Clear

2-story Burrow Dwelling – Minor

D6 Inn: The Pipe & Unicorn

4-story Ground Dwelling – Major; 1 level subterranean

Owned by the Ildacer family, this massive inn can provide rooms for nearly 100 people, and its dining and taproom facilities are excellent. The cellar brewery permeates the entire structure with the rich aroma of their distinctive, earthy Pipe & Unicorn Ale developed by the taproom's short but spirited brewmaster, Vulph Giftankard (LG halfm F0).

D7 Inn: Shuldin's Stonespire

5-story Adapted Tree Dwelling – Major, Fortified; 1 level subterranean

An accomplished brewer and engineer, Shuldin (CG hem F0) built the stone-and-wood single-story building about the base of this petrified tree to provide simpler access to the inn above, which his father left to him (the former "Spire of Stone," after the petrified tree that sheltered it). The lesser/Lower Taproom and private meeting rooms of the ground building always smell of beer from the cellar vats, though the amenities and service of the upper taproom and the sumptuous rooms of the inn make this a great place for an stay in Myth Drannor.

D8 House: Saundersûn

2-story Burrow Dwelling – Minor

D9 Warehouse: Phammar's Roots

1-story Burrow/Ground Dwelling – Minor; half level above ground

D10 Warehouse: The Krisomhal Shipping Company

2-story Ground Dwelling – Minor

D11 Noble Villa: House Narlbeth

Multidwelling Complex – Grand 3-story Ground Dwelling – Major with one level subterranean (Main house), one 8-story Ground Dwelling – Minor (Servants' quarters & guest house), and one 2-story Burrow Dwelling beneath a one level access building (Storage, crypts)

D12 Festhall: The Heart of Sisiaara

3-story Burrow Dwelling – Major; 1 level above ground

D13 Wizards' School: The Incanistaeum

"1-story" Ground Dwelling – Major

This famous school of wizardry is where the fabled "Seven Wizards of Myth Drannor" teach. This building seems to be a solid blockhouse of dwarven-make, though any dwarf getting a close inspection of it finds it vaguely unsettling, as if the building appears to be something it is not. The students of the Seven Wizards (or the Incanists' Society, as they preferred to be known) attend this small blockhouse building, which appears far more nondescript outside than it is inside. Riddled with many permanent *duo-dimensional* chambers, the Incanistaeum houses over 300 chambers and seven levels within a one-story simple stone building. There are even dormitories and two taverns within the Incanistaeum for the staff and elder students; similar to Castle Cormanthor, the Incanistaeum could be a small wizards' town unto itself.

D14 Tavern: The Treants' Treat

3-story Burrow Dwelling – Major; 1 level above ground

This was Myth Drannor's first tavern/business to have an open clientele and no exclusionary tactics toward customers. Still famous, the roots-entangled subterranean walls of the taproom have allegedly played host to two gods (Arvoreen and Mystra) and an Elven Court (actually, an elven Tree Spirit animated some roots in one corner and discussed current politics with its former elf friends).

D15 Guild Hall: Brethren's Bow Hall

2-story Ground Dwelling – Major; 1 level subterranean
Headquarters of the Brotherhood of Bowyers & Fletchers.

D16 Inn: Shamblin's Towers

Multidwelling Complex – Major; one 1-story Ground Dwelling – Minor, two 2-story Tree Dwellings – Minor, and one 3-story Tree Dwelling – Major; two levels subterranean,

including the linking central taproom with spiral stairs in all corners and at the entrance to link all four dwellings as one.

D17 Temple: The Tower of the Hand

Temple to Azuth. 3-story Ground Dwelling – Major

This temple to Azuth actually begins behind what many consider the temple, at the arcing crystal wall facing the open air theater benches before it. These fill out the courtyard of the former tower of Demron, the wizard creator of Myth Drannor's *Baneblades*, and this area is the primary worship area during good weather. While parts of Demron's tower (including his laboratory, bedroom, and private library) remains sealed to respect the dead mage's secrets, the ground floor of the stone tower is now the major temple with an altar shaped as Azuth's Hand (and Demron's remains lie beneath it).

D18 House: Telvandel House

3-story Tree/Ground Dwelling – Major

This house is home to the best known dualist wizards of Myth Drannor, who have all fallen together to write a folio or tome about all four branches of dualist wizardry, each donating a book or scrolls about their type of magic; tentative titles include "The Tome of Duality," "The Libram of Mystra's Four Forces," "The Faerakkar," and "The Quartet's Tome."

In order of seniority, they are: Martainn Aelasar (LN moon ef W(D-Alurakkar)22); Braich "the Firetongued" (NE hem W(D-Encikkar)18); Sim Uilleam (CG gm W(D-Nelluonkkar)17); and the Lady Séonais Camusiil (N gold ef W(D-Dijakkar)15). Despite the fact that each of these wizards has at least one or two apprentices, they are not officially taking on students and thus, this site is not considered a wizards' school.

D19 Inn: Delchomedar's House

3-story Ground Dwelling – Major

D20 Noble Villa: House Audark

Multidwelling Complex – Grand, Fortified; one 3-story Ground Dwelling – Grand with one level subterranean (Main keep), two 4-story Tree Dwellings – Major (guard towers, servants' quarters) attached to outer thorn & wood walls grown by magic, and enclosed courtyard with one 1-story Ground Dwelling (stables)

D21 Business: Chalsarda's Scents & Perfumes

2-story Ground Dwelling – Minor

This is the home and shop of Chalsarda (N moon ef W9), a master enchantress and perfumier known throughout Myth Drannor for her enchanting scents of magical and natural origins.

D22 Guild Hall: Builders' Manse

2-story Ground Dwelling – Minor

Headquarters of the League of Builders, Engineers, and Architects.

D23 Business: Halister Bloodmark, Scribe & Bookmaker

2-story Ground Dwelling – Minor, Fortified

This building is the home and shop of Halister (LN hm F0), a human of unknown parentage from the southern Realms who gained the name Bloodmark by his red imprint within every book he creates. He is a well-respected scribe by elves and N'Tel'Quess alike, and he is a ranking member of the Clarks', Scriveners', and Scribes' Alliance, who also created beautiful book covers and tomes from rare materials such as dragon turtle shell or patches of dragonscale.

D24 House: Ellisar's Rest

3-story Ground/Type Dwelling – Major

A secondary property for the House Ildacer, the Lord-Speaker's younger brother and his family occupy this residence.

D25 Wizards' School: The Six Tyryl Towers

Ground and Subterranean Dwelling – Grand; Six towers (five levels each, western two have six) from central keep (three levels), and four cellar levels

The largest structure in Dlabraddath rose by wizards' magic only a short decade ago, and the Six Tyryl Towers are a point of pride to many of Dlabraddath. This school of wizardry has attracted a wide clientele of adventurers and would-be-heroes as the masters' specialties lie in evocations and powerful magics; they even lay claim to having some knowledge of the Netherese magics, though many elves who still remember that arrogant and abusive realm are keeping close watch on the Towers and its students.

D26 Dance/Dining Hall: The Wandering Ioun

2-story Ground Dwelling – Major

D27 Park: Greeners' Glade

Sandwiched between Halidom Street and Gondrim's Ride, Greeners' Glade is a peaceful park and wooded glade with a low hillock at its heart. Atop that hill is a dwarven burial plaque for Labrad, the First Gardner. Labrad was among the first settlers here soon after the city of Cormanthor was founded, an orphan of Old Elven Court. His parents were Drannor Whitethistle, his elf father, and Konora Onyxhelm, his dwarf mother from Sarphil, both killed in the Darkwoods on their trek to answer the Summoning of the Rule Tower and the People. Labrad continued on and settled here, though this area was considered beyond the city's outskirts until Eltagrim opened the city to N'Tel'Quess. Labrad's efforts gave way to much of what still remains as the Glim Gardens; legends say that there was a flash of magic and a sudden blooming of white roses upon the First Gardeners' Hill when the mythal rose and the Coronal named the city after his father.

D28 Warehouse: The Droamar Dome

2-story Burrow Dwelling – Minor with half-level above ground

D29 Row House: Madame Pykkaen's House

2-story Ground Dwelling—Major; 1 level subterranean

D30 Guild Hall: Feasts Faermiir

3-story Ground Dwelling—Grand; 1 level subterranean

The Feasts Faermiir is the preeminent place from which to cater parties among the elven nobility (or hire away their staff for your own). This guildhall serves as the Headquarters of the Restaurateurs Guild and as a central storehouse of knowledge on recipes and cooking knowledge for any races that call Myth Drannor home. Dining hall, dancehall, festhall, and tavern owners join this guild to adapt to and learn the customs and tastes of the many varied races of Myth Drannor, and they learn other ways to cater to certain clientele.

D31 Guild Hall: Naturalists' Hall

3-story Burrow Dwelling—Major with one level above ground

Headquarters of the Guild of Naturalists.

D32 Warehouse: The Fellowship's Stores

2-story Ground Dwelling—Minor

This warehouse holds equipment, supplies, and raw materials for members of the Festhaller's Fellowship.

D33 House: Bhaltair Hamblassil

2-story Tree Dwelling—Minor

D34 Tavern: Tyryl's Tankards

1-story Tree Dwelling—Minor

This new tavern has taken over the old "Bells' Ringing" tavern site and refurbished much of the interior taproom, stripping away the knife-throwing targets in favor of more tables. Liusaith Dyaena (LG hef W3) has grown rich in the few short months since she began catering her business to the local wizardry students and faculty of the Tyryl Towers; of course, much of her money goes to spell-proofing her tavern or reinforcing a ward that only allows minor spells and illusions to be cast within this site. Her location at a primary landing among the Manysteps also draws much walk-in traffic.

D35 Row House: The Axe's Rest

2-story Tree Dwelling—Minor

This row house is owned by Grymna Pyrice (LG df F3), a retired adventuring dwarf who bought this house then opened its many rooms up to renters (so, many say, she'd have someone around to listen to her endless yet fascinating stories of adventuring west of Cormyr).

D36 Guild Hall/Festhall: The Lady's Laugh

4-story Ground/Tree Dwelling—Major with 1 level subterranean

Headquarters of the Festhaller's Fellowship.

D37 Business: Undiall Hegaeril: Furs, Silks, & Cloth

2-story Ground Dwelling—Major, Fortified

This building served as the home and shop of Undiall Hegaeril (N hem F0, the well-respected tailor, purveyor of garments and materials, and the long-standing secondary guildmaster of the Stylists' Society, the right-hand man of Guildmistress Chaenath Iazymnal. If a person can provide even the merest image of a garment, Undiall and his staff are more than capable of duplicating it flawlessly. This site also uses more than half its space as storage and warehouse space for the goods and materials used by the Stylists' Society.

D38 Guild Hall: The Chorale Club

3-story Ground Dwelling—Major

Headquarters of the Confederation of Choraliers, Harpists, and Musicians. While three stories high, the top two levels of the Chorale Club are only two open chambers for the performers to practice in areas with good acoustics.

D39 Tavern: The Overfull Jack

1-story Ground Dwelling—Minor

D40 Temple: Lover's Glade

Temple to Sune and unofficial shrine to Hanali.

North of the city proper (but inside the mythal) is a small, beautiful woodland glade, whose floor consists of a cracked circular bowl of steps rising up in concentric rings from a central pool. It lies on the north side of the eastern stream, just across its flow from where three winding paths through the woods from the city meet.

Known as Lover's Glade, this was an open-air temple to Sune, Goddess of Love. By her will, no predators (carnivorous or hunting creatures with an intelligence of less than 14) will enter the glade in darkness, making it a relatively safe place to sleep. The Glade is eerily lit by several *dancing*



lights and *faerie fire* spells, because of the mythal's power to augment magics that illuminate but do not deal damage. When cast, these last until dispelled by *dispel magic* or the will of the caster, or until one year has passed per complete year of the caster's age.

The water of the pool is said to be safe to drink, but it also harbors some sort of aquatic guardian creature: a spectator according to some accounts. It guards the treasure at the bottom of the pool, thrown in over the years as offerings to Sune Firehair: gems and magical items, that, so the tales go, lie in a layer several feet deep at the bottom of the pool's 20-foot diameter, 90-foot deep shaft.

D41 Business: Baelemoan Windriver, Harp-Maker

2-story Tree Dwelling – Minor

The building, set 20 feet up above Gardners' Ride, with a fabulous view of an expansive violet patch, provides a suspension bridge stair leading up to its doors; this stair is winched up into the tree at night against the main door to provide some security. This small tree hollow serves as the home and shop of the noted harp-Maker Baelemoan Windriver (N hem D3 of Rillifane), whose friendships with some of the Harpers at Twilight is a well-kept secret.

D42 Wizard's Domicile: Jalbaerth's Tower

5-story Ground Dwelling – Major; 1 level subterranean

D43 Noble Villa (Ruins): Dlardrageth Keep

5-story Ground Dwelling – Grand; 3 levels subterranean (though it is only safe to walk up to three levels high or 1 level below before the rubble becomes too precarious to traverse)

This haunted complex has been in ruins for centuries preceding the Opening, as clearing it or inhabiting the area is anathema to the elves; apparently, the House Dlardrageth consorted with incubi and succubi and other lower planar creatures to breed a stronger race and increase their own power. This tactic, unheard of since the atrocities that led to the Descent of the Drow, drove the Coronal Miirphys and the High Mages of Cormanthyr to bind the entire clan of corrupt elves and their evil allies (and consorts) within their ancestral villa more than 3,500 years ago. The entrapped elves and *tanar'ri* soon destroyed themselves and the villa in their desperation, much of it stemming from a major spellbattle between the Lord-Speaker and the Archmage. Dlardrageth Keep has never again been inhabited, for the spirits of those trapped are still bound by the High Magics to remain here forever and never to taint the shores of Arvandor (or any less holy elven realm).

D44 Wizard's Domicile: Nanchan's Tower

3-story Ground Dwelling – Grand

Nanchan (CE hm W13) is a vain and pretentious mage who has to provide extensive outward signs that he is a wizard and he has perfected his craft. His tower is ranked as a Grand building simply because the showy Nanchan has cast spells shaping the stone tower into a tree and coating the outside of it with a layer of gold.

D45 Noble Villa: House Haladar

5-story Tree Dwelling – Grand

House Haladar's villa wraps about the trunk and cuts through it while set 200 feet in the air. A singular building, it spreads within the massive trunk and rests its outer wings along the branches.

D46 Library: Uvaeren's Legacy

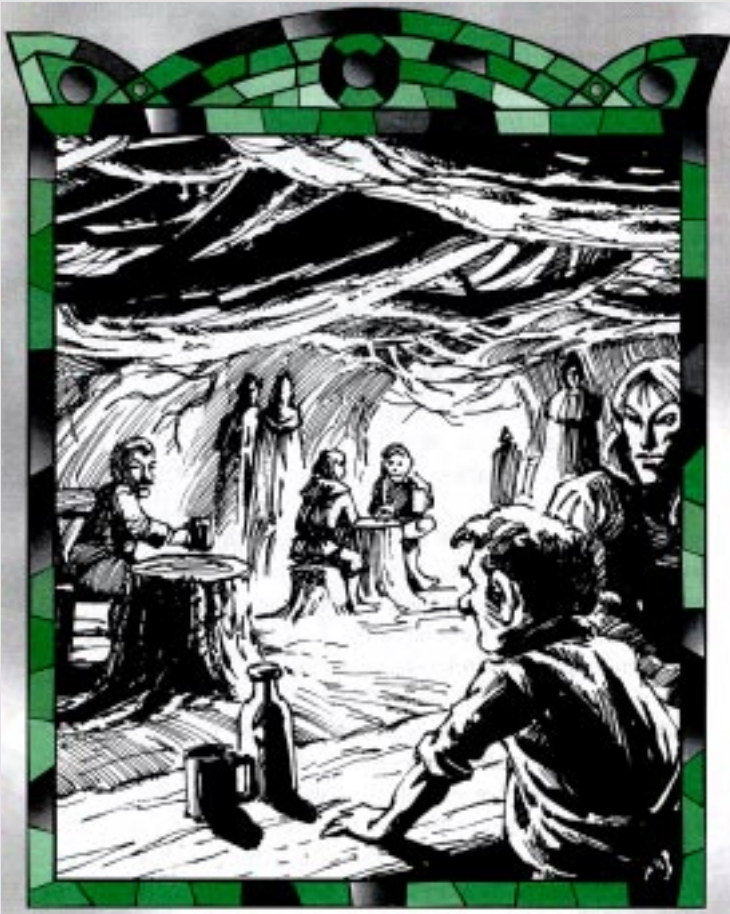
4-story Ground Dwelling – Grand, Fortified

This large stone construction has wide surrounding stairs allowing steps up to the library from all sides. Its four entrances have stone guardian creatures looming atop the arches; while few ever remember to bother, inquiring of their health and disposition may get them to speak back and perhaps reveal the location of some lore well-hidden (a rare occurrence). Unlike many of the other libraries in the city, only the minority of the lore stored herein is on scrolls or tomes and easily accessed by nonelves. This library contains the secrets that only reveal themselves to the diligent and knowledgeable, and half the challenge of discovery is finding how to even begin to find out where and how information is stored in this grand building filled with lost knowledge.

The ground floor is a single, open-air room with statues of many scholars of all the races of Myth Drannor. However, the majority of them are still elves. This structure holds so much lore that even the elves are frustrated at how deeply encrypted and hidden some of the data is buried. For the brave (and impatient), the Lorespirits' Room can provide information . . . provided a person allows himself to become possessed by a spirit adrift in the room. The possessed person then may either write down the full lore needed or tell others how some lore can be found in the library. However, the spirit may decide to keep this new body and go experience the pleasures of life again. If successful in gaining the Lorespirit's help, there is much to be learned of Uvaeren's lost lorekeeping secrets.

Information can be stored in so many ways far more secret and inaccessible to the wrong parties (but immediate and understandable to those in the know). The elves of Uvaeren (and a few elves here in the Legacy Library) stored great knowledge through:

- Scents (bottles of captured scents, if sniffed in a particular order, provide clues or stories jogged from memory; most wizards and armathors use the Hall of Scents to train themselves to identify poisons, herbs, and other substances by smell alone);
- Sound (statues within the building will reveal their knowledge if sung to with proper songs; the lore comes through when the statue joins the singer in a duet, leading the singer toward the next notes and words, though any break in the singer's voice or song will stop the flow of the magic);
- Lights (sunny days see many folk in the Hall of Crystal, aka the Solorium, where the stillness of the air yet the constant movement and pattern of the crystals seems to tell some folks things either in the movement, the reflections and flashes of light, or the sunbeams and their



colors and patterns on the floor and walls; most simply find this a tranquil place of beauty and never uncover the hidden lore within the spinning, twinkling crystals after centuries of meditating herein); or

- Pam (there are some carvings and murals throughout the Legacy Library and the city at large, where proper command words and a touch are all that is needed to unleash the emotions and the pain stored in empathic crystals within the murals; the lore would be useless without placing it in context with the mural and its subject matter).

Among the most dangerous of rooms in the Legacy Library is the Memory Chamber. This is the southernmost domed chamber, which occupies the top three floors of the Legacy Tower. The walls appear coated with thick crystal formations of various colors; only those of the sternest mental mettle can enter this room and not go mad, for the empathic crystals resonate with millennia of stored memories, nightmares, doubts, fears, hopes, dreams, and sheer

knowledge. Akin to a spelljamming helm, sitting on the chair at the room's center causes the chair and many crystals to glow; if an elf goes into reverie while in this chair, he can either leave memories as new crystals on the wall or read older ones long embedded above him (0.5% chance per Intelligence point of success per hour, adjusted by 5% per century of age beyond 250 years). Nonelves cannot hope to read the knowledge of the Memory Chamber, though sitting in the chair has a 35% chance of driving them insane from a rush of alien knowledge. Prying crystals off the wall is dangerous, as it creates a magical surge of fractured and unleashed memories (successfully save vs. spell at -6 penalties or suffer the full effects of a *fear* spell despite level or race immunities); however, there is a 10% chance that crystals broken off the walls of this room could become *tel'kiira* if properly enchanted after extracting them. For this reason, there are always two akh'faern and one armathor on duty outside the entry to this chamber.

D47 Dancing Hall: Moontapestry Hall

3-story Ground Dwelling – Grand

D48 Business: The Clanstones Fistcarat

2-story Ground Dwelling – Minor

This small, stone house is the home and business of the Clan Chief Bakrich Fistcarat (CG dm F10); he and his four sons and two daughters are dwarven glowstone crafters, and word of their rechargeable magical stones has made their work much in demand.

D49 Business: Hammerswift Smithy

1-story Ground Dwelling – Minor

This blacksmiths' shop has earned some notoriety as a producer of high-quality works, including the rare *blueshine* and *everbright* effects on any weapons, regardless of previous enchantments or abuses. However, the owner and primary smith, Radon Hammerswift (NE dm F5), is quickly getting jealous of his half-orc apprentice, Torcull Deoch (NG hom F0). Though he adopted the orphaned halfbreed as an infant and taught Torcull everything he knew of forgework and smithcraft, he finds himself uncomfortable (rather than proud) that the teen's craftsmanship and facility with dwarven skills far exceeds his own.

D50 Noble Villa: House Pholont

Adapted Tree Dwelling – Grand, Fortified; 2-story Ground/Tree Building – Major with 2 levels subterranean and one 5-story Tree Dwelling – Major linked at the upper level of the first building

Myth Drannor Key Cross-Reference

This table provides location references against the original key locations noted in #1084 *Ruins of Myth Drannor*.

Old #	Location	New Key#	Old #	Location	New Key #
1	Glyrryl's Pool	K25	50	The Overfull Jack	D39
2	The Meadow	D4	51	The Blue Lute	K1
3	Tilver's Dam	K25	52	The Fall of Stars	S3
4	Gemblaunt Isle	K26	53	The Flaming Goblet	K29
5	The Westfields	S1	54	Silvershield Hall	S10
6	Burial Glen	-	55	The Dancing Dryad	S6
6	The Warrior's Gate	-	56	The Masks & Mirrors	S25
7	Lover's Glade	D40	57	The Gorgontyr	S14
8	Castle Cormanthor	C4	58	Serpentspires	C10
9	The Speculum	S29	59	Moontapestry Hall	D47
10	Tyrintar's Hall	K15	60	Owl Towers	D3
11	The Irithlium	K7	61	Daggerdark Hall	K14
12	The Six Tyryl Towers	D25	62	Shamblin's Towers	D16
13	Ildrannath's Tower	S12	63	Saunders Halls	C14
14	The House of Song	C18	64	The Wyvernwatch	K18
15	The Onaglym	C20	65	Shuldin's Stonespire	D7
16	Shaundakul's Throne	S23	66	Elbauthin's Hall	D1
17	The Throne of Thought	S4	67	Skullwhispers House	S26
18	Hall of the Guild of Naturalists	D31	68	Delchomedar's House	D19
19	House Symbaern	K2	69	Nanchan's Tower	D44
20	House Iliathorr	K6	70	Blackstar Tower	C16
21	House Llundlar	S19	71	Halpaeril's Tower	K3
22	House Miritar	S15	72	Sundamar's Tower	S22
23	House Ammath	C8	73	Jendark's Tower	C27
24	House Neirdre	C5	74	The Pipe & Unicorn	D6
25	House Ulondarr	C21	75	Jalbaerth's Tower	D42
26	House Maerdrym	C22	76	Gargoyles Hall	C23
27	House Pholont	D50	77	Crownfrost Towers	S2
28	House Haladar	D45	78	Summerstars House	K5
29	House Audark	D20	79	The Anvil	K17
30	Battlehelm House	K10	80	Sixstar	-
31	House Raedrimn	C9	81	Street of Song	-
32	House Haevault	C7	82	Halidom Street	-
33	House Hawksong	C6	83	Street of the Evening Star	-
34	House Moonglamaer	C1	84	Eldansyr's Ride	-
35	House Silverspear	C2	85	Moonshadows Street	-
36	House Omberdawn	C17	86	Sunblade Street	-
37	House Mistrivvin	C26	87	Stroll of Minstrels	-
38	House Narlbeth	D11	88	Danglestar Street	-
39	House Aunglor	K22	89	Dragoneyes Street	-
40	House Nightstar	K9	90	Berduin's Ride	-
41	Dragondark Tower	C25	91	Shandol Street	-
42	Windsong Tower	S16	92	Withercloak Street	-
43	The Shop of Secrets	S28	93	Bellshield Ride	-
44	Baelemoan Windriver, Harp-Maker	D41	94	Scatterhorn Street	-
45	Blackbuckle's Wines & Tonics	C13	95	Darthil Street	-
46	Samblar's Swords	C3	96	Candleance Way	-
47	Chalsarda's Scents and Perfumes	D21	97	Street of Sorrows	-
48	Halister Bloodmark, Scribe and Bookmaker	D23	98	Gondrim's Ride	-
49	Undiall Hegaeril: Furs, Silks, and Cloth	D37	99	Phelindra Street	-
			100	Street of a Dozen Dreams	-

SEMBERHOLME



My great great grandfather was ancient even by elven standards, an elder of great knowledge and wisdom. He loved to tell young elves stories from the past, having one for nearly every century between now and of the time of the Crown Wars. In the twelfth century of his life he came to Semberholme to live out the rest of his days, as do most venerable elders of Cormanthyr. I used to visit him twice a year, watching him tell stories to impressionable young elflings gathered around the largest oak in Semberholme.

Ironically, it was in the Year of Mourning Horns when I came to visit and found he was not beneath his favorite tree telling tales. When I inquired as to his whereabouts with the Temple of Corellon Larethian, they had told me he had answered the call to Evertrees the day before. It was then I knew I would not see him again until I too passed on to Arvandor. That day and night I knelt in meditation before Corellon's Temple, hoping the Protector would take the time to welcome my ancestor into his sacred realm and pause to hear a story or two. It is his story, and stories, I tell you now.

-Vesstan of Semberholme, Aunglor Clan Elder

History

Following the drow banishment from the surface world (-10,000 DR) the elves of Cormanthyr deemed it necessary to have a safe haven for women, children, and their elders in times of war and crises in the millennia to come. After deliberation, the most secure place in all the elven woods was found to be the forests of Semberholme. In all of Cormanthyr the woods surrounding Lake Sember to the north and northeast were the thickest, making an exceptional strategic defense for both arboreal and ground communities.

The greatest asset to Semberholme is not above ground, however, but below. An underground network of limestone caves riddle the landscape around Semberholme and its surrounding communities. Some of them actually reach the surface of the land in visible locations, such as in the western hills of the Thunder Peaks and a few remote clearings on Lake Sember's western shore. The majority of the caverns and passages, however, were known only to the elves of Cor-

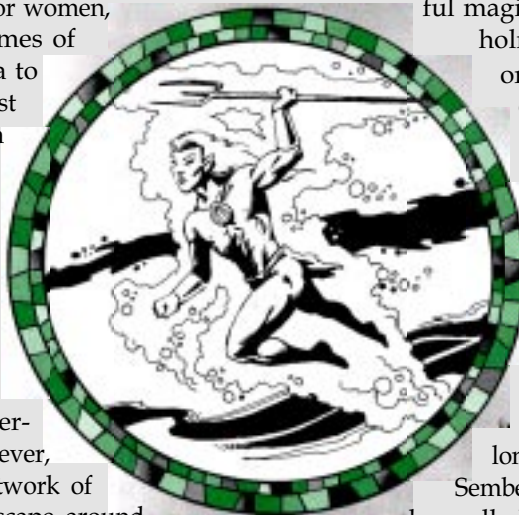
manthyr. Such passages could be anything from the hollow base of an oak tree to an underwater passage only a few feet from the lake's shore. So well hidden are these avenues they could be found only by an elf who

knows what he is looking for, or by use of powerful magic.

During the few times Semberholme came under attack by humans or humanoids to the south or west entire communities would disappear in the blink of an eye, finding refuge in the caverns.

After the location was agreed upon, the task of preparing the location for the elves fell to the hands of the Ulondarr Clan of moon elves. While inspecting the sight, the members of the Ulondarr clan reported coming into contact with an avatar of Corellon Larethian. The avatar stated that

Semberholme would be a place of peace where all elves are welcome. The proclamation also came with a warning that if elf slew elf within the forest of Semberholme, the elves of Cormanthyr would be banned from Arvandor for all time. The decree was passed on to all elves of the land, and from then on the Ulondarr devoted their clan to the wishes of Corellon and Semberholme.



Over time Semberholme also became a place where pregnant elven women could come during the last months of their pregnancy (or earlier if there were complications), to be tended to by skilled midwives and priests of Corellon Larethian and Labelas Enoreth, the Philosopher. It is considered a great honor for a priest of Labelas Enoreth to attend a birth, as it is a sign that the child will live a long and fruitful life.

At the time when Netheril's Survivor Wars were coming to an end (-261 DR), Semberholme had become very popular with the elves of Cormanthor. Where once only moon elves occupied the south western woods, many gold and green elves began to take advantage of what Semberholme had to offer. Elven women giving birth to stillborn children or having severe complications in childbirth is nearly nonexistent, and this had become extremely important for powerful elven families needing heirs to carry on their name and strengthen their clan. Additionally, festivities honoring newborns of Semberholme were some of the grandest affairs in all of Cormanthor. Depending on the influence of the family, such galas could last as long as a week.

More and more elves came to Semberholme over the next 200 years, including a large number of Alu'Tel'Quessir, or aquatic elves. Coming from the Sea of Fallen Stars, these sea elves had become tired of the encroachment of human pirates and fisherman over the past three centuries and sought the calmer waters of Lake Sember in which to raise their young. These elves consisted of two or three small clans at first, including the influential Kelpor'ral Clan, bringing with them great storehouses of knowledge and wealth. Though hesitant at first, the elves of Semberholme, specifically the Ulondarr Clan, welcomed them with open arms.

As the Mythal was being laid and Cormanthor was crowned Myth Drannor (261 DR), Semberholme had become a cultural center of faith and learning for the youngest elves of Cormanthyr. All good-aligned faiths of the elves had major temples had in Semberholme by this time, educating the youths in the faiths of their clan early on. In addition to religion, Semberholme became a center for education for adolescent elves. These centers of knowledge were primarily supported by various gold elf clans and were devoted to the teachings of elven culture.

With the encroachment of humans and others following the opening of Myth Drannor to all races, Semberholme became a haven for the clans who disagreed with the decision of Coronal Eltargrim. Some of the more powerful clans, such as the Starym, Orbryn, and Echorn still maintained a presence at Myth Drannor but causally moved their clans' women, children, and elderly to Semberholme (and in some cases Old Elven Court). Though some saw this as foolish paranoia, others clans quietly followed suit. By 680 DR Semberholme had nearly doubled in size from 200 years prior, branching out into several smaller communities nearby and most often consisting of members of individual clans.

As Myth Drannor rose to greater heights, evil human and humanoid raiders seeking the wealth of the city began to make their assaults on the gem of Cormanthyr. Natural

boundaries to the north, east (in the form of the Tangled Vale), and west spared Semberholme of many encroachments, but the haven still required defenders.

Though a community of mostly non-combatants, the elves of the Ulondarr Clan had foreseen the possibility of invasions centuries before and formed the Moonshadows, an elite group of warriors and wizards devoted to protect the innocents of Semberholme. Between the Moonshadows, the limestone caves, and other creatures of the forest who aided them (see below), aggressors were typically slain before even coming close to Semberholme.

Semberholme & Environs

The territory of Semberholme is considered to be the forest regions west of the River Verire and north of Lake Sember, the area south of Lake Sember but north of the Glaemril, and the village of Velethuil (later known as Bristar), yielding to the Thunder Peaks to the west and partially to the north. This is a general synopsis of the domain, as the elves had no specific borders that defined social or political structures when it came to Semberholme. Individual villages were often divided by clans, but on the whole all elves were welcome in Semberholme communities.

Creatures of Semberholme

While Semberholme is a haven for elves, they have done little to keep out the natural creatures of the forest. Only humans, humanoids, and other intelligent creatures not native to the forest (in the opinion of the elves) are kept from Semberholme by force.

The common creatures of the forest are, of course, found in Semberholme. Deer, squirrel, rabbit, opossum, skunk, and various other mammals, reptiles, and avians are part of the ecology of the forest. More extraordinary creatures consist of larger versions (even gargantuan) of raccoons, porcupines, and weasels. The exact heritage of said creatures has always been a mystery, but elven sages blame their abnormal growth on the magic of Netheril.

Some of the more dangerous creatures to wander the forests of Semberholme are the forest buffalo and the giant owlbear. The forest buffalo, though not corrupt or evil, is extremely territorial and has been known to maul elves (as well as other creatures) that crossed its path. The large owlbears, also thought to be magical experiments of Netheril are fewer in number but far more dangerous. These solitary creatures have been known to kill entire parties of elves traveling through the forest. With the forming of the Moonshadows, these wandering creatures are either stopped at the borders of Semberholme or dealt with soon after.

The Moonshadows

As Semberholme became more and more popular with the elves of Cormanthyr, the fact remained that a military of some sort was needed to help guard that area from harm,

aside from the standard Cormanthyr army. Creatures of the forest and the possible future encroachment of the growing number of humans demanded that the armies of Cormanthyr lend some sort of force to defend the young and infirm of the forest on a full-time basis. Thus, the Moonshadows were born in the Year of the Old Crowns (-91 DR).

Consisting mostly of moon and green elves, the Moonshadows (named by the Ulondarr clan) consist of skilled rangers, fighters, fighter/mages, and even a few wizards that use their skills to guard the woods of Semberholme. The Moonshadows have three distinct bases of operation from which to protect the community, each place at one corner of the territory: Ferrengrove, Ssrenshen, and Tsornyl. Each of these divisions is to guard specific regions of Semberholme, along with the communities that fall within them. The green elf Daratrine Xantrani commands all Moonshadows from the city of Semberholme.

Daratrine (CG, grn elf, F15/M15) is the driving force behind the dedication and success of the Moonshadows, ensuring they never waver from their sworn duty to protect Semberholme and its environs. (This may be due to the loss of a child of her own years before.) She was appointed the leader of the Moonshadows by Coronal Eltargrim himself. Many protested the appointment of Daratrine to protect Semberholme in the beginning, as she was labeled the best archer in all of Cormanthyr by more than a few of elven generals. Eventually, many of the protesters sent their children and elderly to Semberholme.

The duties of the Moonshadows have, from their inception, preceded all other commands of Cormanthyr leaders. This was proclaimed by the Coronal to secure the protection of Semberholme in the event other portions of the nation were under attack. The Coronal, the Ulondarr clan, or even Daratrine herself cannot pull the Moonshadows from their sworn duty for any reason. Only the departure or death of all elves in Semberholme could release them from their vow.

Becoming a member of the Moonshadows is a privilege, but a goal not easily attained by even the most skilled elves. Inductees are vigorously tested by Daratrine herself along with her lieutenants, and failure is often accompanied by severe injury—or in rare instances—death. Petitioners to the Moonshadows are tested not only in combat but in survival in the deepest and most dangerous Cormanthyr woods. It could be said that the Moonshadows are the elite of the Cormanthyr military. Since the protection of the elves' future, the children, are at stake the Coronal and the rest of the elven nation expects nothing less.

On the whole, the Moonshadows total anywhere from 150 to 300 members, the number varying from decade to decade.

Mindset

The attitudes of the Semberholme elves are slightly different than the rest of the elves of Cormanthyr. Semberholme is free of political intrigue, prejudices, and social dilemmas that are often associated with larger cities (such as Myth Drannor). This is mostly due to the proclamation of Corellon

Larethian over ten millennia ago, which over time has become an unquestioned part of Cormanthyr culture. Elves coming to Semberholme for the first time brought some of these undesirable qualities with them, but they soon shed those and replaced them with a deep need to be a part of the splendor and serenity that is Semberholme.

Conflicts between different clans, and even races of elves, is forgotten soon after arriving in the city (though this would often change upon departure). This was probably due to Semberholme being the "purest" of elven communities. This actually worked against the Coronal during his decision to open Myth Drannor to all the races of Faerûn, as several gold elf clans claimed they wanted the tranquillity and "purity" that was Semberholme to spread to all of Cormanthyr.

To the elves of Semberholme the world is a quiet, peaceful forest. Living out of doors and sleeping beneath the stars became something of a habit with many of Semberholme, especially the elderly. When someone comes to Semberholme from the populated city of Myth Drannor or the political hotspot that is Elven Court to live out the rest of his life and sleeps his first night beneath the stars, he soon wonders why he did not come here sooner.

City of Semberholme

The central city named Semberholme is a center of learning for young elves, a place of joy for expecting parents, and often the final resting place for the elderly before their mystical journey to Arvandor. Though members of the Moonshadows are present in the city of Semberholme, and may even live there, a casual glance would never distinguish them from any other elves present. Other members of the Semberholme population include teachers in the elven arts (martial as well as peaceful), priests of nearly every elven power, and assorted others vital to maintaining the community.

Architecture

With the exception of a few ground-built shelters, Semberholme is exclusively an arboreal community, built within some of the thickest foliage in Cormanthyr. Grand buildings high above the ground were built by members of various elven clans as a place for their kindred to stay while in Semberholme, or to live there on a permanent basis. 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. Others are built out of quarried stone (often marble or some other elegant flagstone) imported from Myth Drannor. These dwellings are for the infirm or the very young.

Population

The city of Semberholme is home to more than just the very young and the very old. Over the years, others have been needed to handle the needs of a growing city, but for the most part the rural setting of Semberholme has remained the same. Many families with elderly or young in Semberholme temporarily relocate to the city, replacing those that may have just departed to keep the population stable.

Over 60% of the population of Semberholme proper is female, be they elderly, about to give birth, or those tending to their newly born children. The rest of the city is a combination of young elves, elderly men, and male family members there to support and protect their families. This does not include the Moonshadows, which has as many male as female members.

While any elf is welcome in Semberholme, many of the permanent families here come from some of the richest clans in Cormanthyr. Many working class elves can afford to visit only for short times when birthing children, as their clan's business often require the attention of the entire family. All elderly, regardless of class or clan, are welcome in Semberholme.

The majority of the elves in the city of Semberholme are gold and moon elves. Outside of the members of the Moonshadows, there are few green elves in the city. Those who are there are typically elderly who are either too infirm or in some way injured and cannot survive alone in the wilderness.

All in all, the city of Semberholme is home to no more 1,000 elves. This does not include the outlying communities, which sprung up when wealthier clans decided to found their own villages in the surrounding forest, nor does it include the Moonshadows. The overall population of the Semberholme territory ranges from 2,000 to 2,500 elves.

Controlling Clans

Though primarily founded by the Ulondarr Clan, Semberholme has always remained a community free of political and social turmoil. The city and its surrounding communities form what has come to be known as the Council of Trees, the closest thing Semberholme has to a ruling body. Though each member of the council is considered equal, many consider the Ulondarr clan to be one of the few to have the true prosperity of Semberholme at heart, gaining them the most respect out of all clans on the council.

Vesperr Ulondarr (LG, moon elf, F10/M9), elder of the Ulondarr clan, is the leader of the council. Though conservative and overprotective, Vesperr's decisions prove to be popular among all the clans of Semberholme. He is often considered to be the "high advisor" of the council, and all moon elves (and a large number of gold elves) tend to back Vesperr's decisions. The greens, of all the elves of Semberholme, tend to disagree with Vesperr and his supporters the most.

Most of the resolutions the Council of Trees proclaim deal with the expansion of Semberholme, the encroachment of humans, the duties of the Moonshadows, and civil relations (when needed) with other elven communities in Cormanthyr.

Outside of Semberholme, individual clans typically are the driving force of the smaller communities. However, many of the moon (and some of the less haughty gold elves) often come to the Ulondarr clan for advice prior to presenting problems to the Council of Trees.

Geography

Semberholme is surrounded by some of the thickest foliage in Cormanthyr. Not wishing to live in a world of near-darkness, many of the communities have built high into trees to receive more sunlight. To the elves of Cormanthyr, however, this is more of an asset than a liability. The high density of this immediate forest continues for a rough radius of 10 miles north of Semberholme and Lake Sember. In some cases even the most astute elf has to look twice to see tree dwellings through the thick foliage.

The trees of Semberholme (as well as many of the surrounding communities) consist mainly of oak trees and enormous maples that rival or often surpass their oaken brethren. Typical tree dwellings are built in one of these two types of trees because of their strength and height from the forest floor. In some of the less dense areas west and south of the city there are groves of spruce and hemlock.

The rich soil of the Semberholme woods often leads to patches of extremely dense underbrush, making overland travel difficult. In many places it is easier to travel via the trees, as their dense growth makes walking from one tree to another easy for the dexterous elves.

The jungle-like canopy of these dense trees and the lack of sun often produces a thick gray mist across the forest floor for most of the day in Semberholme. Outside the city this is usually accompanied by humid air, lichen, mosses, and a mushy peat covering large patches of the forest floor.

The limestone caves beneath the city and much of the forests of Semberholme are used primarily as havens for the elves in case of attack. The caves are kept free of monsters and other dangers by the Moonshadows. The caves more often serve as training facilities for young warriors and educational studies for priests and mages than as a refuge. Still, large stores of food, water, and other necessities are stored there in case of attack.

Some of the caves also connect to Lake Sember via underground streams. This is a bonus to the Alu'Tel'Quessir, who use the large pools in said caves as a place to raise their young for the first few months of their lives. Isolated underground pools near Lake Sember are heated by hot springs, and provided an excellent environment for the young aquatic elves. At the request of the Council of Trees, members of the Moonshadows are posted at the surface entrances to any caves containing Alu'Tel'Quessir young. This helps further cement relations between two races of elves.

Magic

Like the rest of Cormanthyr, magic plays an important part in Semberholme society. Though no mythals were ever laid

upon the city of Semberholme (or any of its outlying communities), powerful wards were cast to assist the Moonshadows in their protection of the populace. Such ward spells, known as *sigil wards*, work to keep nonelves, including violent creatures such as giant owlbears, from wandering into elven communities. For those who knew where to look, these wards are often carved on trees and stone as part of the material component of the spell.

When one of these protective wards is encountered the affected creature slowly begins to turn and move away from the city without knowledge of their change in direction. Such effects are automatic in harmful creatures of less than *average* Intelligence and those with fewer than five hit dice. All others are allowed a saving throw versus spells to avoid the effect. An additional effect of the wards is to alert the caster (typically the High Mage of Semberholme, see below) that someone has bypassed their wards. Members of the Moonshadows are then summoned to deal with this rare occurrence.

All wizards in Semberholme, be they citizens, visitors, or members of the Moonshadows, report to the High Mage of Semberholme upon their arrival by order of the Coronal. For 1,000 years, the High Mage of Semberholme was the moon elf Entrydal Fflannidan (NG, mn elf, W23). Unlike other high mages of Cormanthyr, Entrydal belongs to no clan and has no ties or commitments to any family. Like Daratrine Xantrani of the Moonshadows, his sole purpose is the defense of forests and citizens of Semberholme by order of the Coronal. The High Mage of Semberholme also is in charge of the School of Magic by decree of the Coronal.

The duties of the High Mage of Semberholme include maintaining the sigil wards surrounding the city and various communities, assisting the Moonshadows when need be, and dealing with other matters of a magical nature as they arise in the territory. The High Mage also sees to the maintaining of the magical *gate* linking Semberholme to Myth Drannor and Old Elven Court, located in the temple of Corellon Larethian (see below).

Entrydal also maintains a group of three apprentices who help with the administration of magic throughout Semberholme, along with frequent magical journeys to Old Elven Court and Myth Drannor for innumerable reasons known only to the High Mage and select others.

Entrydal is already an old elf during his tenure, his true age being known only to him. He is a typical moon elf, though his magical responsibilities often cause him to distance himself from the general populace. Contrary to this, Entrydal is often seen playing with elven children, performing sleight-of-hand tricks for their amusement. His High Magic and his duty consume him.

The High Mage Entrydal and the high advisor of the Council of Trees, Vesperr Ulondarr, have an excellent relationship. Rumors abound that Entrydal is actually a member of the Ulondarr family, though he is rumored to be more than four millennia old and few know if this is true. It is also rumored that Entrydal and Vesperr together secretly rule Semberholme from the shadows, despite the decrees of the Council of Trees and the Coronal. Many of these rumors are spread by

jealous gold elves, and never within the confines of Semberholme itself.

Teachings

For the families that do not leave Semberholme shortly after the birth of their children, or for those who have chosen to live there permanently, educating the young elves is a concern. While many of the outlying cities have smaller education centers, the major focus of all studies in Semberholme occur within the city itself. Higher levels of education at Semberholme compel parents to send their children there instead of studying at home.

From the age of 10 until their 60th year elves are considered to be children. It is during this time they are taught what it is to be an elf in the great nation of Cormanthyr. This includes studies in weapon skills (swordplay and archery), artistic talents, and sociological studies. Over the years teachers begin to encourage the youth to pursue whatever talent they appear most proficient in as a profession.

In Semberholme the teaching of youth is handled by a combination of different instructors, depending on the age of the elves. The youngest of elves are often tutored by the elderly of Semberholme, benefiting from their centuries of experience and at the same time making the elder elves feel they're contributing to the community. Much of their teaching consists of the telling of elven history, legends, and knowledge of the current world of Faerûn and how it affects Cormanthyr. Most elven youth learn how to read and write prior to the age of 10.

After the age of 20, students learn from members of the elder community, family members present in Semberholme, and a few skilled artisans and instructors from Myth Drannor. The latter are often there at the request of various gold elf clans, ensuring their children receive the best education possible. Since education is by law not exclusive in the city of Semberholme, moon elves (and a smattering of green elves over the years) benefit from that education as well. Until the age of 50 young elves are considered to be impressionable, and great attention is spent for their education at this time.

By the time a young elf approaches his fifth decade, his family and teachers have a good idea of how the youth's skills have developed and how best he can best benefit the clan. Occasionally a young elf's "profession" is a dictate of his clan, with elders of the clan instructing teachers to mold the youth in a certain way as to reach a certain plateau later in life. This is done most often by gold elf clans and occasionally by the moon elves, while the few greens present are more concerned with the young elf's wishes.

Resources

The material needs of Semberholme are met in several ways. What the elves cannot gain from the surrounding woods they import either from Myth Drannor or Old Elven Court. Things such as food (primarily meat, berries, fish, and roots) are easily gathered from the forest in moderate quantities, but

other items such as lumber, quarried stone, exotic foods, and miscellaneous goods are brought in from other sources.

With the growth in population and the admittance of non-elves to Myth Drannor, several gold elf clans migrating to Semberholme and surrounding communities took it upon themselves to make Semberholme more self-sufficient. This was accomplished by taking a little more from the forest (stone from the caves, foodstuffs and wood from the forest, etc.) than in previous years, supported by the large coffers of the haughty gold elves.

Refuge

In the years following its inception, the security of Semberholme became apparent to the rest of Cormanthyr. Its strategic location and superior handling by the clans eventually led Coronal Eltagrim to declare the city and surrounding communities to be the refuge of Cormanthyr in case of war.

This declaration occurred in the Year of Clouds (-200 DR), primarily due to the onset of violent human and humanoid encroachment at Cormanthyr's borders. This led to the creation of the magical *gate* at the Temple of Corellon and their eventual devotion to healing magic. Semberholme has been used seldom in this role, and all elves hope that remains a truth forever.

Temples & Religion

Since the avatar of Corellon Larethian himself was said to have blessed this forest and declared it a place of peace for the elves, all those living in Semberholme and its environs hold all elven religion, regardless of individual gods, in the highest regard. Certain clans have devoted themselves to a specific god, while others tend to pay minor tribute to all the elven gods recognized in Semberholme (but not necessarily Cormanthyr on the whole). The following gods are recognized in Semberholme with temples and respectable followings:

- **Corellon Larethian** (The Protector), patron of Magic, Music, Arts, Crafts, and War. Symbol: crescent moon
- **Aerdrie Faenya** (Winged Mother), patron of Air, Weather, and Avians. Symbol: cloud with the silhouette of a bird
- **Deep Sashelas** (Sailor's Friend), patron of Creation, Knowledge, Beauty, Magic, and Sea Elves. Symbol: dolphin
- **Hanali Celanil** (The Heart of Gold), patron of Love, Romance, and Beauty. Symbol: heart of gold
- **Labelas Enoreth** (The Philosopher), patron of Time and Longevity. Symbol: setting sun
- **Rillifane Rallathil** (The Wild One), patron of the Wilderness and Wild Elves. Symbol: great oak tree
- **Sehanine Moonbow** (Daughter of the Night Skies), patron of Mysticism, Dreams, Death, Journeys, and Transcendence. Symbol: full moon, moonbow
- **Solonor Thelandira** (Keen-Eye), patron of Archery and Hunting. Symbol: silver arrow with green fletching

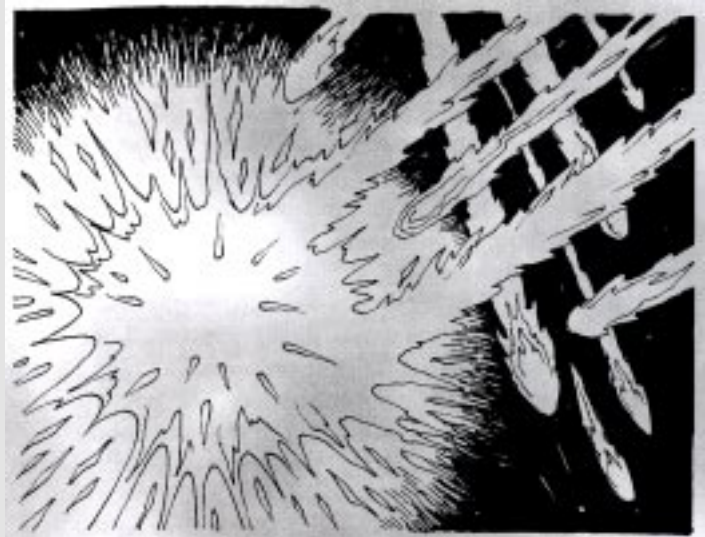
Each of the deities above have a temple of some sort in Semberholme or close by. By far the largest patronage belongs to Corellon Larethian, followed by Labelas Enoreth, Hanali Celanil, and Deep Sashelas (by the Alu'Tel'Quessir, but not exclusively). Only the High Priest of the temple of Corellon Larethian has a say in the affairs of Semberholme, having a seat on the Council of Trees.

The followers of Solonor Thelandira tend to be members of the Moonshadows, since archery is a large portion of their defense of the forests of Semberholme. Many of the others are present in Semberholme primarily due to the education of elven youths, which over the years add more members to their congregations.

Of the non-evil gods listed above, only Erevan Ilesere (The Trickster) and Fenmarel Mestarine (The Lone Wolf) do not have active temples in the city of Semberholme. Being the patron of mischief and rogues, Erevan's worshipers have more of a place in Myth Drannor than Semberholme. Though he's not banned, those in Semberholme see no need to venerate him. As for Fenmarel, his worshipers have no reason to partake in what Semberholme has to offer, preferring to follow their own supposed "destinies" than to be tied to the elven culture. Followers of the Lone Wolf often find more solace with the budding throes of humanity or the most isolated regions of Faerûn than with their own kind.

Travel

There are four methods of travel to and from Semberholme: magic, air, the trees, and overland. Of the four, travel by moving from tree to tree is the most popular in the tree-dwelling community, with the exception of the elderly. Outside the confines of cities and villages, traveling above the forest floor is the best way to avoid harmful creatures as well as to leave few traces of passage. The density of the Semberholme woods make this travel mode easier than in other portions of Cormanthyr. It's thought that an agile elf could move from one end of Semberholme to the other in the trees. Few



outside of the Moonshadows have ever accomplished this feat, however.

In this age of High Magic and powerful wizards, traveling through the forests of Cormanthyr is often accomplished by using spells. However, travel spells in and out of the city are, for the most part, regulated by the High Mage of Sembholme. Magical travel to and from the city is done via the *gate* at the temple of Corellon Larethian. Individual mages of respectable skill can come and go as they please, but the courtesy of contacting the High Mage in advance is often observed.

Though infrequent in Sembholme, travel via winged mounts is not uncommon. By command of the Coronal, the Moonshadows maintain a corral of four pegasi to be used in cases of emergency. Hence, up to 20 (but not less than a dozen) members of the Moonshadows are trained in aerial riding at any one time. Sembholme also maintains an additional corral for visiting aerialists, be they other pegasi or griffin riders from Myth Drannor. Horses and other land-based mounts are never used in Sembholme due to the thick foliage.

Sembholme Sites

The following are a few locations of importance found within the city of Sembholme. These locations can be placed anywhere in Sembholme, but smaller dwellings tend to be located near the edge of the settlement.

Elderly Ground Dwellings: For those too infirm to live in the trees, or those with no other family in the city, Sembholme has ground dwellings. These structures, some of the only ground buildings in Sembholme, are elegant structures magically crafted from marble or polished granite. Each structure, depending on its size, houses up to five elves unless their clan has paid to have a separate structure built. The linking factor between all ground dwellings is they are never far from entrances to the underground limestone caves.

Hall of Trees: This grand arboreal dwelling serves as both a common hall for the residents of Sembholme and as a meeting place for the Council of Trees. Not as far from the ground as other tree structures, the Hall of Trees is the largest of all tree structures in Sembholme.

Though not elaborate at first, the Hall of Trees has become the object of creativity for many young artists practicing their trade. 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 Myth Drannor, citizens of Sembholme view it as a crowning achievement to their dedication to the youth of Cormanthyr.

High Mage of Sembholme: Though unremarkable when compared to the tree dwellings surrounding it, the home of the Entrydal Fflannidan is far from ordinary. The High Mage's residence is guarded by powerful spells, the passwords to which are known only to him and a few select apprentices. Other portions of the building, those containing secrets and treasures, are warded against all but Entrydal.

The interior of the structure is twice as large as the exte-

rior, resulting from a variation on a *distance distortion* spell that actually affects physical matter. This also makes the residence large enough for some the High Mage's apprentices, those more advanced in the Art, to room with him. Others (if any) live in a small structure nearby.

The Moonshadows: This structure appears as the least elegant of all elven buildings in Sembholme. The primary headquarters of the Moonshadows is a military outpost/barracks than a structure of refinement and cultural beauty. Though of medium size when compared to other structures in Sembholme, the center of operations for the military group is the highest tree dwelling in the city.

This building is a central focus for the Moonshadow's military operations rather than a place to eat and sleep during off hours. More often than not the building is nearly deserted, members of the Moonshadows being scattered throughout the forests of the territory. However, there is always a group of at least a dozen Moonshadows found within Sembholme, including the group's administrator Triandal Silveroak (LG, mn elf, F9/W10). In addition to seeing to the day-to-day drudgery of the military, Triandal uses his magic to stay in contact with members of the Moonshadows across Cormanthyr.

Outside of the School of Arms, Sembholme's base for the Moonshadows has the largest cache of weapons in the city. Unlike the School of Arms, many of the Moonshadows' weapons (including armor and other items) possessed magical enchantments of up to +5. This made the Moonshadows one of the best-equipped forces in Cormanthyr.

School of Arms: Swordplay, archery, unarmed combat, and other forms of warfare are taught diligently in and around this large tree dwelling. Second in size only to the Hall of Trees, the School of Arms is supervised by some of the most prominent warriors in Cormanthyr over the years. These instructors are typically officers in the Cormanthyr military whose families relocated to Sembholme because of births among their children. Instructors serve terms as long as 20 years before returning to their clan.

Over the centuries there has never been a shortage of instructors for the School of Arms. Many officers from both Myth Drannor, Old Elven Court, and even Tangled Vale look upon the task as a method of molding the skills of young warriors that may one day serve under their command.

Probably the most celebrated instructor of the School of Arms is Captain Fflar of Myth Drannor. Fflar came to Sembholme with his wife to give birth to their first child in the Year of Seven Stones (335 DR), remaining for eight years before returning to the City of Song. Since then, prominent students of the school have been referred to as "Fflarrens," a tribute to the most skilled instructor to walk its halls.

Every type of weapon used by the elves of Cormanthyr (and a few exotic weapons from far off lands) can be found in the School of Arms. Few of them are magical, since impetuous students often "borrowed" these items, which more often than not resulted in their loss. There also is the popular argument that weapon skills should be taught without the aid of magic, to sharpen students' expertise at an early age.

School of Arts: Elven philosophy, music, song, and assorted artistic skills are a primary part of elven culture in Cormanthyr. While there have been places elsewhere that were more learned, none devotes more time to educating young elves in said skills than Semberholme's School of Arts. Like the School of Arms, this institute has many different instructors, depending on their residency in the city. For many Semberholme's School of Arts has become a place for elderly artisans to pass on their knowledge before departing for Arvandor.

The School of Arts has been heavily supported by the gold elf clans of Orbryn and Echorn in the years following the Year of Awakening Magic (212 DR). This is primarily due to the presence of humans and humanoids in Myth Drannor. To many gold elves Semberholme became the last place they could bring their children for a purely "elven" education.

School of Magic: Given the elf's high aptitude for magic, all youths spend a minimum of one year at the School of Magic whether or not they are destined to become wizards. This is done primarily by moon and gold elves; few green or aquatic elves ever set foot in the school. Here young elves learn the basics of magic and determine if they have any aptitude for the Art.

For many years the School of Magic has been presided over by Entrydal Fflannidan and his numerable apprentices. Prior to that minor mages of resident clans would oversee the school, but this became a tool for clan wizards (mostly golds) to uncover potentially powerful high mages at a young age and add them to their clans later via arranged marriages. When the Coronal discovered this, the High Mage became the sole officiate of the school.

School of Youth: Not all schools in Semberholme are for education. Like many races (though elves hate the comparison), children need time to have a "childhood." This is where the School of Youth came into play. Here elves can have fun interacting with other elves (racial barriers aside), learn history through the artistic storytelling of the elderly, and at the same time learn beneficial skills such as climbing, swimming, and learning of the animals and plants of the forest.

Prior to the age of 20 (or until their parents depart Semberholme), young elves spend considerable time at this school. Beyond that, much of their time is spent at the other institutes, to learn some of the more advanced teachings they need for adulthood.

The school is run by parents (usually female) and local elderly who take great joy in the shaping of young elves. There has never been a shortage of tutors for this school. Of the three, the School of Youth is the only one that is not a tree dwelling. Instead it's nestled among the ground dwellings, close to the safety of the limestone caves.

Storehouses: All the necessities of Semberholme (fresh water, foodstuffs, etc.) are stored in these structures as winter rations (as well as extra supplies for year-round needs). There are three major storehouses: one ground dwelling, one tree dwelling, and the third found in the limestone caves beneath Semberholme.

The duty of maintaining, stocking, and protecting these

storehouses falls to the Ulondarr clan. To aid in this the Ulondarr trained *cooshee* (elven hounds) as guard animals, even for the storehouse far above the forest floor. While friendly to all the elves of Semberholme, the cooshee are fierce if anyone outside the Ulondarr clan tries to access the storehouses. Each structure has from three to ten of the creatures guarding it at any one time.

Temple of Corellon: Much like Corellon's marble tower in Arvandor, Semberholme's temple to The Protector is a beautiful spire of alabaster that reaches high into the trees. Located at the center of the city, the temple to Corellon is the largest ground structure in Semberholme.

The clergy of Corellon is the largest in Semberholme, its numbers ranging from 20-40 at any given time and consisting of both genders. The prelate of the temple, from The Year of the Gilded Sky (-400 DR) until the present day, is the ancient elf Glorandal Agayous (LG, gld elf, P18), who's considered to be the most powerful and influential elven priest in all of Cormanthyr.

The parents of elven children in Semberholme 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 presented by Glorandal himself for youth from the ages of 15 to 20. Gold, moon, and a few aquatic elven families feel that, because Corellon is the leader of the elven gods and is said to be the father of the elven race, he should be revered by all in Cormanthyr.

Aside from its strong spiritual presence, the Temple of Corellon houses the High Magic *gate* that links Semberholme to both Myth Drannor and Old Elven Court. The gate can be activated only through the combined spells of a priest of Corellon and a High Mage. The temple of Corellon is the foremost healing temple in all of Cormanthyr, and the magical *gate* is used in cases of medical emergencies. The *gate* can transport any number of elves from Corellon's temples in Myth Drannor or Old Elven Court as long as those who open the *gate* maintain their concentration.

Temple of Labelas: This temple is set in the lower branches of a great oak tree on the northern edge of Semberholme. Many female elves come to Semberholme to bear children, and they often seek the blessings of Labelas to insure their children not only survive but live a long and prosperous life. Some of the elderly of Semberholme also seek out the temple, but for other reasons. Many arrive there seeking information on the call to Arvandor, confused about whether they should end their existence on this plane and answer the call to the mystical elven realm.

The clergy of Labelas in Semberholme has never numbered more than five since its inception in The Year of Old Crowns (-91 DR). The high priestess of this following is Alloralla the Everlasting (CG, gld elf, P12), an ageless elf rumored to be over three millennia old because of her devotion to Labelas.

Tree of Knowledge: Near the center of city, not far from the Temple of Corellon, is the largest tree in all of Semberholme—The Tree of Knowledge. This ancient oak has stood tall and proud since the coming of Corellon's avatar thousands of years ago, and is said to be a vessel for the great

god's spirit when he wishes to look upon his children in Semberholme. Aside from being an enormous tree (with a 50-foot diameter), there appears to be nothing extraordinary about it at first glance. The tree emanates no detectable magical or spiritual power that anyone has been able to find.

Nevertheless, many rumors and legends surround the Tree of Knowledge. The one most widely believed is that the large oak is the father of all treants in the woods of Cormanthyr. Should the Tree of Knowledge ever perish, the treants would not rest until every elf in Faerûn was dead. Another legend says the spirit of all trees in Cormanthyr is held within this one oak. If it were to die, then all the trees in Cormanthyr would perish.

The Tree of Knowledge gained its name hundreds of years ago, when it became apparent that elven children paid more attention to their teachers and retained more information when sitting beneath the great oak. Some of the most important lessons taught to the young elves of Semberholme are learned beneath the Tree of Knowledge. Also, elven wizards have often stated that they've reduced the study time for their spells to one-half while sitting in the shadow of the Tree of Knowledge.

House Ulondarr: Considered the founders of Semberholme, members of the Ulondarr clan have devoted their lives to maintaining Semberholme, following the appearance of the avatar of Corellon to their ancestors thousands of years ago. While some Ulondarr families can be found in Myth Drannor and Old Elven Court, the majority of them call Semberholme their home.

Vesperr Ulondarr, a kind and benevolent elf who loves elven children more than anything else on Faerûn has led the clan for centuries. Most of the Ulondarr clan share Vesperr's affection for the young, but none more than Vesperr himself. His duties to the Council of Trees has often been preempted by his hours of storytelling beneath the Tree of Knowledge.

Since the Ulondarrs freely offered their administration of Semberholme, few others stepped forward to share the responsibility. This is partially due to the fact that most families did not stay in Semberholme more than three decades, and few (especially power-hungry golds) saw the need to control a community with no redeeming value in the political scheme of things. The Ulondarrs are doing an excellent job in Semberholme as far as all elves were concerned.

Lake Sember

The largest body of fresh water in Cormanthyr, Lake Sember became home to several clans of Alu'Tel'Quessir in The Year of Loss (-231 DR). Like Semberholme, this watery refuge became a place where the Alu'Tel'Quessir could come to raise their young away from the harsh environment of the Sea of Fallen Stars. Also like Semberholme, many aquatic elves decided to remain in the peaceful environs of Lake Sember away from the rigors of The Inner Sea. Though from two dif-

ferent worlds, the elves of Cormanthyr (eventually) welcomed them with open arms despite gold elf protests.

Lake Sember is a deep lake, reaching a depth of 400 feet in two distinct places. The remainder of the lake ranges from 25-100 feet more than 10 feet from shore. It's in these depths the Alu'Tel'Quessir make their homes.

The secret of Lake Sember has been kept for several millennia by the elves of Cormanthyr. Groups of humanoids and humans know of the River Verire, The Glaemril, and the Pool of Yeven, but the forests of Semberholme hide Lake Sember, The Semberflow, and Lake Eredruie.

The Alu'Tel'Quessir

The Alu'Tel'Quessir have never given a reason for their migration to Lake Sember other than they were looking for a place to raise their young. Many gold elf clans believed there was an ulterior motive for their arrival, but the Coronal deemed them true elves despite their differences—and thus they were welcome in Semberholme. Almost at once they proved to be an asset to the community, bringing knowledge, culture, and information regarding their race that was previously unknown.

The elves of Cormanthyr had been in contact with the Alu'Tel'Quessir of the Sea of Fallen Stars for thousands of years, though contact (via High Magic) had been sporadic over the centuries. Most contact had to deal with the specific needs of High Mages, trade, and the need for information regarding migrating humanoid races.

The Alu'Tel'Quessir discovered Lake Sember by accident. A group of young green elves venturing to the Dragon Reach in The Year of Shattered Walls (-387 DR) came upon a group of aquatic elves exploring the coastal shallows near the River Verire. After breaking language barriers, the two groups quickly became friends. In their conversations the Alu'Tel'Quessir learned where the River eventually led, of Lake Sember, and the serenity that is Semberholme. They took this knowledge back with them to the various Alu'Tel'Quessir leaders, and 150 years later several families ventured up the River Verire and the Semberflow and presented themselves to the Council of Trees. Soon after the Alu'Tel'Quessir began to colonize Lake Sember and became an integral part of the Semberholme community.

The Alu'Tel'Quessir who inhabit Lake Sember are devout worshipers of Deep Sashelas, in addition to paying their respects to Corellon Larethian. Through the use of clerical magic they can stay out of the water for extended periods of time, allowing them to bring their children to Semberholme. More and more Alu'Tel'Quessir are realizing that, for their children to survive, they need to be educated in the ways of the surface world. In return, the Alu'Tel'Quessir teach Semberholme's young elves the ways of the sea, something they knew little about in the past.

In return for their acceptance in Semberholme, the Alu'Tel'Quessir offered to act as an aquatic branch in the Cormanthyr military. They patrolled the Semberflow and the River Verire for incursions from the south, as well as the

eastern edge of the Tangled Vale that rests against the Dragon Reach.

Alu'Tel'Quessir, through the use of clerical magic, also began to show up in temples to Deep Sashelas in Myth Drannor and Old Elven Court beginning in The Year of Seven Stones (335 DR) as more aquatic elves began to realize the splendor that was Cormanthyr.

Environment

Lake Sember contains an abundance of freshwater trout and salmon, the latter of which migrate down the Semberflow and River Verire to the Sea of Fallen Stars. These are the primary source of food for the Alu'Tel'Quessir, along with other various animal and plant life imported by other aquatic elves from the sea.

The most dangerous creatures, outside the Alu'Tel'Quessir themselves, that live in Lake Sember are the snapping turtles. These beasts grow quite large and often attack young aquatic elves. Though the Alu'Tel'Quessir have hunted them for centuries, the sheer number of the turtles and the danger in hunting them prevent their extermination from Lake Sember. One of the few intelligent non-elf species in Semberholme lives south and southwest of Lake Sember—a large band of treants. Since the elves of Cormanthyr have great respect for the forest, the treants did little against their encroachment into the woods of Semberholme. They did, however, move most of their population (about 300-400) south of Lake Sember in the years prior to The Year of Chasms (0 DR), as more elves began to inhabit Semberholme.

Of all the elves of Semberholme only the Alu'Tel'Quessir have any type of relations with the treants. Vesperr Ulondarr discovered this relationship and used the Alu'Tel'Quessir as a bridge between the races. In the end it was decided that each race live their own lives throughout Cormanthyr, cohabiting peacefully but living in distinct communities. When elven clans wished to establish communities south of Lake Sember, the treants were respectfully sought out for their approval, which was nearly always given. Only the area directly south of Lake Sember has been denied to the elves.

Hyaline

The only aquatic city in Lake Sember is Hyaline, established with the coming of the Alu'Tel'Quessir. Unlike their sea communities of coral, these aquatic elves built a small city of stone with specially bred freshwater mollusks used to cement the stones together.

In the early years the aquatic elves lived in the underground limestone caves beneath Semberholme, which are connected by underwater passages to Hyaline. It's in the pools of these caves the Alu'Tel'Quessir raise their young for the first year of their lives in addition to being a safe haven for most of Semberholme.

Architecture

Much of the stone used to build Hyaline was mined from the bottom of the lake. This consists primarily of limestone and some granite, cemented together with mollusks. More recently, the Alu'Tel'Quessir traded with Myth Drannor for marble and other comparable building supplies which were used to build additional structures and reinforce older ones.

A typical Hyaline building is far from a fancy affair for the Alu'Tel'Quessir. Simple stone structures with one or two rooms are all a family of aquatic elves desires during its stay in Lake Sember. If a Alu'Tel'Quessir family wishes to move to Lake Sember permanently, then a more elaborate structure is crafted that will endure the centuries. Typically when a new family arrives to bear and raise children for a few decades, its members have to repair or remodel an existing structure to meet their individual needs.

Magic

The majority of magic possessed by the Alu'Tel'Quessir of Lake Sember comes from the priests of Deep Sashelas. To have a priest of the god of the sea elves in your family is a great point of pride for many clans of Alu'Tel'Quessir. Also, as relations grew with the surface elves, magical items were traded for with Myth Drannor—wands, rings, and jewelry that were ultimately used in defense of their homes. However, overall the Alu'Tel'Quessir prefer to use their natural skills rather than magic.

Wizards are nearly unheard of among the Alu'Tel'Quessir. Once every two or three generations an aquatic elf shows a talent for the Art. Such wizards are often distinguished by a birthmark or other feature. In years previous to their dealings with Cormanthyr these elves were limited to the teachings of old masters or rare written material. Since their relationship with the surface elves grew, these Alu'Tel'Quessir are now sent to Myth Drannor to learn from best mages in the kingdom.

Population

The number of Alu'Tel'Quessir elves in Lake Sember has grown from around fifty in -231 DR to nearly 400 in the present day. Most of these elves are temporary residents, coming to the fresh waters to give birth and raise their children in an environment free of human fishermen, sharks, and other dangers of the deep Sea of Fallen Stars.

The first and largest group to come to Lake Sember was the Kelpor'ral clan, a close-knit family that boasts strong warriors, devout priests, and even a High Mage in recent years. When it was discovered that Lake Sember was a place the Alu'Tel'Quessir could live in peace, other clans followed suit in the same manner as the elves of Cormanthyr came to Semberholme.

Temples

The only temple in Hyaline (and Lake Sember) is dedicated to Deep Sashelas. Worship of Corellon by the Alu'Tel'Quessir is done in Semberholme.

The elder of this temple is also the leader of the Kelpor'ral clan, one Triktappic Kelpor'ral (NG, aq elf, P14). This Alu'Tel'Quessir's main focus is the prosperity of his people in Lake Sember. Triktappic is the only elf, aquatic or otherwise, to ever refuse a seat on the Council of Trees. Instead he sent his eldest son Bleeth to act as the Alu'Tel'Quessir's liaison with the surface elves, devoting nearly all of his time to young Alu'Tel'Quessir and those wishing to come to Hyaline from the sea.

Trade

As more Alu'Tel'Quessir come to Hyaline, the elves of Cormanthyr come to Lake Sember to trade with them for exotic items found in the deep sea. Things such as shells, coral, and even small saltwater creatures have become popular among the surface elves. This fad allows the Alu'Tel'Quessir to trade for things they need to transform their city into a place of beauty, things they didn't have before coming to the fresh inland waters.

The Alu'Tel'Quessir did not, however, wish to deal with elves outside of Semberholme on their own. They learned early on that to get the best barter from some of the more shrewd elves, the aquatic elves needed to employ a third party to handle their surface dealings. This mantle was taken up by the Miritar clan, a group of gold elf merchants that not only got the best deals for the Alu'Tel'Quessir but made a tidy profit as well.

Rivers

Lake Sember is not the only home for the Alu'Tel'Quessir of Semberholme. The Semberflow, River Verire, and to some extent the Glaemril are inhabited by aquatic elves. For the most part these rivers are patrolled by Alu'Tel'Quessir warriors due to their pact with the surface elves.

Villages

As the population of Semberholme proper began to swell in recent years, some of the more wealthy clans founded their own villages north and south of Lake Sember. Each community remained devoted to the philosophy of Semberholme, followed the teachings of Semberholme, and possessed the same defenses (the Moonshadows, limestone caves) as the rest of the region. Each community sends their women to Semberholme to give birth and their children there for schooling.

Aluianti: This village is named after the gold elf clan that settled it in The Year of Tomes (-54 DR). Tired of the political strife in Cormanthor and worried over the prosperity of the clan, the heads of the Aluianti families decided to relocate to the peaceful surroundings of Semberholme.

One of the smaller villages, the elves of Aluianti seldom grow to more than 50 in number. The inhabitants are exclusively gold elves, though all elves are welcome as in all of Semberholme. The Aluianti are primarily artisans, creating beautiful works of pottery, exceptional paintings, and skillful works of jewelry containing precious gems.

Ferrengrove: The village of Ferrengrove is the only settlement of green elves in Semberholme. This settlement became home for the families of green elves that filled the ranks of the Moonshadows. Ferrengrove is strictly a tree dwelling community, mirroring some of the communities found in the Tangled Vale to the east. This location was chosen because of its towering oak trees and its proximity to the northern patrols of the Moonshadows. The houses of Ferrengrove are so high in the trees that the settlement cannot be seen from the forest floor, even by other elves.

Though not xenophobic, the green elves of Ferrengrove have a history of not being overly sociable. This earned them a reputation among any gold elves they encountered, which worked to drive the two races of elves farther apart in this section of Cormanthyr.

There have been at least 100 green elves living in Ferrengrove since The Year of Old Crowns (-91 DR). These green elves are known for the superior bows and arrows they produce, which they market in Myth Drannor and to the Moonshadows.

Ssrenshen: This moon elf village was colonized by the Moonrise clan, which was actually a fragmented family from the Ulondarr clan, centuries before. The reason for this separation was unclear, though relations have always been positive regardless of past difference. This village has primarily tree homes with earthen storage cellars hidden under roots of the largest trees. The population of Ssrenshen is one of the largest, with nearly 300 elves of various clans other than the Moonrise.

Ssrenshen rests in the shadow of a great knob of rock named Moonrise Crag. In the years prior to the clan's settlement in The Year of Sickles (-172 DR), the crag had been inhabited by wyverns, which were subsequently driven off by archers and powerful magic. However, an occasional group returns to the crag to nest, preying on the local elves until they're once again driven off. Moonrise Crag also contains great caches of rubies, which are mined by the moon elves and used as trade for items of importance. This practice has been used less and less over the years, though the elves still claim the rubies as theirs against all interfering outsiders.

The Moonrise elves of Ssrenshen are some of the greatest archers outside of the Tangled Vale. Members of this village often serve as Moonshadows for southern Semberholme, with Ssrenshen being their base of operations in this forest.

Tsornyl: This small settlement consists of moon elves of the Tsornyl family, living in a combination of tree and ground dwellings that houses about 70 elves. All members of the Tsornyl clan moved to this remote settlement in The Year of Goodfields (-86 DR) to gain insight to their songs by leaving the hectic pace of the rapidly growing Cormanthor. The elves

of the Tsornyl clan are poets, musicians, and singers of extraordinary expertise and ability. Many sonnets and harmonies sung throughout Myth Drannor and Old Elven Court were composed by this family.

Tsornyl also is the sight of one of the greatest tragedies of Cormanthyr. In The Year of Clinging Death (75 DR) Tsornyl was attacked by the forces of Moander the Darkbringer. The Rotting God had been a plague to the elves of northern Cormanthyr for years, and his attack on this southern community came as a complete surprise. With the direct aid of Moander, the Dread God's forces slipped by members of the Moonshadows and besieged Tsornyl, killing elves or transforming them into dark and twisted creatures (shambling mounds, hangman trees, sundews, etc.).

When the forces of Cormanthyr arrived in Tsornyl, much of the surrounding countryside had been twisted and transformed as well, corrupted by the vile power of Moander. While the elven warriors and mages soon vanquished much of the Darkbringer's forces, they were still threatened by the expanding corruption and the former Tsornyllans, many of whom were now mindless monsters as well. Despite the dangers, High Mages of Cormanthyr bound and imprisoned Moander's power and many corrupted creatures into a deep rift which was all that remained of Tsornyl; the great working of High Magic within the corrupt area cost two High Mages and 30 elven warriors their lives to complete the binding. Moander's power was lessened, but by then the damage was done. The vile magic remained, although imprisoned, and the entire Tsornyl clan was wiped out.

Veletuil: This moon elf village was named for the leader of the Brightstar clan, who was tragically slain by a forest buffalo while scouting this area for settlement. The southernmost settlement of Sembholme, Veletuil is home to nearly 100 moon elves. Its location was chosen because of the berries that grow in the area, which the Brightstars use to make the potent wine that is their trade.

Veletuil is a tree-dwelling community overlooking the waters of Lake Eredruie, which is more of a large pond than a lake. It is said that newborn elves bathed in the waters of Lake Eredruie live longer, a rumor proven to be true over the centuries. (Such elves add 3d20 years to their lifespan.) Its waters also act as *potion of healing* for elves and half-elves once per day. Clerics of Labelas insist this is a blessing from their god to elves who are the future of Cormanthyr, and this area is often the focus of birthing rituals for elven parents.

Being the elven community farthest from the safety of Sembholme, a larger than normal contingent of Moonshadows is stationed here.

Other Items of Interest

Evertrees: The most mystical place in all of Sembholme is Evertrees, though no elf has ever seen it and returned to tell his tale. Elderly elves receiving the call to Arvandor eventually come to Sembholme until the call becomes an irresistible pull to the general vicinity of Evertrees. It is here the

elder elves walk into a grove of ancient oaks and disappear from the face of Faerûn forever.

Though it is said to be hidden from all except those heeding the call to Arvandor, the general location of Evertrees is warded by sigil-wards cast by the High Mage of Sembholme. Members of the Moonshadows also patrol this area regularly, more to protect elder elves traveling to Evertrees than to ward intrusions from the west.

Elves from all across Cormanthyr come to Evertrees to answer the call to Arvandor, even if they don't already live in Sembholme. Evertrees is not restricted to those who live in the area.

Forest Gnomes: South and east of the Sembholme, where the Sembflow meets the Glaemril, lies a small community of forest gnomes, just west of the Pool of Yeven. It is uncertain how long the gnomes have lived in the area or where they came from. The elves of Sembholme discovered the gnomes in The Year of Ebon Husks (-387 DR), found by a patrol scouting out humanoid activities and hunting forest buffalo to the south. Since the community was small and far from Sembholme, the elves gave them little mind.

These forest gnomes are difficult to find, blending into the forest even better than many green elf scouts. Much of their community is arboreal, consisting of diminutive structures or carved-out tree interiors. The gnomes gather everything they need from the forest, living on fruits, nuts, roots, and an occasional slain wild boar or forest buffalo. They are an extremely peaceful but xenophobic people who tend to hide when other races encroach on their territory.

The forest gnomes of this area, named the Yeven after the nearby pool of water, are likely the most adept wood carvers in Faerûn. Those traveling peacefully through the forest often find delicate carvings of flowers, butterflies, and rare woodland creatures as they leave the area. Such carvings suddenly appear in traveler's packs or pouches, or are discovered on their chests or in their hands upon awakening in the forest.



THE TANGLED VALE



Cormanthyrr's greatest enemy in the years prior to the erecting of the Standing Stone was, without a doubt, the ancient wyrm Venom. It is unknown where the green dragon came from nearly 1,000 years ago, but none could deny the creature's toxic breath, potent spells, and draconic followers. It was because of this dragon the woods south of Elven Court gained their grim name, a result of Venom's innate powers. The dragon's death resulted in the greatest celebration Cormanthyrr had ever known. While others reveled at the wyrm's demise, all I could think of was the elves we lost.

—CORONAL ELTARGRIM IN THE YEAR OF MISTY MOUNTAINS (20 DR)

History

As Netheril was nearing its zenith, the empire of Cormanthyrr was beginning to establish its wooded borders to the south and west. After centuries of peace and prosperity the elves of Cormanthyrr became comfortable in their forest domain, thinking nothing could come between them and their home. Many think this was due to the overconfidence of gold elf rulers, while others think the empire was too large for the elves who lived in it. This illusion of peace was shattered with the coming of the green dragon Ven-

ominhandar to the southern woods of Cormanthyrr, known then as the Emerald Vale.

Named Venom for short, this ancient green wyrm and its draconic followers settled into the Emerald Vale in -982 DR, taking up residence in the hills of the southern woods. After aggressively assaulting the few Sy'Tel'Quessir settlements in the area, Venom used his innate powers of *warp wood* and *entangle* to twist the woods surrounding his lair. This distortion of the forest prevented the elves from mounting an immediate counterattack against the wyrm, giving Venom time to dig in his claws. In the months following his initial attack, Venom continued to use his powers to deform the woods of Cormanthyrr until his domain covered several dozen square miles around his lair. In the years to come this area was renamed the "Tangled Vale" due to the green dragon's deforming magic.

The elves of Cormanthyrr discovered quickly that Venom was no ordinary green dragon. The beast

seemed more intelligent than most dragons the elves had encountered, and initial losses to the Cormanthyran militia were substantial. He seemed to be highly resistant to magic (even High Magic), and held powerful sway over other creatures with draconic blood.

Younger green and black dragons and a score of wyverns all called Venom master, helping him hold his territory against even the most stalwart elven forces.

The most perplexing thing about the dragon was that he seldom seemed to sleep like others of his age, appearing whenever the elves were mounting any sort of attack against his terrain. This show of power caused the Cormanthyrr army to give up the terri-

tory claimed by Venom for many years while they planned future assaults. This proved to be their undoing.

In the first 500 years of Venom's occupation of the Tangled Vale, the green dragon slowly pushed back the scattered clans of green elves that occupied the area along with regiments of the Cormanthyran army. The Sy'Tel'Quessir continued to petition for assistance against the beast, and their requests were honored several times over the centuries. Unfortunately, each attack on the wyrm ended with the elves retreating, each defeat expanding the dragon's borders.

By The Year of the Gilded Sky (-400 DR) Venom's influence reached to the River Verire on the south and west banks, and bordered on Old Elven Court to the north and east. The realm of the green wyrm soon became a major threat to the elves of Cormanthyrr, as little they did could affect the wyrm's empire. In the next hundred years two things happened: Venom's ter-



ritory reached its limit and expanded no further, and the elves of Cormanthyr would attempt to expand their army to protect the remainder of their empire. Meanwhile the Sy'Tel'Quessir were becoming more aggravated over the dragon's territorial claim, setting their own plans in motion to slay the beast and his followers. Nearly all green elves in the Cormanthyr army, disgruntled with their lack of effective action in this manner, resigned and joined the forces of General Halflar Audark, who dedicated his life to the destruction of Venom. While they scored minor victories over the years, the turning point in the battle against Venom would not come for decades.

In The Year of Setting Suns (-291 DR), Netherese citizens began filtering across Faerûn fleeing from Survivor State conflicts and the powerful magical battles of the phaerimm and the sharn. This activity caused the Cormanthyr army to concentrate on their northern borders, leaving Venom to General Halflar and less than two score of elven warriors. While Venom's borders did not increase, they did not decrease either. The forces under the general fought and killed dozens of wyverns, and even a dragon or two, over the next 50 years, but an important victory would not come until the Year of Silver Wings (-249 DR).

With nearly 300 elves they stormed the creature's lair. While over half their number died, surprise was on their side and the great green wyrm fell before magical blade, spell, and missile. Scores of wyvern either were killed or fled, and soon the triumphant army began its long trek back to Cormanthor. Not long after they began their journey north and west with the dragon's head leading the procession, a second green dragon appeared from out of nowhere and slew the entire surviving force. All the elves, including General Halflar, died from the wyrm's breath without so much as uttering a single spell.

It then became obvious that Venom was not one, but a mated pair of green dragons. This explained why the dragon did not appear to sleep, and how young green dragons had appeared over the centuries. Their army devastated, the elves of Cormanthyr resigned themselves to keeping the remaining wyrm contained. Despite their losses, the elves had dealt the surviving green dragon a terrible blow. With the female dragon dead and many wyverns driven off, Venom's territory would be greatly reduced. However, by the same token it would be many years before the elves could attack again. The site of General Halflar and his army's death was hence named the Vale of Lost Voices, and it became a place where slain elven warriors are put to rest.

Over the years the territory of Venom the Great Green became smaller. The wyrm was getting old, and his naps increased from months to years in the next few decades. Then, in The Year of Elfsorrows (-206 DR), a moon elf warrior by the name of Jassin Aunglor braved the hazards of the Tangled Vale and confronted Venom while he slept. Armed with one of the legendary *moonblades*, Jassin and the green wyrm fought a terrible battle. In the end the dragon's lair caved in beneath tons of rock, and Jassin, Venom, and the *moonblade* were never seen again. With their master gone, the remaining creatures fled to remote lairs or left Cormanthyr forever.

Shortly after the apparent death of Venom, the Dalesmen

arrived on the borders of Cormanthyr. A few years later elves and humans met in Cormanthor, the humans wanting to colonize Cormanthyr's southern edges. Since this territory contained the remnants of some of Venom's forces (mostly wyverns but a few dragons as well), the elves gladly gave up this territory to the humans—over the protests from some gold and green elf clans.

Relations between the elves and humans continued over the next two centuries, and with the humans' help the elves were able to cut a path through part of the Tangled Vale to make trade with the Dalesmen simpler. With the completion of the road, the Standing Stone was erected north of the Vale of Lost Voices and the Dalereckoning calendar began.

Over the next 200 years the Sy'Tel'Quessir slowly returned to The Tangled Vale, setting to undoing the magical violations imposed on the forest by the dragon. Their task was difficult, and in the end the green elves had to settle for using the tangled woods to their advantage. Prosperous villages of Sy'Tel'Quessir once again filled the forest, and the Tangled Vale has become a place where the elves of Cormanthyr can live.

The Sy'Tel'Quessir

These elves are considered to be the most primitive of all in Cormanthyr, mostly because they prefer the wilds of the forest to the grandeur of Myth Drannor. Long ago the Sy'Tel'Quessir, despite their differences with other elves, made a pact with the Teu'Tel'Quessir (moon) and the Ar'Tel'Quessir (gold) at the founding of Cormanthyr to protect elven interests on Faerûn. Because of this pact the Sy'Tel'Quessir have sworn to help protect Cormanthyr from all invaders in exchange for control of the land originally known as the Emerald Vale.

The Sy'Tel'Quessir are the fiercest warriors in all of Cormanthyr, excelling in archery, stealth, and knowledge of the forest. All Sy'Tel'Quessir priests are either druids of Rillifane Rallathil or warrior-priests of Corellon Larethian. Green elves tend to be insular toward gold elves and neutral to moon elves. To be fully accepted into Sy'Tel'Quessir society, other elves must prove themselves in battle—otherwise they're treated with indifference (mostly due to the pact with the golds and moons).

The invasion of the great wyrm Venom in the Emerald Vale was the darkest spot in Sy'Tel'Quessir history. The reduced number of green elves in Cormanthyr can be directly attributed to deaths caused by the dragon and his followers. During his first century in Cormanthyr, many groups of Sy'Tel'Quessir thought they could slay Venom, and the wyrm(s) feasted on dozens of elven warriors before they realized their error.

With the final death of Venom (the second green dragon) in The Year of Elfsorrows, the Sy'Tel'Quessir put down their weapons and rebuilt the now Tangled Vale. Villages and other tree dwellings in the dragon's territory had long since been destroyed, and a large amount of the wildlife had gone to feed the wyrm's wyvern followers.

The coming of the Dalesmen also marked another turning point in life of the Sy'Tel'Quessir. The green elves were not happy with Coronal Eltagrim giving the humans a section of Sy'Tel'Quessir land, which made the green elves more protective of the land they possessed. Foresters or other invaders venturing even one step too far into the Tangled Vale were slain mercilessly and instantly.

In recent years, the Sy'Tel'Quessir's population has elevated once again. Their skills in war are also again needed with the encroachment of humanoids across the forests of Cormanthyr.

Tangled Vale & Environs

The territory of the Tangled Vale extends through the Vale of Lost Voices to the west, the Standing Stone and Elven Court to the north, the Dragon Reach to the east, and the River Verire to the south—though the latter changed with the coming of the Dalesmen. The borders of the Tangled Vale were easily defined by large sections of twisted forest, the result of Venom's magic.

Even after the death of the green dragon, his legacy lives on. Wyverns still reside in isolated lairs in the Tangled Vale, though mostly to the south where hills and cliffs are more common. However, being closer to the Dalesmen to the south than the heart of Sy'Tel'Quessir territory, they are often thought of as "human problems."

While still retaining a fair amount of rabbits, squirrels, deer, and other common forest wildlife, the forces of Venom for the most part eliminated much of the larger woodland creatures of the Tangle Vale. The most prominent of these were the centaurs, which the green dragons were extremely fond of and nearly hunted to extinction in Cormanthyr. Groups of centaurs had lived peacefully with the Sy'Tel'Quessir before the coming of Venom, and were some of the first to fall victim to the dragon's bloodthirsty appetite. The only surviving group of centaurs left in Cormanthyr eventually congregated in the eastern woods, against the Dragon Reach. There they hid until the elves killed Venom, though afterward they never returned to the Tangled Vale. It was thought that the centaurs could not navigate the twisted features of the Tangled Vale's, but others said they lived in fear of Venom for so long that they did not believe in his demise.

Elven Clans

Nearly all Sy'Tel'Quessir in Cormanthyr can track their heritage back to one of four clans of the Emerald Vale: the Audark, Kevanarial, Moonglamaer, or the Selorn clans. These were the largest of the green elf clans dating back to the Crown Wars and the founding of Cormanthyr.

With the coming of Venom and the Tangled Vale, a large number of the Selorn clan were slain in the dragon's initial attack. Survivors of this clan fled to Semberholme and Elven Court, and few returned to the forest of their birth. In later years General Halflar Audark and all but one family of his clan perished in the deception of the great wyrm when they

killed his mate. Afterward, the surviving Audarks petitioned a group of High Mages to transform them into baelnorn so that they could act as guardians for the Vale of Lost Voices. After some controversy their request was honored, and the Audarks were no more except for a few relatives.

The Forest

The trees of the Tangled Vale consist of oaks, firs, and elms, most of which are twisted to render ground or above-ground travel—and occasionally both—impossible. It is still unknown how the great green dragons moved around the Tangled Vale, though powerful magic was likely involved. Some of the most twisted areas were broken up with large clearings, though these were often ambush sites and were best avoided.

When the threat of Venom was no more, the druids of the Sy'Tel'Quessir tried to use their magic to return the forest to normal. It was quickly realized this was a futile gesture, as the trees had grown along a twisted course considerably in seven centuries and the damage was irreversible. However, the Sy'Tel'Quessir quickly turned this to their advantage.

The tangled trees provided obstacles for human and humanoid invaders in later years. The Sy'Tel'Quessir would deal aggressors heavy losses from the thick cover of the contorted foliage, and druids would use even more *warp wood* spells to create dead ends used for elven ambushes.

Large sections of twisted trees actually serve as excellent sites for tree-dwelling villages for the Sy-Tel'Quessir. Though some trees may have had to be further shaped by magic, many of these villages are not visible from the ground or from the air due to the intertwining branches. Even during winter months, when the leaves fell from the trees, such communities are difficult to find.

The central and southern portions of the Tangled Vale are the most dense of all the wood in the territory, being affected the most by Venom's magic. The southern and western fringes near the River Verire consist of thinner foliage by comparison but are still heavily wooded though less deformed. Much of the forests given to the Dalesmen were lightly wooded areas.

Geography

Unlike much of Cormanthyr, the land of the Tangled Vale is far from flat or dull. The portion of the vale south of Elven Court and north of River Duathamper are higher in elevation than the rest of the territory.

Beginning with the site of Venom's lair and heading southwest, the foliage becomes lighter due to the hills and valleys that run beyond the River Verire. Once home to wyverns and other green dragons under the command of Venom, some of this land (along with the problems of returning wyverns and dragons) south of River Verire was given over to the humans.

The River Duathamper is the main source of fresh water in the Tangled Vale. Small ponds and pools can be found throughout the area, but many are difficult to find and could not support larger communities of Sy'Tel'Quessir. Hence, many

green elf villages can be found close to the River Duathamper. Villages deep in the Tangled Vale are often built around natural hot springs or they depend on elven druids for their water. Only in times of crisis do the Sy'Tel'Quessir dig wells.

Magic

Sy'Tel'Quessir mages are even more rare than those found among the Alu'Tel'Quessir. The wild and impetuous nature of the green elves makes them unlikely to practice wizardry. Even those raised away from the natural environs of the Sy'Tel'Quessir grasp only the most simplest of magical techniques. Instead the Sy'Tel'Quessir rely heavily on priestly magic, specifically druidic magic.

Elven druids are rare except among the Sy'Tel'Quessir. While there are always instances of priests of other elven gods, druids of Rillifane Rallathil are by far the most common. Though they never live within the villages themselves, druids are part of every Sy'Tel'Quessir community. In the name of Rillifane the druids adopt Sy'Tel'Quessir villages, watching over and protecting them with their magic. These druids watch over warriors on patrol, officiate over births, escort elderly to Semberholme, and maintain a balance of nature in the Tangled Vale.

The Sy'Tel'Quessir learned to use magical weapons and such during their centuries of conflict with Venom. Before that they used magic only when necessary, as the finely crafted bows and swords of the Sy'Tel'Quessir were of near-magical quality without being enchanted (+1 to hit and damage).

In the years following the coming of the Dalesmen it became common for the elves of the Tangled Vale to possess magical potions, scrolls, and other minor magic. If a Sy'Tel'Quessir warrior wanted a magical bow or other weapon he would have to craft it himself then travel to far off Myth Drannor to have it enchanted. Going to a city was often a deterrent for such an act.

No High Mage has ever called the Tangled Vale home. Instead, the Coronal often sends mages to Duathamper on a temporary basis.

Religion

The most commonly worshiped elven deities of the Tangled Vale are Rillifane Rallathil and Corellon Larethian. Rillifane is the more highly venerated of the two, with Corellon being paid homage as he who gave birth to the elves. Rillifane has always been recognized as the patron of the Sy'Tel'Quessir, protector of the woodlands and guardian of the harmony of nature.

Shrines to Rillifane cannot compare to the embellished temples of the cities but instead often comprise a single tree in the forest. The druids of Rillifane choose a grand oak tree and carve a small canary in the trunk, two feet from the ground. Such trees are never chosen at random, but usually appear to druids in dreams or other visions. Should a shrine be defiled, the dedicating druid (or the nearest worshiper of Rillifane if the druid is dead or unavailable) instantly knows

of the action and does all he can to bring about the defiler's death.

Travel

The magic used by Venom to alter the trees of the Tangled Vale caused the Sy'Tel'Quessir to consider using flying mounts. While other communities of Cormanthyr previously used hippogriffs or pegasi as aerial mounts, the Sy'Tel'Quessir refrained from such travel. Then, with the coming of Venom, the Cormanthyr army trained several green elf warriors in the art of aerial combat, mostly to contest wyverns looking to prey on village tree dwellings. After several centuries the Sy'Tel'Quessir became extremely skilled in the art of aerial combat. With the final demise of Venom and the reclaiming of the Tangled Vale, a few clans began to raise griffons as a quicker way to travel through the twisted territory.

One clan, the Moonglamaer, attempted to raise young wyverns as mounts. Capturing wyvern young proved to be rather easy, considering the number of them that still occupied the area. However, even with the help of elven druids only one in 10 wyverns ever proved trainable. As a result, wyvern riders are very rare in Cormanthyr, but having one as a mount is considered to be a sign of great respect by the Sy'Tel'Quessir community.

Rarer still are albino wyverns, which are born every one or two centuries. These uncommon creatures are always trainable but tend to bond with the first being they see upon emerging from their eggs—whether it's the wyvern's mother or an elf. For this reason wyvern eggs on the verge of hatching are always sought by those wanting them as mounts. Many potential riders stalk the nests of Wyvern's Rift, looking for eggs about to hatch. This usually happens during the hottest of summer months.

Villages

With the threat of Venom gone, the Sy'Tel'Quessir set to rebuilding the villages of the now Tangled Vale. Many of those from the time before the dragon were rotted and for the most part uninhabitable. Those villages at the northern edge of the wyrm's territory were more military posts than elven communities. Women, elderly, and children who had fled to Old Elven Court and Semberholme eventually returned to build new communities and restore old ones.

The villages below are the largest communities in the Tangled Vale and do not reflect the true number of Sy'Tel'Quessir found there. Many families, and even entire clans, live in remote sections of the forest, far from larger groups of elves.

Duathamper: This Sy'Tel'Quessir village was the largest in the Emerald Vale prior to the coming of Venom, and was always occupied during the wyrm's reign despite multiple attacks. During those fearful years Duathamper was a military outpost for the Sy'Tel'Quessir, a place where they could coordinate their attacks against the green dragon's forces. Many Sy'Tel'Quessir failures in early years were due to repeated

strikes against this village by both dragons and wyverns.

In -605 DR, with the aid of Cormanthor mages, the military station was moved underground, beyond the reach of airborne foes. Tunnels from as far as a mile away were magically created to allow the elves access to the military safehouse. In addition, large caches of weapons and other supplies were stored here to assist the elves during their centuries of conflict.

When Venom was finally defeated in The Year of Elfsorrows, Duathamper again became the largest Sy'Tel'Quessir community in the now Tangled Vale. Of all the Sy'Tel'Quessir communities in the vale, Duathamper contains the largest contingent of moon (and some gold) elves. Most are Cormanthoran soldiers stationed here during the reign of Venom, or their descendants who decided to stay following the dragon's death.

Green elves from the Tangled Vale and beyond come to Duathamper for celebrations, as do young warriors for the Test of Survival. These young elves have to travel to the other side of the River Duathamper and must survive in the wilderness without the aid of weapons for a time of three full moons. Those who return are considered warriors of the Sy'Tel'Quessir; those that fail are seldom seen again.

While some Sy'Tel'Quessir communities live independently from the rest of Cormanthyr, Duathamper trades heavily with Myth Drannor and Elven Court. Bass, trout, and catfish—sometimes the size of small ponies—are harvested for feasts throughout Cormanthyr and are considered a delicacy in certain circles. While not as materialistic as gold and moon elves, the Sy'Tel'Quessir have their needs as well and such fish do not come cheap.

Dysrisa: This small tree dwelling village consists of small families that are not part of larger, more prominent Sy'Tel'Quessir clans. This village never fell under the influence of Venom's tyranny and was a regular stop for army troops moving south to confront the dragon's forces. Hence, Dysrisa became a trading village that continued to be so after the wurm's demise.

The Sy'Tel'Quessir families living in Dysrisa have become prosperous using their animal husbandry skills; cooshees bred and raised here are highly valued throughout the realm.

Dysrisa is known not only for its animal husbandry but as a place where rare roots, berries, and other items of the forest can be found. Elven herbalists, alchemists, and wizards in search of spell components come to this village to find items not available elsewhere.

Eerienne: Located deep within the heart of the Tangled Vale, Eerienne was founded in the years since the reign of Venominhandar. This village has become a haven for Sy'Tel'Quessir who, still disillusioned with the leaders of Cormanthyr, want nothing to do with the other elves of the land.

Many Sy'Tel'Quessir think that if Venom had attacked Cormanthor or Elven Court and not their homeland, all of Cormanthyr would have come to fight the dragon. They believe that because it was in Sy'Tel'Quessir land, the haughty gold and moon elves didn't care. Once the threat of the dragon was gone, those green elves still disconcerted with

this became isolationists in the village of Eerienne.

Only Sy'Tel'Quessir are welcome in this remote village. Members of other elf races are stopped at the village borders and asked their business. Members of other races are attacked if they seem hostile or are watched closely by the green elves, who do not reveal themselves (and their home) to such beings.

Eerienne is a well-hidden tree dwelling village, secreted among the twisted treetops of the vale. Experienced elven scouts find it difficult to locate Eerienne even during the winter months, and during the summer solstice it is nigh impossible. The village is surrounded by snares, pitfalls, and other dangerous traps to ensure privacy.

The Sy'Tel'Quessir of Eerienne are hunters and gatherers, living exclusively off the land without the drappings of high elven society. They wear animal skins and fight with hand-crafted bows and quarterstaves. Forged metal swords and arrowheads, usually crafted in Myth Drannor, are rare here.

Druids of Rillifane are common in this community, and all are revered as great wise men. As many of the Sy'Tel'Quessir living here do not wish to leave the Tangled Vale, the druids are often asked to escort the elderly to Evertrees (near Sembholme) or carry honored dead to the Vale of Lost Voices.

Faelorin: This ground village is another Sy'Tel'Quessir community that was transformed to a military outpost during the time of Venom. Faelorin was moved from the upper branches of the trees to the forest floor due to the danger of airborne draconic attack. Doing so effectively protected them from dragon and wyvern aerial attacks and allowed the village to survive the centuries of conflict with the wurm's forces. General Audark's assault on Venom's lair was organized from Faelorin.

Just before the moon elf Jassin Aunglor challenged the green dragon in its lair, the vengeful wurm—still aggravated over the death of his mate—savagely attacked Faelorin. Using his magic to further tangle the trees surrounding the village, Venom destroyed Faelorin and nearly all its occupants. A few women and children escaped, their husbands and sons buying them time to escape with their lives.

Some Sy'Tel'Quessir have returned to Faelorin over the years. The village has become a haven for young green elves inspired by their ancestors' sacrifices for their families, and is now a community of Sy'Tel'Quessir warriors which is locally known as Tangled Trees.

Sar-Andathl: Another military outpost during the time of Venom, Sar-Andathl also has become a village of Sy'Tel'Quessir warriors in later years. Sar-Andathl is administered by a Sy'Tel'Quessir warrior named Tenyajn Haell (N grn elf F17), an elf who is thought to be the finest archer who ever lived. In The Year of the Whispering (277 DR) Tenyajn was made a general in the Cormanthoran army, personally training most of its ranks for over four centuries.

Vale of Lost Voices

This valley is named for the elves of General Audark's army who lost their lives to the green dragon Venom. Thinking they

had killed the wyrm in his lair, the elves were not prepared for the attack of the second dragon. The Vale of Lost Voices gets its name because not one elf in that army was able to utter so much as a whisper before the poison breath of the dragon swept over them all. Since that day the Vale of Lost Voices has been a place where all fallen elven warriors of Cormanthyr can be buried with valor and glory.

The leader of that doomed army was General Halflar Audark, leader of the powerful Audark clan and one of the most skilled Sy'Tel'Quessir warriors of his time. Nearly every member of the Audark clan followed Halflar to the dragon's lair, and those who did not die there perished in the surprise attack later on. Only a dozen members of the Audark clan remained after that day, four females and eight males—including the wife of General Halflar, Mistale Audark.

With the final demise of Venom in The Year of Elfsorrows (-206 DR), Mistale journeyed to Cormanthor to request that she and the remainder of the Audark clan be transformed into baelnorn. As powerful undead creatures the grief-stricken Audarks could gain solace in becoming the eternal guardians of the vale. Since no Sy'Tel'Quessir had ever been changed into a baelnorn, there was much controversy over this request. As most baelnorn were wizards of one sort or another, the high mages of Cormanthor were unsure of the results of the transformation on green elves. In the end the request was granted, and the guardians of the Vale of Lost Voices were born.

Sy'Tel'Quessir Baelnorn

It quickly became apparent that Sy'Tel'Quessir baelnorn are unlike their wizardly counterparts. The flesh of the green elf baelnorn is dark green and brown, and is the equivalent of petrified wood (AC -2). Their hair has the appearance of moss, and their eyes glow a light amber. The only clothing the Sy'Tel'Quessir baelnorn wear support the items they carry, which are usually weapons of +3 to +4 enchantment. Such baelnorn are unable to speak, having their actions speak for them in all matters. Creatures of the forest seem to know the thoughts of the baelnorn, which heed their call.

While regular baelnorn are able to use spells, the Sy'Tel'Quessir baelnorn are unsurpassed warriors. Each of these baelnorn has the skills of a 20th-level warrior and can remain nearly unseen (treat as *cloak of elvenkind*) while within the Vale. Each of these baelnorn is warned when anyone is moving through their vale via telepathic communication with the creatures of the forest, and can use *dimension door* (unlimited use) to travel there as swiftly as possible. These powers are in addition to the other abilities of a basic baelnorn (except for the above-mentioned wizard spells that these baelnorn do not possess). Sy'Tel'Quessir baelnorn cannot leave the Vale of Lost Voices.

Entering the Vale

The baelnorn deal with intruders into the Vale of Lost Voice in several different ways, depending on their identity and in-

tentions. Funeral processions are watched over by at least one baelnorn, who may choose to lead the promenade through the vale if the deceased was a valiant warrior. It is considered a great tribute by the elves of Cormanthyr to have a Sy'Tel'Quessir baelnorn lead a death march through the forest. The baelnorn always take note of honored dead buried with items of wealth or magic. Such tombs are become targets for grave robbers who sometimes use magic to *teleport* in and out of the vale quickly before attracting the unwanted attention of the baelnorn guardians.

Elves entering the Vale of Lost Voices who are not there to bury dead are closely watched. If their actions prove suspicious the baelnorn send their ghostly apparition projections to the intruder as a warning. If the elf does not immediately explain himself or retreat, the baelnorn attacks. Sometimes elves enter the vale in order to pay tribute to honored dead. After entering the forest such elves traditionally proclaim in a loud voice their reason for entering the sacred forest in hope that the baelnorn approve. If they are not warned with an apparition, they may proceed.

Typically, any nonelves entering the Vale of Lost Voices attract the immediate attention of at least one baelnorn. If there are more than three intruders, up to five baelnorn may appear to deal with them. If the meddlers do not proclaim themselves in a manner similar to that of an elf paying respects, then such trespassers are instantly attacked. Even if they do declare their reason for entering the Vale of Lost Voices, the reason has to be a very good one for the baelnorn to allow them passage through the sacred forest.

The Sy'Tel'Quessir baelnorn of the Vale of Lost Voices are the only green elf baelnorn ever created. Following the sacrifice of the Audark clan, no other Sy'Tel'Quessir have stepped forward to make such a request from the High Mages of Myth Drannor. For nearly a thousand years the baelnorn of the Vale of Lost Voices have protected the sacred forest, and they do not remain idle.

In the years following the coming of the Dalesmen, human and humanoid intruders entered the Vale of Lost Voices on a regular basis. Many of them wandered down from Rauthauvyer's Road but quickly retreated at the sight of the baelnorn's projected apparitions. After Myth Drannor was opened to all races by the Coronal, nonelves learned of the riches that were buried in the Vale of Lost Voices, and countless fools entered the forest in search of elven riches. Though few ever returned, one or two grave robbers were fortunate enough get in and out of the vale with stolen booty. These thieves then spread word of their good fortune, and others came looking for riches. By The Year of the Blessed Sheep (321 DR) the warnings given by the baelnorn to trespassers became fewer, and intruders were more commonly killed on sight.

The Honored Dead

Warrior elves of Cormanthyr who die in battle are typically laid to rest in the Vale of Lost Voices. The ceremony for each warrior varies. Usually the warrior's deeds are recited during the journey through the forest, concluding as the procession

reaches the appointed burial place. Depending on the influence of the family, special areas are reserved for members of each clan. The burial rites for each type of elf—gold, moon, or green—during the time of Cormanthyr are different.

Gold: Members of the Ar'Tel'Quessir are commonly entombed in mausoleums crafted of marble or some other stone. In the years following the opening of Myth Drannor, some gold elves moved their mausoleums underground to hide them from grave robbers. If a member of the warrior's clan was a powerful wizard or High Mage, the tomb is warded with spells.

The honored Ar'Tel'Quessir dead are entombed in their full warrior regalia, though powerful weapons are usually passed down to other members of the clan. Each member of the late warrior's clan places something into the tomb with the slain elf. This is done so that a piece of each family member accompanies the deceased in his afterlife travels.

Moon: Fallen Teu'Tel'Quessir warriors taken to the Vale of the Lost Voices are always buried in clearings or glens, allowing them to gaze upon the night sky. Entire families occupy one glen, with the most prominent clans being reserved for rare hilltops found in the vale.

These elves are buried in fine silken robes adorned with elegant jewelry and precious gems. Their graves are deep, and evidence of the burial is covered with spells that quickly regrow the grass and plants that were uprooted. Only members of the family present know exactly where a fallen warrior is buried.

Green: There are two types of graves for Sy'Tel'Quessir warriors, depending on the elf's deeds. Warriors of great renown are buried deep in the forest, with magical acorns (enchanted by a druid of Rillifane) placed on their chests. Within one year such an acorn grows into a small sapling, marking the grave of the warrior and at the same time masking it from defilers.

Less notable warriors—but warriors nonetheless—are placed inside trees by druids of Rillifane. Using a long forgotten version of the spell *tree*, the druids merge the remains of the warrior with a non-oak tree. Only druids of Rillifane are merged with oak trees. All Sy'Tel'Quessir elves put to rest in the vale are naked, leaving the world in the same way they were born. No Sy'Tel'Quessir grave has ever been found by thieves.

Other Locations

Briarbosk: This village was home to the Briarbosk Sy'Tel'Quessir clan prior to the coming of Venominhandar in -982 DR, and it was also the first elven community attacked by the green dragon's forces. Though the clan was not destroyed in the attack, the survivors perished years later trying to exact revenge upon Venom in a foolish attack on his lair. No Briarbosk has walked Faerûn since.

All that remains of Briarbosk are a few rotting tree dwellings. It is thought that the baelnorn of the Vale of Lost Voices can be found in the ruins of Briarbosk, perhaps coming here to remember the days when they too were alive.

The Dark Road: In the early years of the Vale of Lost Voices this trail was nothing more than a path that the elves of Cormanthor and the Tangled Vale would use to reach the heart of the sacred forest. In the years following the opening of Myth Drannor, the Dark Road slowly widened due to continued use.

The road gained its name because of the dark canopy of trees that cover the path for nearly its entire length. It was also named such because those who were not elves often met a dark fate when they trespassed in the vale. As the trail has widened, at least one baelnorn guards either end of the Dark Road, discouraging all but funeral processions from entering.

Other Items of Interest

Centaur: Several dozen tribes of centaurs occupied the southern woods of the Emerald Vale in the years prior to the coming of Venom. These tribes lived in the hills, peacefully coexisting with the elves of Cormanthyr since anyone could remember. That all changed with the coming of the green dragon.

Venom, his secretive mate, and the wyverns and dragons under his control were all especially fond of centaur flesh, and they hunted them feverishly. Skilled fighters, the centaurs resisted as best they could, and much like the elves won small battles here and there, but they eventually lost the war. The sheer number of wyverns, coupled with the innate magic of the dragons, proved to be their undoing. With their numbers dropping below 50, the centaurs fled the renamed Tangled Vale and moved east toward the Dragon Reach. Once beyond the influence of Venom, the centaur population slowly grew back to nearly where it once was.

Eventually the threat of Venom was eliminated, but that made room for another menace: humans. As the Dalesmen began to settle the southern reaches of Cormanthyr, they immediately began to encroach on the centaurs' territory. With the erecting of the Standing Stone, many families of centaurs decided that enough was enough and fled Cormanthyr all together, traveling to an unknown destination. Those that remained moved slowly north along the Dragon Reach, just ahead of the human expansion. Eventually the centaurs that remained fell into obscurity, scattered throughout the eastern woods.

Dragons: Venom and his mate were not the only dragons in Cormanthyr over the centuries, and many were their children. In the seven centuries they inhabited the Tangled Vale, it's thought that Venom and his mate (whose name remains unknown) had at least four offspring survive to maturity, though there could have been more who did not remain in Cormanthyr.

Of the four, there have been two confirmed kills of young-to-adult-age dragons (in addition to Venom and his mate) by the sages as of 0 DR. As for any other offspring of the two ancient greens, only one has surfaced in the years following Venom's death: a crafty female green the elves named Sy'quideh, which means "green magic" in the ancient tongue of the Sy'Tel'Quessir. This name was earned when it was dis-

covered the wyrm was well-versed in wizardry, preferring the use of spells and innate abilities over its breath weapon and physical attacks.

Sy'quideh was thought to lair in the hills south of her sire's lair, but her true location was never discovered. Records at Elven Court mark the last recorded sighting of the dragon two years after Venom's death, when a group of green elves outside of Duathamper spotted a green dragon bathing in the river. By the time they returned with a group of warriors, the dragon was gone.

Glaun Bog: Another wyrm that called Venominhandar master was a black dragon named Zarlandris. Only of juvenile age when it came to Cormanthyr in The Year of Smoke (-390 DR), Zarlandris settled in the Glaun Bog with the permission of the ancient green. Until Venom was slain in -206 DR, the black dragon paid homage to the green dragon, and refrained from attacking his master's wyvern followers.

After the old wyrm Venom's death, Zarlandris was free to do as he pleased, though he did stay out of the way of Cormanthyrans elves. Zarlandris occupies Glaun Bog to this day, though he has not been seen in almost two centuries.

Venom's Lair: Located at what would one day be known as Haptooth Hill, the lair of the ancient green dragon was a maze of caverns filled with traps and steep vertical drops. When the forces of General Audark attacked the lair in The Year of Silver Wings the elves had the help of several of Cormanthyr's powerful wizards, and these obstacles were negated by the creation of a second underground tunnel. With this tunnel the elves surprised Venom's mate and slew her, losing less than half their force—an acceptable loss for the elves at that time, considering the victory they seemed to have won.

When Venom himself was confronted in his lair in The Year of Elfsorrows by Jassin Aunglor, the exact nature of the battle that took place is unknown. The only accounts are from Jassin's squire who, injured by a wyvern the day before, did not accompany his master into the lair. He only reported that the lair collapsed upon itself and neither Venom nor his mentor ever emerged. Lost as well was Jassin's *moonblade*, which was a great blow to his clan. Several Aunglor members tried to discover the lair using magic over the next few centuries, but they never found Jassin or his blade.

It is said that Venom's lair contained more riches than Myth Drannor at its height, but that legend is highly discounted unless the green dragon brought a fortune with him to Cormanthyr. No elven community, even the Sy'Tel'Quessir villages he sacked early on, ever contained that amount of wealth.

Wyvern's Rift: Where Venominhandar acquired so many wyverns, in addition to learning how to control them so completely, is unknown. After arriving in Cormanthyr the green wyrm used his magic to riddle the rift to the southeast with nests for his followers. Over seven centuries, their numbers reached as many as 100 at one point but began to drop off after the dragon's demise, as many of them wandered off to different territories. Still, a fair number of wyverns terrorize Cormanthyr today. Many young green elves become blooded warriors and hunters stalking the dangerous, winged beasts.



MYSTERIES OF ELVEN COURT



It is a constant source of amusement to the elves that the humans in Myth Drannor assume that Elven Court is a physical place. While it has been such in the past and may yet be again in the future, it is of no matter. Elven Court today is a state of mind and a situation far more than a place or thing. The ruins of Old Elven Court bear too many sorrows for the Tel'Quessir to visit and too many mysteries for the N'Tel'Quess to avoid, despite repeated warnings of lurking dangers.

—Nuala Lrian, Lorekeeper in The Year of Smiling Myth (279 DR)

History

Nearly twelve millennia ago, the Descent of the Drow brought a truce to the Crown Wars. Clan elders, High Mages, and holy elves in all the elven settlements across Faerûn received a summons from Corellon Larethian the Creator while in states of reverie; they were to prepare for Court to decide the fate of the Crown Wars and the future of the elves. Almost instantly (i.e., two days after the first reverie-message), these elves began disappearing at dawn when they first greeted the sun. Their disappearances were consistent with legends of Corellon summoning an elf to his side, so few elves worried about the abductions. In all, 500 elves (125 of each surface elf race and 125 aquatic elves) magically arrived in a deep, untouched wood far to the east of any elven realms yet established. "Here," Corellon's voice proclaimed, "is the Place and Time of Elven Court. Now you all must decide your future, for the path on which you all walk leads to destruction."

Elven Court as the Place of Judgement

For the next nine centuries, the founders of Elven Court built homes and temples amid the trees and around the deep wells, pools, and underground rivers of the aquatic elves. As this site was divinely chosen and visited, many temples rose up around the central clearings that became Elven Court. Even with all this work to establish a colony here, the elves knew this

was a judgment place and that they must come to an accord over how to resolve the conflicts of the Crown Wars.

Even though the summoned elves were a mix of clan elders and High Mages and common elves (even some fair-haired youths of only 150 winters!), Elven Court was always perceived and operated as a settlement of peers. Their old hierarchies were set aside to allow for freedom of expression and discussion among the Court members. There also was little need for law or government therein, as their duty (and the diligence of the Seldarine) kept the peace; these 500 elves knew they had to determine their race's future, and any other troubles seemed petty in contrast. All elves were equals here, for they were called to judge themselves, not measure themselves by social status or magical prowess. The elves of Elven Court looked long and hard at themselves and their brethren to find where the Peoples' path had strayed.

By the Time of Judgment, the original 500 elves placed amid a virgin wood had grown to a small city of temples, halls, tree dwellings, and a population of 673. The First Proclamation was to oust the corrupt and power-mad ruling clan Vyshaan from Aryvandaar, and the Fifth Crown War erupted as the Vyshaan resisted the Court's ruling. Within 200 years, it was over, and the elves moved to colonize more of Faerûn to both avoid the connotations of remaining in the old lands of Aryvandaar and to settle virgin woods untouched by the violence and disarray of the Crown Wars. Many of the elves born and raised at Elven Court returned to the eastern forest and established the first settlements of Arcorar: Semberholme, Uvaeren, Rystall Wood, and Jhyrennstar.



Elven Court as a City & Realm

After the settlement of Arcorar (the forest around the Elven Court), Elven Court became almost exclusively a place of religious pilgrimages, given its number of grand temples to the Seldarine. As a place of hidden power due to Corellon's manifestation here, it was chosen as one of the sites for the creation of the *moonblades*, and the priests and High Mages created 25 of the mystical blades here (though legends speak of the *moonblades* numbering near 100 in all).

It also became the unofficial "center" of the Arcorar Forest, as the leaders of the four individual realms all deferred to the even-handed judgments of the elders at Elven Court. While no empire would pull these domains together until Cormanthyr, Elven Court was considered the seat of leadership for all those dwelling in the forest.

Elven Court was neutral ground for all the forest's clans and races, a place where all elves were peers and peace presided over all assemblies. This sense of equanimity and equality came from the fact that no weapons were allowed to be drawn at the heart of Elven Court (though the few defenders of the realm patrolled the perimeters doubly well for that security). The Gods' Walk and all temple grounds around it were considered holy ground until the fall of this Old Elven Court.

In celebration of a two-millennia-long peace between the dwarves of Sarphil and the elves of Arcorar, a feast was held at the Hall of Ages in Elven Court on Midwinter Night -4400 DR. The Dark Court Slaughter began on that longest of nights, as drow and duergar flooded up from below, establishing various warzones about the city but concentrating on the Hall of Ages. The fight saw the deaths of both the Coronals of Rystall Wood and Jhyrennstar and 23 clan leaders from among all the clans of Arcorar.

During the Slaughter, Elven Court heard the clash of weapons for the first time in its history. Unfortunately, the overwhelming drow conjured magics that kept the city cloaked in inky blackness during the day, allowing the skirmishes to stretch for days. Summoned monsters destroyed much of the city, while their drow mistresses took to corrupting the many temples. While most of the Seldarine temples were collapsed by *disintegration* spells on the support columns, the Creator's House received special treatment: The inside of the temple was reshaped by drow wizards and priests into a massive stone web. The center of the web acted as a *gate* which brought droves of spiders large and small. This unending crawl of spiders and the desecration of the holiest place in Elven Court made the elves despair and abandon the city. While the drow remained in Elven Court slightly longer, they too abandoned the site and returned to the Underdark.

In the five millennia since its fall, Old Elven Court has lain forsaken by the elves who built it. Arcorar's many realms became the single empire of Cormanthyr under the Coronal Kahvoerm Irithyl, and the Elven Court (as a decision-making body) simply became a part of the gleaming capital city of Cormanthor. The ruined city is a place of nightmares and walking fears for most elves, though the Sy'Tel'Quessir brave the edges of the ruins to hunt and kill many monsters before they wander into other settled areas. While most elves still refer to the ter-

ritory as Old Elven Court, the green elves and many soldiers in Cormanthyr's armies refer to the area as the Darkwoods. Their primary concerns are keeping the monsters out of their hunting and burial grounds to the southwest of this area.

All the elves of Cormanthor mourn the loss of this once-great city, but they cannot restore it to greatness for three reasons: The entire army would be needed to clear the Darkwoods of monsters, and this would still take years; the army is needed on far more fronts, with the constant threat of the Lands under Shadow, the encroachments from the north and south, and elsewhere; and Myth Drannor fulfills the Old Court's purpose as a place of unification, peace, and the center of the empire. Until such time that Myth Drannor cannot perform these duties or the army can free the temple-city from evil, Old Elven Court and the Darkwoods remain nearly empty of elves or any other of the good sylvan races.

Old Elven Court & Environs

Geography

The Darkwoods and Old Elven Court lie in the eastern sector of Cormanthor, and this territory covers a roughly 20-mile area of forest centered on the old city. The Darkwoods live up to their name, as the trees and foliage here are noticeably darker in hue, no matter what type of plant. Carnivorous plants have taken hold of some areas, so beware of strangleweed and hangmans' trees along the eastern edges of this area.

Due to a drow *curse* set during the Dark Court Slaughter, all the waters (fountains, streams, and deep pools) within the Court and the Darkwoods are a deep, near-black purple color. Still translucent and odorless, the water is still perfectly fresh water for the plants and animals and N'Tel'Quess; to nondrow elves, however, the water is mildly poisonous when ingested and it causes fever and illness (-1 Str & Con for a day per drink of water; save vs. poison or instant death to an aquatic elf breathing the waters). If the purplish water is bottled and removed from the Darkwoods (i.e., more than 10 miles away from Old Elven Court), the color fades after 24 hours and the water is normal in all respects. Of course, this curse affects water (but not ale or wine) brought into the Darkwoods, infesting it with the purple coloration after 24 hours within the area.

Population

The predominant lifeforms within the areas of Old Elven Court are spiders (of all types and sizes), gargoyles, fomorian giants, mites and other gremlins, and massive nocturnal packs of gibberlings. Nonliving creatures that inhabit the Darkwoods include banshees, spectres, and ghosts, all of which are the tortured spirits of dead elves and dwarves who fell 5,000 years ago. There are many more creatures found all about the Darkwoods, from hags to zombies, but the above

are the most likely candidates aside from birds, squirrels, and the small game that permeates Cormanthor.

Of the sylvan races, only centaurs and various green elf clans dare approach the Darkwoods. Soldiers all (but not exclusively warriors), they patrol the borders and near-interior, keeping the evil creatures contained. They will intercept any who attempt to enter the Darkwoods for their own safety and to protect the Old Elven Court from mere looters. If adventurers convince them they mean no ill of the elven dead therein, they are saluted for bravery (or chided for foolhardiness, if deemed too inexperienced) and given some warnings about traveling through Darkwoods (e.g., about the water and locations of some monster lairs).

Magic

There is an unknown but assumed vast amount of lurking magic among the ruins of Elven Court's temples. In its heyday, the Court's temples and buildings (including the living tree buildings that have grown wild in the interim) were riddled with minor and major magics, similar to Myth Drannor today. The drow curses and magics which corrupted many other aspects of the once-proud city have infected these as well, though some magics are maintained as they were but are used in more malevolent ways than their designers ever intended.

- The magics embedded in now-shattered concert shells once allowed all within an amphitheater to hear the beauty of an elven bard's song but now magnify the terrifying howls of leucrotta and banshees therein.
- The Plaza of Dance once sponsored great galas where elves danced lightly on air; its magic long twisted by the nearby destruction and dissolution of the temple to Hanali, any who enter the plaza suffer the effects of a *reverse gravity* field, as the magic roughly grabs entrants and flings them skyward, where they either land outside the courtyard or fall back into the field, only to be tossed ever higher. . . . (Contact with the field tosses a being 20 feet into the air in a slight arc; there is a 30% chance of contacting the field again, and then the being is flung 30 feet up and out of the courtyard, suffering appropriate falling damage in either case).
- Any arrows or missiles fired or thrown within the boundaries of Old Elven Court (marked by cobblestone trails and stone markers) will veer away from a target after flying 20 feet and sail outside of the nearest city boundaries; targets inside that distance can be hit by the missiles with a THAC0 penalty of -4. Missiles always veer straight up and then out toward the nearest edge of the city, where the missile falls directly to the ground. This magic ignores all distance limits, magical or ability bonuses, or types of missiles (such as *arrows of slaying*), so a stone could fly up to 500 yards to plop harmlessly in the grass, no matter who or what flung it. This explains the random piles of good arrows, sling bullets, and even magical missiles from a *necklace of missiles* people find outside the city limits.
- The great Feast Hall in the Hall of Ages lies exposed to

the sky, its ceiling destroyed during the Dark Court Slaughter by errant *lightning bolts* and other forceful magic. However, the magical fields on the still-whole but scarred table that dominates the room yet hold, and food placed on the table maintains its temperature and doesn't spoil. Many of the carnivorous monsters, but most especially the gargoyles, drop their kills upon the table, where they will stay fresh (and warm, in their just-killed state) until consumed.

Architecture

This city in its prime was a beautiful place of High-Magic-born stone temples and grand living tree homes. The Decision Place was entirely elven and often magically created, so very few buildings were made with brick and mortar. Now, in its ruin, only the landmarks below are more than rubble overgrown with ivy and strangeweeds, and the beauty of the remaining buildings has been marred by their partial ruination and continued abuse by monsters that lair within the woods.

Landmarks

While the landmarks were few and far between even when Elven Court was a thriving community, those few that existed were ruined by the drow & duergar attacks during the Dark Court Slaughter. Since the abandonment of Old Elven Court, the forest reclaimed much of the area. Crawling ivys, flowers, lichens, mosses, and bushes now cover much of the rubble-strewn courtyards, streets, and fallen buildings. Fountains still lie within the city limits, though only one still pumps a slow trickle of purplish water into an ivy-choked basin.

Now, at the height of Myth Drannor's power, there are only a few major sites here that retain any hints of their former use, while all others are restored to nature or too thoroughly destroyed to identify.

The Creator's House

Ruined Ground Dwelling – Grand; 3-Story Temple

From the outside, the southern facade of this once-grand oval temple was shod in gold and its five graceful spires towered over the surrounding trees. Now, two of the towers are broken open at their tops while a third is fully destroyed, its outer wall rended by massive claws along its entire length. The high arched roof of the temple has massive holes in it, but it is largely intact and can provide some shelter. Its two-story high stone double doors are broken, one door broken lengthwise (its jagged remnants still swinging on the left hinges) while the other is shattered entirely, the rubble littering the stairs leading up to the doors.

Once inside the greatest temple of Elven Court, its desecration is fully realized. All the floor mosaics have been marred or destroyed by clawed creatures far greater than man-size. The twelve massive support pillars that line the central aisle leading to the altar have been altered by magic, and a *stone-shaped* web links the pillars together, its branches and orientation leaving it 14 feet above and parallel to the floor. The

center of the web is 15 feet in diameter and it glows with a purplish light. Every nook and cranny within the temple's structure is thick with webs, though these are more standard spiders' silk webs (with only a few being the webs of giant spiders). A number of marble statues of Corellon lie pushed off their pedestals and shattered amid dust and webs.

The most dangerous site in nearly the entire forest of Cormanthor, the fallen temple to Corellon is the source of much of Elven Court's corruption. Thanks to drow magic, the temple and surrounding grounds are infested with spiders of all shapes and sizes. The *Spiders' Gate* at the center of the stone web (100 feet from the doors and 40 feet down from the ceiling) summons a random number of spiders from some unknown source. However, it is a reactive magic, and the presence of certain beings or types of beings activates the *gate's* magic.

- Any elf inside the temple walls activates the *gate*, dropping 2d20 standard, poisonous, or hairy spiders into the temple 1d4 rounds after the entrance of the elf. This gate activates itself, repeating the above effect, for each individual elf in a party (i.e., four elves cause 8d20 spiders to be summoned here).
- The presence of magical items (any type) activates the *gate*, summoning 1d12 large or huge spiders for every magical item carried into the temple. If the items are rings, scrolls, or potions, add 2 to the resulting roll.
- Finally, the *Spiders' Gate* is also sensitive to spells and latent memorized magic. Should any spells, spell effects, or spellcasters come within 50 feet of any part of the stone web, the gate erupts into purple flames which spread along the web, licking and crackling. Each spell or caster (priest and wizard classes and any spellcasting rangers or paladins) of 6th level or less causes the *gate* to produce 1d4 giant spiders (50% standard, 30% flying spiders, 20% driders). Spellcasters or effects greater than those levels each see 1d6 phase spiders emerge from the *gate*. The presence of a High Mage in this temple causes the *gate* to emit 1d4 gargantuan spiders as well as the maximum amount of each of the other types of spiders (rather than rolling randomly).

The above effects are cumulative, so an elf thief under the influence of a *potion of invisibility* wearing a *ring of jumping* causes the *gate* to emit 2-40 (2d20) smaller spiders and 3-14 (1d12+2) large/huge spiders. Once his elven High Mage friend joins him (wielding a *staff of the magi* and wearing a *ring of protection*), though, the *gate* erupts with 40 more lesser spiders, 14 more large/huge spiders, and 1-4 gargantuan spiders. In general, two adventurers against 60-112 spiders of all sizes had best run for their lives, as many elves before them have!

The Hall of Ages

Ruined Ground Dwelling – Grand; 3-Story Hall and Temple

This building is among the grander remains in Old Elven Court. The first floor contains a temple to Labelas (long

ruined by summoned fire lizards and like creatures, the golden statues all partially slagged and lying in resolidified pools of gold), while the floors above were the kitchens and pantries and guest rooms that all supported the top floor, the greatest feast-hall in all of Arcorar. This was the focus of the drow and duergar attack, and yet it is one of the few surviving buildings.

As stated above, the roof of this massive marble building is shattered and gone, the whole upper floor exposed to the elements. Various holes appear throughout the 35-foot-high walls due to spells or other attacks during the Slaughter. Lower parts of this building are covered in climbing ivy with bright yellow flowers (yellow musk creepers), though they grow to the roof where holes in the walls allow them new purchase to continue climbing. The northwestern corner of the building is collapsed in a heap of rubble, the tunneling underneath it the cause of the destruction. Creatures careful in climbing up the pile of rubble can reach the top of the breach and enter the building's second floor through its old pantries.

Garrison of Fletching Green

Ruined Fortified Ground Dwelling – Major; 3-Story Garrison

This wide, round stone tower lies on the far northern outskirts of the Old Elven Court (100 yards north of the city limits). It once acted as the primary garrison for the armed protectors of the Elven Court and was constantly staffed by archers and rangers. Set in the center of a wide, green clearing, the tower itself seems whole and untouched by time or by the chaos that permeates the Darkwoods. The only extraneous feature on the tower beyond its roof crenelations are three gargoyles set in the walls; they act as downspouts for draining water off the flat roof, sending it down through stone drains beneath them to cellar cisterns.

Any who approach from above can find a secret trap door leading down into the tower, but it is sealed with a *wizard lock* cast by a 19th-level wizard and has remained unbreached for centuries. Those who try to enter the tower through its apparently open door at ground level gain a rude surprise. Green slime vomits out of the gargoyle over the door, which strikes the character with a THAC0 12; affected creatures easily flow down the drains in liquid form, leaving no clues as to the danger. This effect is triggered by proximity; anything solid approaching within eight feet of the door (walking, flying, or otherwise) causes the green slime to continue to flow until such objects are moved. The doorway is also trapped with an invisible *wall of force* over the opening; contact with this field has a 70% chance of knocking a character into the slime.

Elven Court Today

Though the Elven Court lies in rubble and ruin, folk of Myth Drannor still hear talk of Elven Court as a present-day assembly. No longer an actual, physical site (much to the surprise of many N'Tel'Quess), Elven Court is a congregation of

the Coronal, elf nobles, High Mages, druids, and what appear to be treants and dryads in quiet groves surrounding any of the settlements. When an elf refers to a ruling made by Elven Court, he abstractly refers to these assemblies.

Elven Court is now a ritualized communion of present-day elven leaders. Gatherings last anywhere from four to 24 hours and cannot be convened without the presence of at least one tree-spirit: A number of elves who chose to be buried in special ceremonies under the roots of Cormanthyr's trees have become part of Cormanthor physically and psychically, and are henceforth tree-spirits. Rather than communing with the Call of Arvandor, they commune with the trees and the lifeweb of all plantlife on Toril. A special ritual known to High Mages, ranking druids, and the Coronal calls to the tree-spirits and 2d4+1 of them answer a Call to Court.

When called, a tree-spirit inhabits any type of tree within 50 yards of the summoning person(s). A face similar to the spirit's former self forms within the bark, and once complete, the tree-spirit can speak and participate in Elven Court. Physically, summoned tree-spirits are identical to treants, and they have all the attendant abilities of the same. In addition, a tree-spirit can look into the mind of an elf in reverie who leans against its trunk, and this is often the quickest way to provide information to the tree-spirits. Obviously, tree-spirits can manifest in the forms of dryads, hamadryads, nymphs,

and even satyrs or shambling mounds, should they choose to do so for more mobility; their powers are identical to the forms they adopt, though they can shed their form and place their consciousness within a tree or redisperse it into the lifeweb in a second.

When in session, the eldest tree-spirit presides over that Elven Court, though the Coronal is the active agent of that spirit, directing the questioning and discussion for the benefit of the elder spirit. Issues that do not concern the trees and the overall health of Cormanthyr seem frivolous to the spirits, and they abstain from these "lesser" discussions. Their value comes in their inherent ability to see the wider forest and the broad spectrum, rather than the distractions of mortal life. These Courts are called only to debate and come to a conclusive decision on a major change that either is not covered in or changes elven laws and society, such as the creation of *moonblades*, the alliance of the races at Cormanthyr, and the opening of Myth Drannor to all good peoples.

Elven Court can convene anywhere in Cormanthor, though the summoning of the prerequisite three tree-spirits takes 1d12 hours longer if done more than 40 miles away from the burial sites in the eastern woods near Old Elven Court. While possible, long-standing traditions prevent an Elven Court from being summoned within 10 miles of the Vale of Lost Voices; the dead here are not to be disturbed.



CITIZENRY



The inhabitants of Cormanthyr (or a general Cormanthyr campaign), are many and varied. While the majority are elves, the Opening of Myth Drannor's fabled gates and the whole of Cormanthyr's domain provide many more hundreds of faces, stories, and legends than can be accounted for herein. Below are the great names and celebrities among Cormanthyr's boundaries.

Rulers of Cormanthyr

While only one voice truly rules in Cormanthyr, the upper echelons of power are shared among the many officials of Myth Drannor and Cormanthyr and the Houses of elven nobility. No matter how much bearing these people might have on a DM's campaign, it is understood that every one of them is known and identifiable by any native of Myth Drannor. DMs are encouraged to create a large staff of go-betweens and servants or lesser members of the families through which the PCs can learn of the goings-on in the upper echelons (and perhaps eventually meet some of them later in the campaign, as they endear themselves to noble families or rise in the ranks of the martial or magical militaries).



signs of ire now are a chilling silence rather than a kindly smile and words in a strong, clear voice.

Eltargrim Irithyl is first and foremost a warrior in his heart, for he spent 300 years in the

Akh'Velehr and still retains his tattoos from his military days: The sword

tattoo on his left hand is black with green highlights, and his palm

bears two black and two silver rings, a *penaal's* ranking with

Akh'Aegis and Crossed Swords medal tattoos on his left outer

forearm. When he became the Coronal, he resigned his commission and his studies

reverted to High Magic (which he assumed with the *elfblade's*

drawing), though he lost none of his battle skills. While none ever

discussed this, the Coronal's early years were spent much in seclusion as he

learned wizards' magic in order to better control the High Magic that became his by right. These studies

made Eltargrim more contemplative and methodical than he once was, for his military command style

seemed brash and as full of recklessness as intuitive strategy.

Since the Opening which he shepherded upon Cormanthyr, the Coronal has spent much of his time

assuaging his people's concerns about the Alliance and its changing effects upon the "pure elven culture"

of Cormanthyr. His experiences both as warrior and as wizard taught him greater respect and regard for

all the races and their individual accomplishments, and he strives still to teach the elves to learn from

them. For nearly 200 years, he has calmly led by example, and the peace and prosperity that Cormanthyr

gained with Myth Drannor's rise is his crowning achievement.

Coronal Eltargrim Irithyl

Game Information: LG gold em F25/W19; High

Mage (by virtue of the *elfblade*, *Ar'Cor'Kerym*)

Life/Death: -612 DR - Present

The kindly golden-eyed ruler of Cormanthyr is among the oldest living elves on Faerûn, though he retains some aspects of his youth. White hair tumbling down his shoulders, Eltargrim maintains his powerful build from his warrior days, though he most often wears robes of state rather than armor now. His face is ever a sea of calm, and not since the hectic troubles of the Opening (and the open rebellion of the gold Staryms) has the Coronal raised his voice in anger. His only



Aravae Irithyl, the Coronal's Heir

Game Information: LG gold elf W7/C6 of Labelas; grand-niece of the Coronal Eltargrim

Life/Death: 146 DR - Present

Once called "the loveliest rose abloom in the Great King's Forest" and often known by her translated name of "Felicity," Aravae Irithyl is an elfmaid of rare beauty, even among the comeliest of the People. Lithe and small, the 4'9"-tall elf has a cascading mane of russet-red curls and small cinnamon-toned eyes that are quite rare for one of her golden-toned kin.

She is the very picture of propriety and diplomacy, much like her great-uncle the Coronal, and many attribute this to her primary tutor and friend, the Srinshree. This is much changed from a few short centuries ago, just after the Opening, when the young Aravae rebelled against her station and her elders' wishes to join in some small adventuring about Cormanthyr and the Dalelands surrounding it. Confiding in the Srinshree of her plans, Aravae asked her to create a *simulacrum* of her to cover her short absence of only two decades. While Aravae and her young friends (including the dashing young bladesinger Josidiah Starym and a number of humans) wandered the realm, the Srinshree made it seem as she had sequestered the girl away for intensive magical study; while few wondered about this, none involved ever knew if the Coronal discovered their ruse. Still, the experiences served Aravae well and she gained an understanding of the outer lands and other races (which was the Srinshree's and Coronal's intent from the start).

This young elfmaid is the assumed heir of the Coronal Eltargrim, since she is the final surviving member (other than himself) of House Irithyl, the second oldest great clan of the realm. Her mother died in childbirth and her father, an akh'faer arfaern and sole surviving male relative and nephew of Eltargrim, died during the siege on Moander's temple in the Year of Unkind Weapons (171 DR). In defiance of the normal protocols which would have long since married Aravae off to ensure the continuance of House Irithyl, the Coronal has allowed her leave to wait for the return of her love, Josidiah Starym, from his quest for the *Ary'Velahr'Kerym*. While she is faithful and spends her time honing her skills of intrigue and discretion, her vows do not stop the multitudes of hopeful young bravos and elves of the elder (and not-so-aged) Houses from attempting to charm her (and gain an easy in-road to the power of the Coronal . . .).

Noble Families of Cormanthyr

The noble Houses of Myth Drannor have varied greatly across the millennia since the first priest arrived at Elven Court during the Crown Wars. By Myth Drannor's time, 48 Houses had risen and fallen since the time of Arcorar, and the oldest Houses that remained were the clans of Durothil, Irithyl,

Nimesin, Echorn, Starym, Dahast, Ongluth, and Mistwinter (in order of seniority). These, along with the younger Clans Eao-leth and Ulondarr, are the 12 First Houses of Cormanthyr.

The influence of these clans can span millennia, given their long lifespans, though the might of various families waxes and wanes across that time. Only a few families below have power that spans the whole of Cormanthyr, up to the present Year of the Falling Tower (650 DR). Note that falls in social prestige mean that the clan is either caught up in scandals, poor trade and loss of money and ties, or the family line could possibly be extinct. For some, a drop in status below nobility is worse than death, and they would rather leave Cormanthyr entirely before accepting the lesser status of landed merchants or craftsmen.

DMs are encouraged to choose ten to twelve clans or Houses that will become prominent in their campaigns, and keep an eye on events in the campaign that might affect their influence. For example, the popularity of House Ammath rises in the Year of the Turning Leaf (590 DR) with the surprising rise to prominence of Kelvhan Olortynnal, a cousin of the main family; while their prestige rises, so does the number of personal enemies due to the objections of the other military officers (and their Houses). While the PCs may never become directly associated with a House (by choice or by exclusion), there are very few activities within the city that do not have some ties to the Houses. The choice of which rooming house to stay at is determined by its owners and whom they allow to live there, while certain taverns cater to those of certain Houses or House-affiliations; few, if any, places within the keyed Myth Drannor buildings are noted as to which races or Houses are not welcome, for this layer of intrigue and political pull is best left to each DM. Even the decision of going for a walk in the forest is affected by the Houses, since many of them claim areas as "their" hunting lands or estates and will use a trespassing offense as an excuse to "chastise" any wandering N'Tel'Quess. Of course, not all reactions are this negative or dangerous, but the predominantly gold elf population and the pervasive sense of status makes this far more common than for non-elves to be welcomed among noble House society (unless they are looking for entertainment or personal guards for parties at others villas where their nonelven presence will be a veiled affront to the host).

Below are the major Houses of the city along with a number of minor Houses, though not all clans or nobles are noted, leaving room for the DM to create some families and up-and-coming clans of his own. Each Clan or House is defined by its predominate racial type; this is not exclusive, though any elves not of this racial subtype are lesser nobles of the House, rather than of the ruling line. Then, at least the four highest members of the House are listed: the leader and Speaker, the heir of the House's leadership, the most powerful archmage, and the elder of the house (though some elves encompass more than one of these roles). Finally, the family's seal or coat of arms and the House colors are noted; bear in mind that the House colors may not always be strictly represented in the seal.

Alastrarra Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Matriarch/Lady Speaker: Namyriiitha Alastrarra (LE gold elf W24; eldest lawful child of previous Speaker)

Clan Heir: Ornthalas Alastrarra (LN gold em bladesinger F13/W12; 3rd son of Namyriiitha)

Clan Elder & Archmage: Naeryndam Alastrarra (LG gold em W29; half-brother and elder sibling of Namyriiitha, recognized as part of the clan on the deathbed of his father, the last Speaker)

Seal/Arms & House Colors: A falcon volant; sky blue and ivory

Ammath Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Matriarch/Lady Speaker: Puorlaas Ammath (LN moon elf W22; 3rd child but elder survivor of previous Speaker)

Clan Heir: Luthais Ammath (LG moon elf male F21; eldest child of Puorlaas, Arshaalth of Ahk'Velehr moonhorse cavalry)

Clan Elder & Archmage: Khyssoun Ammath (NG moon em W23/HM; High Court Mage, first cousin of Puorlaas)

Seal/Arms & House Colors: Four alternating crescent moons of black and white over a silver chevron; black and silver

This clan of honorable moon elves has been dominated by wizards for the past three millennia. However, change is in the air for the clan as the eldest of Puorlaas' five children is a warrior with little interest in arts arcane. Still, the "thoughtful giant" Luthais, whose musculature and strength compare more to brawny humankind than lithe elfdom, respects magic and its traditions greatly.

Audark Clan

Type: Sy'Tel'Quessir (Green)

Prominent Members:

Patriarch/Lord Speaker: Tehlmar Audark (N green em R19; nephew of Speaker Arkhun, proclaimed to succession rather than inherited by birth)

Clan Heir: Phraan Audark (NG green em F8/T9; Shaalth of Akh'Velehr scouts, eldest son of Tehlmar)

Clan Elder: Alabyran Audark (NE green em F12; 2nd brother of the dead Speaker Arkhun, who secretly dislikes the current situation as he believes he should be the Lord-Speaker, not his nephew)

Clan Archmage: Unae Audark (LG moon elf W(D)12–En-cikkar; mother of Tehlmar and widowed wife of Cohnal)

Seal/Arms & House Colors: A stag saltire; olive green and black

Auglamyr Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Hastos Auglamyr (N gold em F14; Penaal of the Akh'Velehr infantry)

Clan Heir & Archmage: Symrustar Auglamyr (see "Notables of Art")

Clan Elder: Raerauntha Fynnasla (NE gold elf R12; great-aunt of Hastos/elder sister of Syviis, Hastos' grandmother)

Seal/Arms & House Colors: A displayed &i-headed gold dragon on a blood-red field; gold and crimson, (the crimson is replaced with shades of blues and purples among the lessers of the House)

Aunglor Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Ajaar Aunglor XII (NE moon em R11)

Clan Heir: Ajaar XIII (CN moon em F0; eldest child of Ajaar XII)

Clan Elder: Isciira Tohrthaal "the Shadancer" (LE moon elf W8/T9; maternal aunt of Ajaar XII)

Clan Archmage: Ecaeris Aunglor (NG moon elf W22; Spell-Captain, apprentice of Alea Dahast, younger sister of Ajaar XII)

Seal/Arms & House Colors: A proper griffin armed and salient on a green field; chestnut-brown, charcoal, and kelly-green

Dahast Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Purtham Dahast (LG gold em bladesinger F6/W6; grandson of Alea)

Clan Heir: Lhoris Dahast (CE gold em F7; fourth son of Purtham who secretly slew his elder brothers by leading them to ambush)

Clan Elder & Archmage: Alea Dahast (LN gold elf W29; the "High Lady of Art," Spell-Major, and High Mage since 490 DR)

Seal/Arms & House Colors: A lap harp and a dagger respectant atop a chevron-parted shield of white and midnight blue; eggshell white, midnight blue, and (sparingly) canary yellow

Durothil Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Laosx Durothil (N gold em R7)

Clan Heir: Vhoorhin Durothil (CG gold em W1/F1; child nephew of Laosx by his 3rd brother Waernas)

Clan Elder: Uschymna Durothil (LG moon elf W22; High Mage, mother of Ahskahala, great-aunt of Laosx); Were baelnorn counted among clan ranks, the Lady Synnorha Durothil (LG gold elf baelnorn W20) would be clan elder, though long-standing tradition bars undead from claiming official title among the living (and she is content that at least her great-granddaughter Uschymna secretly relies on her advice)

Clan Archmage: "The Starseer" aka Kuornos Durothil (LN gold em W21; nephew of Ahskahala, 2nd cousin of Vhoorhin)

Seal/Arms & House Colors: A gold dragon's head sinister on a white field; gold, yellow, and snow-white

This most ancient of the gold elf clans of Faerûn has been among the higher families of every major elven civilization on Faerûn for over 15 millennia. However, their presence in Arcorar and Cormanthyr was always fleeting, since many of them fled Aryvandaar during the Crown Wars and headed west to Evermeet. The few that remained in Cormanthyr as House Durothil were among the pacifists from Yrlancel and Myth Ondath or the few survivors of Uvaeren. Now, after centuries among the more martial elves of Cormanthyr, even this clan has entered the ranks of the military, most notably the lesser cousin Ahskahala Durothil (CG gold elf F16), the akh'velahrn commander of the Wing & Horn cavalry.

Ealoeth Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Iefyr Ealoeth (NE gold em F9)

Clan Heir & Archmage: Yrthraethra Ealoeth (CE gold elf W12; daughter of Iefyr)

Clan Elder: Onvyr Ealoeth (CE gold em F13; grand-uncle of Iefyr)

Seal/Arms & House Colors: Two addorsed pegasi volant on a field of sky blue; sky blue, violet, and rose

Among the richer of the clans of Cormanthor, the Ealoeths across the years have become skillful manipulators of the People and Not-People alike. No true and incontrovertible evidence ever connected the Ealoeths with any wrongdoings, and they were socially powerful enough to demand respect from all but the most senior Houses of the City of Song. Still, whispers and gossip abounded that the last three Lords of House Ealoeth sponsored certain mercantile interests in the colonies south of the forests, and these interests linked them with known assassins and other, much darker deeds. . . .

Echorn Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Delmuth Echorn the Elder (CN gold em F9)

Clan Heir: Itylra Echorn (NE gold elf W6/T7)

Clan Elder: Neldor Echorn (NG em W14; great-granduncle of Delmuth)

Clan Archmage: Ahrendaaria Echorn (LG elf W22/HM; 3rd daughter of Neldor)

Seal/Arms & House Colors: A proper hawk with wings close on a blue field; orange, amber, and duskwood-brown

Faerondarl Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Clan Heir: Taenya Faerondarl (NG moon elf F2/W2)

Seal/Arms & House Colors: A proper unicorn salient amid a circle of nine winking stars all set against a field of midnight blue; midnight blue, black, and purple

This once-proud, dying House suffered greatly due to the schemes of its former Lord Speaker Fhociin, whose inept plots brought vengeful assassinations down upon his family and clumsy spellcasting resulted in the partial destruction of the family villa and the deaths of over 24 people during a revel. Now, his daughter remains the sole beneficiary of all Faerondarl lands and monies, and she readies to marry Chaalmyth Mistrivvin more out of fear than love; she had originally planned to marry her true love, Lord Jonik Mistrivvin the Younger, but she caught the eye of the Lord-Speaker and elder cousin of Jonik, and he secretly has threatened to kill Jonik rather than allow their union to take place. Thus, to save her lover's life, she has agreed to the charade (and plans to use her influence as Lady of the House to keep Jonik safe while Lord Chaalmyth plays with his wife's family properties.

Goadulphyn Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Galan Goadulphyn (CN gold em T12)

Clan Heir: Thallan Goadulphyn (N hem infant)

Seal/Arms & House Colors: Two pairs of eagle silhouettes resplendent; no distinctive house colors due to laxness of last 4 generations.

This near-dead House, while among the older Houses, nearly died out before the mythal rose as its last denizen, the roguish Galan Goadulphyn, kept disappearing for months on end without explanation. Now, surprisingly settled with a young human wife and half-elven child, Lord Galan sets himself to the tasks of restoring his House.

Haevault Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Braern Haevault (LG gold em W13–Dualist (Encikkar))

Clan Heir: Amrynn Haevault (LG gold em F15; eldest son of Braern stepson of Talanashta)

Clan Elder: Khyrmm Haevault (NG gold em R9; former penaal among Akh'Velehr scouts, granduncle of Braern)

Clan Archmage: Talanashta Haevault (LG gold elf W21–Dualist (Djakkar)); wife of Braern)

Seal/Arms & House Colors: Two crossed spears against a split shield of white and gold; white, ochre, and gray

Haladar Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Wylm Haladar (NE gold em F11)

Clan Heir: Jonas Haladar (CN gold em F6; third son of Wylm)

Clan Elder: Yrlissa Haladar (NG gold elf P9 of Sehanine)

Clan Archmage: Paeris Haladar (N gold em W16; great-nephew of Wylm)

Seal/Arms & House Colors: A golden stag regardant on a black shield; moss green, parchment yellow, and white

The Haladar clan's fall from grace, due to the temper and impetuosity of Paeris Haladar at his loss of position as the Spell-Major, was temporary, thanks to the lore and wisdom of its elder and its two baelnorn who guard the crypts within Burial Glen (and a secret library therein). While details are scarce, gossip talked of cryptic rituals and long-hidden rites directly to the goddesses Sehanine and Mystra both; regardless of the steps involved, Paeris Haladar was among the few who survived being deemed unworthy by an *elfblade* (forever wrapped in dead magic and left unable to wield any magic). His magical abilities (as well as humility and duty) were restored within 30 years of losing them. As he proved his loyalty and ability incessantly among the Akh'Faer, he and Josidiah Starym healed the rifts between them and Paeris rose to his side as Spell-Captain, where he remains today.

Hawksong Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Elidyr Hawksong (CN moon em C9–Corellon Larethian)

Clan Heir: Otaerhyn Hawksong (CG green em R15; illegitimate but sole son of Elidyr by green elf mistress Axilya Laenye (N elf F7), Arms-Captain)

Clan Elder: Jaonos Hawksong I (N moon em W12–Dualist (Alurakkar), uncle of Elidyr)

Clan Archmage: Rathaiin Hawksong (LN moon elf W21; High Mage, third wife of Jaonos)

Seal/Arms & House Colors: A white hawk volant on a field of brown; brown and white

Ildacer Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Myriil Ildacer VI (LE moon em F11)

Clan Heir: Myriil Ildacer VII (LN moon em bladesinger F3/W3; fourth son of Myriil VI, student of Thiilthan, Akh'Velahrn recruit)

Clan Elder: Thiilthan Ildacer (LN moon em bladesinger F10/W9; great-granduncle of Myrill the elder)

Clan Archmage: Shyael Ildacer (see "The Coronal's Defenders" below)

Seal/Arms & House Colors: Six glowing-green wands set around a yellow blazing sun on a green field; olive-drab-green, emerald green, and lime green

Iliathor Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Matriarch/Lady Speaker: Eallyrl Iliathor (NG moon elf P12–Hanali)

Clan Heir: Wylchyr Iliathor (CG moon em R9; sole child of Eallyrl)

Clan Elder & Archmage: Urmicca Iliathor (LG moon elf W19; grandmother of Eallyrl)

Seal/Arms & House Colors: Four white doves displayed around a black circle with a gold edge; lions'-mane-yellow, dragon's-hoard-gold, and forge-fire-red (Their House colors all deeper, richer tones than standard, this nontraditional clan also favors their clan colors in a stripe or tartan pattern, much to the horror of stodgy gold elves!)

Llundlar Clan

Type: Ar'Tel'Quessir (Gold; Predominately half-elven by this year)

Prominent Members:

Patriarch/Lord Speaker & Clan Elder: Shyrrik Llundlar (N gold em F13)

Clan Heir: Kerym Llundlar (LG gold hem R11; sole surviving but sixth son of Shyrrik by his human wife Scolnya, a priestess of Mystra (LG hf P14–Mystra))

Clan Archmage: Glynnii Llundlar (LG gold elf W24; High Mage, sister of Shyrrik)

Seal/Arms & House Colors: Two "dove-verbs" addorsed and with wings close (doves with long, thin wyvern-like snaky tails set back to back with wings kept at their sides), their tails linked in a helix; umber, tan, and dusk-red

This House has always backed the Coronal's rule in all things, and most of all the Houses embraced Eltargrim's dream of union among the races. This gave them many political enemies in the tense decades around the Opening, and this led to the deaths of the five armathor-sons of Shyrrik and a number of family casualties, including lady-wife of the House, the peaceful priestess Cathra. Despite these hardships, Lord Shyrrik's faith and loyalty never wavered. In fact, he welcomed the other races to the City of Spells most enthusiastically. In love almost immediately with a human priestess (and many whispered, in efforts to swiftly restore his House ranks), he married her immediately upon the end of his five years of mourning for his previous wife; by this time, many of his younger nephews and nieces and cousins of the clans had done the same at his insistence. In

effect, the major and minor branches of this clan within Cormanthyr has married many humans since the Opening and as a result, they are one of the more populous Houses, with many of their marriages resulting in multiple children. While the House is mostly half-elven, they are all raised as full elves and even the humans among them are treated as elves. Only outsiders and political enemies mock their House as a weak one, and never to the faces of the many pious warriors and priests of House Llundlar.

Maerdrym Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Ardryll Maerdrym (N moon em F13)

Clan Heir: Conall Maerdrym (NE moon em W7–Dualist (Nelluonkkar); second son of Ardryll)

Clan Elder: Nyvorlas Maerdrym (LG moon em F16; grandfather of Arun, granduncle of Ardryll)

Clan Archmage: Maaleshiira Maerdrym (CN elf W19; niece of Ardryll by his third brother), a youngling elf whose abilities in magic far outstrip her patience and sense

Seal/Arms & House Colors: Four gray roses entwined and growing up around three black wizards' staves on a white field; black, charcoal gray, white, olive green

Miritar Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker & Archmage: Pyrder Miritar (LG gold em W20)

Clan Heir: Pywaln Miritar (LG gold em W11–Dualist (Alurakkar); fourth son of Pyrder)

Clan Elder: Tathaln Miritar (LG gold em F19; uncle of Pryder)

Seal/Arms & House Colors: Four daggers, points down, on a chevron of white over a red field; black, cherry red, and slate gray

Mistrivvin Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Chaalmyth Mistrivvin (LE gold em F11)

Clan Heir: None officially; within the clan, many consider Chaalmyth's second cousin Jonik the Younger (LG gold em R4) the heir apparent despite the convolutions of the succession lines

Clan Elder & Archmage: Jonik Mistrivvin (LG gold em W15; father of Jonik the Younger, the clan heir)

Seal/Arms & House Colors: An elven arm, chain-armored and elbowed sinister holding a whip that coils against a green field; chocolate brown, mahogany, wheat, and parchment yellow

Mistwinter Clan

Type: Teu'Tel'Quessir (Moon)

Seal/Arms & House Colors: A silver harp between the horns of a crescent moon encircled by stars on a black field, no House colors

The sole surviving member of this once-vast clan of rangers and druids and wizards is the "Lady Steel" Dathlue Mistwinter (CG moon elf R22). While still among the many secrets of Cormanthyr, Lady Steel is the leader and founder of the Harpers at Twilight, a secret organization banded together to promote the

Coronal's peace, protect the many who are unable to protect themselves, and prevent the abuses of power so often found among the other noble Houses. In fact, the group's emblem is the House seal of the Mistwinters.

Moonglamaer Clan

Type: Sy'Tel'Quessir (Green)

Prominent Members:

Patriarch/Lord Speaker: Sadalymn Moonglamaer (CG green em R21)

Clan Heir: Amkissra Moonglamaer (NG green elf P9—Rillifane; first child of Sadalymn)

Clan Elder: Dasyra Moonglamaer (LG green elf bladesinger F15/W15; grandaunt of Sadalymn)

Clan Archmage: Raibyr Moonglamaer (CG moon em W19; great-grandson of Dasyra with a moon elf mother)

Seal/Arms & House Colors: A proper moonhorse rampant on a blue field; ash gray, silver, moon-white, steel-blue

Narlbeth Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Llarm Narlbeth (NG moon em R13)

Clan Heir: Ruvyn Narlbeth (LN moon em F4; eldest son of Llarm)

Clan Elder: Tannyll Narlbeth (CG moon em C13—Sehanine; great-granduncle of Llarm)

Clan Archmage: Mothrys Narlbeth (LE moon em W18; second cousin of Llarm)

Seal/Arms & House Colors: A proper griffon passant on a red field; cranberry red, burgundy, duskwood brown

Neirdre Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Rhangyl Neirdre (LE gold em F12)

Clan Heir: Mihangyl Neirdre (LN gold em C3—Labelas; eldest son of Rhangyl)

Clan Elder: Aneirin Neirdre (N gold elf B16; greataunt of Rhangyl)

Clan Archmage: Gylledha Neirdre (NG gold elf W22; sister of Rhangyl (though a bitter, secret enemy of her corrupt brother))

Seal/Arms & House Colors: Black dragon couchant on a red field; black and ember red

Nightstar Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Taredd Nightstar (LG moon em R11)

Clan Heir: Sandew Nightstar (CG moon em R2; eldest son of Taredd)

Clan Elder: Seith Nightstar (NG moon em R16; grandfather of Taredd who stepped down from the lordship in favor of fresh minds and viewpoints upon the Opening; advisor to the Harpers)

Clan Archmage: Gweyr Nightstar (CG moon em W16; aunt of Taredd and daughter-in-law to Seith)

Seal/Arms & House Colors: Eight-pointed silver star on a blue field; navy blue, violet, and silver

Nimesin Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Dyffros Nimesin (LE gold em F11)

Clan Heir: Rychell Nimesin (LN gold em F3; adopted son (and fifth child) of Dyffros; eldest child of Llamryl, 2nd wife of the House)

Clan Elder: Goronyyv Nimesin (LN gold em F16; uncle of Dyffros)

Clan Archmage: Eyrynnvh Nimesin (LN gold em W23; brother of Goronyyv and uncle of Dyffros)

Seal/Arms & House Colors: An armored elven hand surrounded by golden flames crushing and breaking a proper long sword in its grasp against a black field; despite the age and prosperity of this House, it stands among the few that have never restricted their servants or family members to particular colors for recognition

Ni Tessine Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Cystenn Ni'Tessine (AL gold em W17)

Clan Heir: Dannyd Ni'Tessine (AL gold em bladesinger F10/W10; eldest son of Cystenn)

Clan Elder: Rhys Ni'Tessine (AL gold em W20; second cousin of Cystenn, former aronor of the Honor Spellguard)

Clan Archmage: Myrddin Ni'Tessine (LG gold em W24; prodigy and fourth son of Cystenn, High Mage in training)

Seal/Arms & House Colors: A proper Pegasus and griffon salient and respectant over a blue field; either powder white and sky blue (and other Pegasus-related colors) or dun brown and gold (and other griffon-styled colors), depending on the particular branch of the family (ruling line vs. lesser lines)

Nlossae Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Haryk Nlossae (LG gold em P11—Corellon; senior priest of the Parentree (S5))

Clan Heir: Kuskyn Nlossae (LG gold em P3—Corellon; nephew of Haryk)

Clan Elder: Cheyrth Nlossae (N gold em P12—Corellon; granduncle of Haryk, high priest of Corellon at Scholars' Hope (S7))

Clan Archmage: Nlossae (AL gold em W9/C9—Corellon; younger brother of Haryk, father of Kuskyn)

Seal/Arms & House Colors: Five golden butterflies set against a quartered field (colors: black, white, green, blue) with one on each quarter and one at the intersection of the four quarters; gold or yellow with one other color (black, white, green, blue)

Oakstaff Clan

Settlement: the Tangletrees

Type: Sy'Tel'Quessir (Green)

Prominent Members:

Patriarch/Lord Speaker: Jharym "The Oakstaff" NG green em R18)

Clan Heir: Katar Oakstaff (N green em P4—Rillifane; sole son of Jharym and second child)

Clan Elder: Cluym Oakstaff (NG green em R21; granduncle of Jharym)

Clan Archmage: Nuala Oakstaff (N green em W17; niece of Jharym, faernaa of the Akh'Faer)

Seal/Arms & House Colors: Seven acorns and much ivy growing up and around a thick oaken staff set against a green field; browns and greens of no particular specificity

Though among the eldest of the green elf Houses, Clan Oakstaff had little to do with the day-to-day life of the city. In fact, few of House Oakstaff lived within Myth Drannor, but they occupied numerous hunting lodges and small estates throughout Cormanthyr. Their ties with allies and friends in the forests once called Keltormir are strong, and they are often using *gates* to travel to and from those southwestern forests. Of all the noble Houses outside of Mistwinter, House Oakstaff has the most involvement with the fledgling Harpers at Twilight.

Omberdawn Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker: Corym Omberdawn (LG moon em F12)

Clan Heir: Shalantha Omberdawn (LG moon elf W16; daughter and sole child of Corym, faernil of the Akh'Faer, former student of Windsong Tower, brief lover of Ecamane Truesilver)

Clan Elder: Rhalyf Omberdawn (LG moon em P13—Aerdrie Faenya; grandfather of Csharynn)

Clan Archmage: Csharynn Omberdawn (LG moon elf W21; aunt of Corym, an Elder of Windsong Tower)

Seal/Arms & House Colors: A red firebird sinister volant formed from fires outlining the yellow rising sun at the base of the field; amber, ember-red/orange, blood-red, and sunshine yellow

Ongluth Clan

Type: Teu'Tel'Quessir (Moon)

Prominent Members:

Patriarch/Lord Speaker & Clan Elder: Garynnon Ongluth (N moon em F23)

Clan Heir: Garynnon Ongluth II (LG moon em bladesinger F5/W5; seventh grandson of Garynnon the elder, temporary student of Josidiah Starym, nikym of Akh'Velehr)

Clan Archmage: Edyrm Ongluth (N moon em W24; brother of Garynnon the elder, High Mage)

Seal/Arms & House Colors: A black stag attired with silver antlers courant against a full white moon set on a black field; black, midnight blue, silver, and white

Orbryn Clan

Type: Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Edwyrd Orbryn (LG gold em F4; son of Aulathar)

Clan Heir: Leojym (NG gold em F2/W2; brother of Eschallus)

Clan Elder: Meira Orbryn (N gold elf P10—Labelas; grandmother of Edwyrd)

Clan Archmage: Nelaeryn Orbryn (LG gold em W16; uncle of Eschallus, Court Mage and commander of the Honor Spellguard)

Seal/Arms & House Colors: Six gold coins in a circle around a six-pointed star set on a white field; purple, magenta, and pink

Ever since the raising of the mythal and the death of then-patriarch and archmage Aulathar Orbryn, House Orbryn and House Starym have been bitter, mortal enemies, even with the absence of the gold Staryms who caused much of the turmoil. Despite their goodness and the obvious honor of Josidiah Starym and his family line, Edwyrd Orbryn and all of his nine brothers and four uncles refuse to acknowledge or even remain in the presence of any Starym.

Starym Clan

Type: Teu'Tel'Quessir (Moon)/Ar'Tel'Quessir (Gold)

Prominent Members:

Patriarch/Lord Speaker: Illitran Starym (LE moon elf F19)

Clan Heir: Venali Starym (NE moon elf F13); properly, this post should be held by Josidiah Starym (NG gold elf F9/W10: Bladesinger), the missing gold elf heir

Clan Elder: Taleisin Starym (CG moon elf F11/W12: Bladesinger; Lord Protector of the Clan Starym, former arykerym of the Akh'Velehr cavalry)

Clan Archmage: Ysmyrl'da Starym (CG moon elf W19; mother of Josidiah, niece by marriage to Taleisin)

Seal/Arms & House Colors: Two falling silver dragons respectful; silver and maroon

This ancient, ultraconservative, old guard family of Cormanthyr is among the most vociferous opponents of the Myth Drannan Alliances. While their line was long and honored, their strict adherence to the Old Ways put them at odds with the Coronal. Their Lord-Speaker's attack on the Coronal's Court in 261 DR ended their period as a trusted, influential House, and most of the gold elves of the clan left Cormanthor entirely after the fiasco. While they were major powers in the city of Cormanthor, the rise of the mythal coincided with their rise in treachery and death, as Starym after Starym died trying to stop the Coronal's plan.

The former Matriarch Ildilyntra Starym died fighting the Coronal as a *blood dragon* when he refused to renege on his decision to open Cormanthyr to the N'Tel'Quess. Despite this treasonous attack against him, the Coronal had the lady's ruined body buried with full honors as befitted a House noble and returned her family's relics with no word of reproach.



Others of this House, from its Lord Speaker Llombaerth to its Archmage Uldreiyn Starym, also broke faith with the Coronal and attempted to slay him and others before the mythal could be raised. Thus, after the Opening, nearly the entire clan abandoned Myth Drannor entirely, though one family fourth in line to the House remained with its gold and moon elf brood to try and repair the House's honor. Within a few short decades, the unreproachable honor of Taleisin and Josidiah Starym gave the house greater respectability among the Coronal's Court than it had in centuries.

In the Year of Trials Arcane (523 DR), another younger offshoot branch of the Starym clan, moon elves all though with a lineage back to the Fourth Rysar, entered the City of Spells to claim the Starym lordship. While their arrival restores House Starym's position as a social power (due to their numbers and name) in the city, the new arrivals usurp the House lordship despite the protests of Lord-Protector Taleisin and the House Archmage; its heir Josidiah Starym is absent on a quest and the lord died of late, leaving the succession in question. Due to Il-litran Starym's successful drawing of the long-held family *moonblade*, he proved "his and his family's loyalty to Myth Drannor," though this test was one the Coronal did not believe would profit in their favor. His hands tied, Eltargrim upheld the new dynasty for the lordship of the Starym until such time that Josidiah might return to press his claim anew. Thus, while the few Starym who remained after the Opening are predominantly gold elves, the new "upper" House is moon elven in nature.

The Coronal's Defenders

While the Coronal and the nobles are the true rulers, those who help defend the Coronal's Court, the city of Myth Drannor, and the realm entire are all accorded higher social status and influence, whether their birth is noble and of the People or of some "lesser" source. In all, treat NPC officers and Court officials as if they were nobles of some level, while enlisted personnel among the armathor corps or other military are accorded at least basic respects above common courtesy.

The Court Magi & the Armathors

As stated before, the Coronal's primary court defenders and assistants within this power structure are the two High Court Mages, their six Court Mages and two Court Sages, and the corps of armathors who protect the Coronal's Court, Castle Cormanthor, and the city at large. Despite the titles of Court Mage or above, these ten folk still see themselves as armathors (if they rose through those ranks).

An unwritten social rule among the noble houses of Old Cormanthor strongly urged every House heir to be an armathor for at least one century in youth; if they took to that life, they could remain and hope to achieve Court Mage status, and these duties would allow the House greater access to Court and the inner workings of power. Thus, the armathors as a corps were elitist and of high-born status, and they insisted on having only mages or fighter-mages among them. After the Year of the Corrie Fist (450 DR), the acceptance of

nonelves into their ranks caused many problems (especially with the entrance of halflings and dwarves, whose requisite mastery of magic was item-based alone and the Coronal waived the requirements of being a mage). While most folk (including the Coronal and the Srinshree) believed that Myth Drannor had matured and accepted the presence of the other races, the traditionalist armathors resisted change nearly as much as the elder gold elf Staryms (unlike the moon elf Staryms currently in residence). Still, despite the two decades of unrest through the 480s the Court armathors held fast and are now stronger than ever. While the majority (and the generic example below) tend to be elven warrior/wizards of some stripe, there are about a dozen armathors currently that do not fit that description; these slots are left open for the DM to insert the PCs if he should so choose.

High Court Mage Shyael Ildacer

Game Information: LG moon elf W22; High Court Mage, and fourth sister of Myriil Ildacer the elder

Life/Death: -227 DR - Present

The secondary High Court Mage is a slight, pale elfwoman with an angular, pinched face with a wry smile. Only her eyes retain the brightness and optimism of youth, as her slightly stooped shoulders have borne more secrets than most in the City of Spells. Her admiration and awe of her teacher, the Srinshree, is evident, for even though they share the same rank at Court, Shyael has always deferred to her judgment out of respect and love of her mentor.

Generic Court Mage

Game Information: W1d12+8 or F/W 1d8+4 (levels of each class); bladesingers are incredibly rare but acceptable.

Standard Equipment: Arsenal includes at least three of the following rings, four wands, and one staff (either wands or rings could become belluth as well): *Ring of blinking, chameleon power, elemental command, free action, invisibility, protection (min. +3), regeneration, spell storing, spell turning, truth, or wizardry; any wand in DMG; Staff of the magi, staff of power, staff of thunder & lightning.* All Court Mages also gained, as a symbol of their station, *amulets of life protection* and Court Sages (the scholars outside of the armathor commands) gained *eyes of minute seeing* for research. Other equipment depends on the individual, though many had magical garments and cloaks that supplemented their powers.

Generic Armathor

Game Information: W1d8+4 or F/W 1d6+4 (levels of each class); bladesingers and bards are accepted but rare.

Standard Equipment: *Ring of spell turning, truth, or wizardry* (40%) *ring of invisibility or chameleon power* (60%), *ring of protection* (100%); *belluth/wand of magic detection* (100%) *belluth/wand of negation* (30%) *belluth/wand of fire, ice, or lightning* (40%), *belluth/wand of paralyzation* (30%); if warrior is multiclassed, add an additional magical weapon (70% long sword, 30% other).

The Akh'Velahrn

From the Arms Tower in the elder part of Castle Cormanthor, the Akh'Velahr have operated in good faith and have successfully defended Cormanthyr as a whole for many millennia. As the largest collective military group, the akh'velahrn easily defend the entire woods, but they rarely if ever operate within the city of Myth Drannor; the defense of the city is left strictly to the armathors (unless Protectors are employed by a Myth Drannan noble house in some way).

Arms-Major Kelvhan Olortynnal

Game Information: NG gold em F16

Life/Death: Midwinter's Day 331 DR - Present

This lesser cousin of House Raedrimn is a patient, loyal, stoic warrior and among the most cunning of strategists. Prize student of Arms-Major Pirphal Faerondaerl—many knew Pirphal groomed his favorite student (and cousin by marriage) for this post. With the Major's death, the Coronal chose Kelvhan to succeed his mentor, as other candidates had not the temperament or patience Eltargrim felt necessary to rule an allied army of elves and humans and dwarves. Kelvhan's leadership has surprised many, and a century later, few say ill of him aside from political House rivals.

Arms-Captain Otaehryn Hawksong

Game Information: CG green em R14

Life/Death: 512 DR - Present

Despite his relatively young age, he gained this second-highest of military posts at the insistence of his soldiers and his tutors, especially his mentor, Daratrine Xantrani (the commander of Semberholme's Moonshadows). This maneuver upsets a large number of elder gold elf officers who took offense that this elf suddenly vaulted past the protocols and gained the top slot over them. With many objectors among the noble Houses, Captain Hawksong gained a great many enemies, but he has the position by the grace of the Coronal and the support of much of the scout corps and infantry rank-and-file (not to mention some information useful for hemming in the objections of some elder Houses).

Arkérym Hachaam Selorn

Game Information: CG sylvan em R10

Life/Death: 525 DR - Present

This lesser nephew of House Selorn is a brash, uncompromising, rude, "take-charge" commander with no patience for politics or the machinations of the nobles. As such, he has many political and personal enemies. Still, many speak of his abilities and the likelihood that, despite his faults, he will gain the captaincy should it open up.

Generic Akh'Velahr Soldiers

These are a rough generality of the type of character one would encounter in the military more than 50% of the time; obviously, DMs are encouraged to expand beyond this most general of NPCs and create their own soldiers and personalities within the distinctions noted in "Cormanthyr's Civilization" chapter.

Generic Akh'Velahrm Cavalry

Game Information: LN/LG any em/f F(1d6+4) or F/W (1d4+4 each); LG any em/f F(1d8+6) or F/W (1d6+5 each) (officers); air-based and land-based riding NWP (required), lance WP and spear WP (required), broad sword or two-handed sword WP (optional)

Standard Equipment: Leather or *elven chain mail*, long or broad sword, spear (3), short bow/arrows, lance, small shield (1 weapon or armor may be magical), one small personal magical item; *elven chain* or *elven plate mail*, long or broad sword, short bow/arrows, spear (3), lance (up to 3 weapons may be magical), 1d4 magical items (officer)

Generic Akh'Velahrn: Infantry

Game Information: Lawful moon em/f F or R(1d6+2); LN/LG moon/gold em/f F or R(1d4+6) (officer)

Standard Equipment: Chain mail, long sword, one small personal magical item; *elven chain*, magical long or broad sword, 1d4 magical items (officer)

Generic Akh'Velahrn: Protector

Game Information: Lawful gold em/f F(1d6+2)/W(1d4+3); Lawful gold em/f F(1d8+4)/W(1d6+5) (officer)

Standard Equipment: *Elven chain mail*, long bow/arrows, spear or other polearm, long sword (at least half of all equipment should be of +1 enchantment); *elven chain* or *plate mail*, long bow/arrows, bardiche or other polearm, long or broad sword (at least half of all equipment should be of +2 enchantment) (officer)

Generic Akh'Velahrn: Scout

Game Information: Neutral of any race (majority are green elves) or sex R(1d6), T(1d6), or multiclass (preferred) F(1d4)/T(1d4); Neutral R(1d6+3), T(1d6+3), or multiclass (preferred) F(1d4+3)/T(1d4+3) (officer). There were rare exceptions of wizard multiclassed among the scouts, though none ever became officers.

Standard Equipment: Leather or studded leather armor, *boots & cloaks of elvenkind*, dagger, long/short bow/arrows, short or long sword; studded leather armor, *boots & cloaks of elvenkind*, dagger, long bow/arrows, long sword or other weapon of choice (officer)

The Akh'Faern

The Art Tower of Castle Cormanthor has always bristled with far more offensive battle magics than any other area of the city center, for here is where the military learns the Art best suited for combat. Through this preparedness, the Akh'Faer have always strongly supported the standard military units of the Akh'Velehr or operated well on their own out among the wilds of Cormanthor's glades. Unlike the akh'velehrn, though, akh'faern officers and enlisted often support (or, in some cases, supplant) the armathors in the defense of the city.

Spell-Major Alea Dahast

Game Information: LN gold ef W29; High Mage since 490 DR
Life/Death: -471 DR - Present

One of the elder elves of Cormanthyr, the High Lady of Art has been a prominent fixture among the spell-wielders of the realm since her training as a child prodigy began at the tender age of 14 winters. Despite her tremendous skill and centuries of experience, Alea (like her friend, the Srinsee) rarely bothers to cast spells when her stare and her reputation are more than adequate to disarm her opponents. Never one for vanity, Lady Dahast dresses plainly in drab or dark colors and rarely bothers with the elaborate coiffures or colorful illusions many elfwomen her age use to disguise their ages. She is forthright to a fault, and her honesty (some call it rude bluntness) is a refreshing surprise among the elves, whose elaborate wordplay always hides veiled social battles; thus, since she does not follow those unspoken social conventions, few talk to Alea unless they seek unbiased and candid truths.

Spell-Captain Ecaeris Aunglor

Game Information: NG moon ef W22
Life/Death: 414 DR - Present

This shockingly young elf has taken her mentor's example to heart, though she has only power and position (rather than experience and secrets) to shield her from the wrath of the elder Houses. Still, Ecaeris speaks her mind and she learned well to question everything from the simplest words to the most complex of magics. Her parents still fret that she has not found a mate, and worry as well that her serious and dour nature prevents many from seeing her kinder traits or beautiful face (hidden often under mages' cloak hoods or behind *eyes of minute seeing* and *far seeing*). Her perfectionism in all things see her lose her considerable temper when she makes even the slightest of mistakes, though she is slightly kinder with those beneath her making mistakes (but only just so). Much to her parents' chagrin, she seems attracted most to humans, whose passions for magic are intoxicating to her.

Generic Akh Faern

Game Information: Lawful any sex or race (primarily moon/gold elf) W(1d6+2); Lawful moon/gold em/f W(1d8+6)

(junior officer); Lawful moon/gold em/f W(1d10+10)
(senior officer)

Standard Equipment: Akh'Faern always carry a *wand/belluth of magic detection* and a *ring/belluth of protection* (+1 40%, +2 40%, +3 and up 20%). They also carry at least one additional magical ring and wand each (or two belluth) of any type in the DMG (save *wish rings* or *spell turning rings*). Junior officers always have *rings of protection* +3 and all other equipment above, plus two miscellaneous items and a *rod* or *staff* of choice from the DMG. Senior officers have all equipment as noted above, and they have access to nearly any magical items from the DMG (minimum of *ring of protection* +4, *bracers of defense* AC 4, four *wands*, three *rings*, and a *staff*, *rod*, or random item)

The Art Tower of Castle Cormanthor is the central headquarters of the Army of Art. Dominated by moon and gold elves, this army contains at least 300 wizards between 4th and 8th level as the primary troops, 100 junior officers (9th to 12th level), and 50 senior officers (13th level+) below the Wizard-Major and her second. Among these ranks, there are many types of wizards, including the four types of dualists. Of these, only the forest wizards are singled out for distinct duties aside from the norm; they work as scouts and quick-strike forces when working in either Akh'Faer or Akh'Velehr.

Any akh'faern (member of the Army of Art) has access to certain magical items provided from the army stockpiles. All troops should bear a ring identifying them as akh'faern, and these minor items allow the wearer a +1 to saving throws against spells. Offensive *wands of lightning*, *frost*, *flame extinguishing*, or *magic missiles* are the norms allotted to junior officers, while senior officers might gain *rods of absorption*, *alertness*, or *security* while on maneuvers or in a combat situation.

The Notables of Art

Given the high incidence of magic-users within Myth Drannor, it seems difficult and daunting to choose which celebrities of Art deserve mention herein. Looking at Myth Drannor from the outside is the best way to choose those workers of the Weave whose impact on the whole Realms is great.

While unmentioned either above or below among all these great mages, nearly all wizards of note in the city are members of Myth Drannor's Guild of Wizards, Conjurers, and Enchanters. Noble wizards are automatically granted membership upon their graduating beyond apprentice status, while commoners are sponsored by existing members and accepted by succeeding in nonmortal arcane duels against captive monsters or other mages. This guild membership is something of note, since those who are not associated with them are banned from certain libraries and houses of lore in the City of Song. Also, those in the guild are required once at admission and once per century to donate a new spell to the guild's libraries, to be shared as lore among the membership;

obviously, this access to a sheer volume of spells makes membership worth it to many, but there are wizards who choose to keep their own counsel and secrets, and these nonguild members are often the outcasts in towers along the entire northern rim of the mythal. Of the major spellcasters within the Coronal's Court, the Srinshiee and all the High Court Mages have never been members; indeed, entrants into the armathors and the Akh'Faer must relinquish guild membership (to keep military and state secrets magical or otherwise) and no former guild members have ever risen to the ranks of Spell-Captain or Spell-Major.

Cormanthy's Baelnorn

Baelnorn, the willing undead elves, are the elven equivalent of lichs, though they are hardly as disturbingly "wrong" as the corrupt undead and they do not project the fearsome aura of those wicked creatures. Sustained by magic and granted life of a sort beyond nature, baelnorn appear largely as they did in life, though an immediate clue as to baelnorn is the existence of shriveled and wrinkled skin turning slightly translucent over time. Some of the oldest of baelnorn seem little more than the hint of body, hair, and skin around their skeletons. Unlike lichs, this is the extent of their degeneration, and they do not fall into loose piles of bones; of course, elven unlife is similar to their lifespans, and as human lichs live for centuries, no witnesses have ever reported a millennia-old baelnorn. . . .

Some choose to identify baelnorn by their motivations and occupations chosen in undeath. Thus, some baelnorn are titled Watchnorns (for lurking observers and lesser guardians of public places or family lands, especially Castle Cormanthor), Lorenorns (for those choosing to act as tutors, librarians, or merely students of Art beyond their normal span of years), Guardnorns or Wardnorns (for powerful guardians of crypts and other secret places or as the sole protector of particularly powerful items). In truth, the baelnorn are all capable of as much action and activity as a live elf, though their personal attitudes and motivations (and the social unease over the continued public presence of baelnorn) limits them to particular activities. In her time as a baelnorn, the Srinshiee has acted as Wardnorn of the Vault of Ages and as the Lorenorn for the armathors and Court Magi, a great amount of activity despite her relatively hidden existence.

Braerindra Watchnorn of Castle Cormanthor

Game Information: LN baelnorn moon elf W21; all standard baelnorn abilities with Armor Class -5 and immunity to weapons of less than +2 enchantments

Life/Death: -631 - 87 DR; 87 DR - Present (baelnorn)

Braerinda is a far more stunning baelnorn than the standard, for she prefers to cloak herself in spell-fields and illusions and rarely appears in physical form, preferring to use her sending to communicate or guard the lands above her lair. With this as a known tactic, few suspect that her primary form is her true visage, achieved by permanent spell effects:

Appearing usually unclad, Braerinda's eyes are pits of shadow which wink with silver stars, and her skin and hair glisten and glow a bluish-white as the result of her own unique *mithrilskin* spell.

This baelnorn guardian rests within the Coronal's garden around Castle Cormanthor, her actual lair deep beneath the cellars of the keep. She is the final member of the long-forgotten House Calauth, a moon elven House of Arcorar. Somewhat melancholic in nature, Braerinda the "Lady of Moonlight" longed for one with whom to chat and remember her once-great House of elven bards, and she found that friend in Elminster Aumar in his early days in Cormanthor.

Generic Baelnorn

Game Information: Int As in life (17-25); AL LG (85%) or LN (15%); AC 0; MV 9; HD 9+6; THAC0 11; #AT 1; Dmg 1-10 (chill touch) or by spell or weapon type; SA 90' infra-vision, spell use, sendings (see below); SD +1 or better magical weapons (or creature of 6+ HD) to hit; MR 50%; SZ M (5' + tall); ML Fearless (20); XP 10,000.

Spells: Wizard classes/kits of levels 1d8+12 (if elf in life was a spellcaster, though only nelluonkkar dualists will become baelnorn).

Special Ability (Immunities): *charm*, cold-based, *death* (and related), *disintegrate*, electricity, *enfeeblement*, *feeblemind*, *hold* (and related), insanity, and *sleep* spells.

Special Ability (Sendings): Three times per day for 5 turns each, create a "sending image" of AC0, MV Fl 9 (A) and full hit points through which communication and spell-casting is possible. Sendings are barely corporeal and cannot hold items or deal chill touch damage.

Standard Equipment: As usual, equipment and means are determined by the status and placement of the person. Of course, individuals can stray beyond the mere guidelines.

- At least 10 random items off the Magical Items Table (DMG Table 88) and 2 items of artifact level belonging to House or Coronal, primarily of spellcasting natures (baelnorn in Cormanthor & Sheshyrynnam);
- At least 8 random items off the Magical Items Table (DMG Table 88) and 1 item of artifact level (Baelnorn in Kerradunath), with 1 or 2 of martial nature;
- At least 6 random items off the Magical Items Table (DMG Table 88), of which at least 1 is a magical weapon (Baelnorn in Dlabraddath and elsewhere in Cormanthor).

The High Mages of Cormanthy

The Ar'Selu'Taar of Cormanthy always remain secretive about their members and total numbers, though conservative guesses among the elves of Myth Drannor place the number of High Mages among the elder elves of all of Cormanthy to be less than 30 but more than a dozen. Again, despite their secrecy, a few elven wizards are known to be of that august assembly by their extended ages, skills with magic, or popular rumor. Among the many who have since passed on, High

Court Mage Earynspieir Ongluth and Lady Ahrendue Echorn were noted High Mages for their helping create the mythal at Myth Drannor as well as their other accomplishments.

Sudryl Aeravansel, Grand Mage of Cormanthyr

Game Information: LG moon elf W21 and High Mage

Life/Death: -471 - 642 DR

The previous Cor'Selu'taar'Cormanthyr lived alone among the trees about 40 miles north of the Darkwoods. Astonishingly, this moon elf never entered the city of Cormanthor after 53 DR, both due to his attachment to the eastern woods and to a long-held and bitter grudge against Eltargrim Irithyl from their youth (of which neither ever spoke or forgave).

The Srinshree

Game Information: LN gold elf W30; High Mage; Int 25, Wis 24

Life/Death: ? - -712; -712 - 261 (as baelnorn); 261 - present (as reborn elfmaid)

In her time, she has been so many things: the Lady Oluevaera Estelda, Cor'Selu'taar (Grand Mage of the High Mages of Cormanthyr), leader of Srinshinnar (and thus her commonly known title), savior of Yrlaphon's Survivors, the Wardnorn of the Vault of Ages, tutor of the Armathora, and (her current status) High Court Mage of Myth Drannor.

Since the time of the Fourth Rysar of Cormanthyr, the Srinshree has been a fixture at Court and among those who frequent Castle Cormanthor. As the Coronals Miirphys, Tannivh, and Eltargrim all trusted her implicitly, so do the majority of Cormanthyrans; still, with all her mysteries, nearly all fear her (or at least her hidden power), especially those who worked intrigues against their Coronals from the alleged safety of noble Houses. As a survivor of countless machinations (some of her own making), the Srinshree merely finds these shadow plays either amusing (having seen over 3,000 plots to rise to power repeat themselves evermore) or exasperating (as one long-lived as she can see that elves are just as prone to rash and silly "reasoning" as the humans they disdain). In her time as advisor to the Coronals, she has never been as close to her leader as she has to Eltargrim, whom she watched grow up as a warrior and later grow under her tutelage as a High Mage.

While some newcomers hint that the young woman in the constant company of the Coronal must be his mistress, she sees herself as a proud grandmotherly teacher with her one pupil who listened with care to what she had to teach.

The true age of the Srinshree is virtually unknown, as is much about this mysterious and powerful woman; like many of great age and experience, misdirection and duplicity are essential for protecting her secrets. As many doubt her stories of being a young lass among the boughs of Sharven as believe them. However, it is known and proven that one of her homes was among the elves of Yrlaphon before it fell to the orcs of Vastar, making her among the oldest elves ever to walk Toril. She was also the last matriarchal ruler of Clan

Srinshree over the elven settlement of Srinshinnar in the northwestern forest; she is the sole survivor of her clan and among the few who survived the settlement's slaughter by drow during the Shadow Wars, and she led them safely to Cormanthor.

During much of the Coronal Eltargrim's rule, she was a baelnorn, guardian of the Coronal's most precious treasures, and teacher to many of the Court's mages. However, shortly before the Opening, she was inexplicably restored to life and youth (though rumors persist that the Lady of Mysteries, the human goddess Mystra, had a hand in this); within a few mere decades, she stood among the other mythal-casters as a fresh-faced (but still agedly wise) elven maid of only 200 winters! She now walks Myth Drannor as an adult, her lustrous sapphire-blue hair nearly two feet longer than her own height and her ivory-skinned beauty in a fullness unseen in more than a millennia.

Ualair the Silent

Game Information: LN em (moon) W24 (HMage); *staff of the magi, belluth of fire, winged boots, selu'kiira (green; always hidden)* (standard carried items).

Life/Death: -110 DR - present

Based in a remote tree-tower north of Myth Drannor, Ualair the Silent is among the most mysterious of any mages of Cormanthyr (or any elven empire, for that matter). Outside of spellcasting (or a hidden ritual situation), he has never been known to speak in over 600 years. His reasons and motivations are known only to himself and those with whom he has linked in High Magic rituals. While he does not make his wishes known to folk, he is a known honorable elf highly trusted by all. Thus, any he touches and draws into his home do not fear whatever magic Ualair might work on them, unless they themselves have secrets and subterfuges to keep from him.

Lady Symrustar Auglamyr

Game Information: (LN (formerly NE) gold elf W12/P8 of Mystra; Chosen of Mystra (as of 261 DR), Court Mage), Elder of Windsong Tower.

Life/Death: -97 DR - 261; reborn as a Chosen 261 - present.

Called Symma by her friends and relatives, the Lady Symrustar Auglamyr is yet among the most breathtakingly beautiful women on Faerûn. Her status as the first of the people to become one of Mystra's Chosen is quite evident in the bright silver stomach tattoo that flickers with almost-hidden flames. Her former salaciousness and guile have been transformed into craft and an appreciation for Art, though Mystra's tasks involve the spreading of knowledge between her People and humanity. Thus, Symrustar keeps a sharp eye out to both protect folk from the abuses of elven power in which she once reveled and to find bridges over which everyone can share the gifts of both the Seldarine and the Weave.

MAGIC OF THE PEOPLE



s erudite as my father was, he was still merely human and thus could not fully comprehend the true workings of elven magic, try though he might. For untold centuries since Netheril's day, humans have tried to fully grasp the subtleties of magic that need a lifespan measured in decades and centuries rather than mere years to comprehend. Only elves and their kin can fully embrace and fathom magic as it truly is meant to be, for only we have the time, the requisite patience and diligence, and the skill and love for magic necessary to truly touch the Weave.

– Tynnīs Aryllathan, half-elven Harper and wizardess of Elventree

Elven Attitudes and Beliefs on Magic

"Magic is not some idle power or tool that awaits your beck and call. It is a living thing, a vigor that permeates the planet and the air, and can rightly be called Toril's life-force. Magic demands respect. Magic encourages co-operation. Magic requires understanding. Magic needs passion, for only in emotion can it truly become Art. Magic is not merely a pawn or a force to manipulate at will and whim, for to do so is to invite disaster. Magic is not power; magic simply is."

– Itiireae, High Court Mage of Cormanthor in the Year of Dreams (10 DR)

To elves, magic is less a power or force to manipulate and more an energy source and something that permeates their entire existence. To separate elves from their magic is to pull a fish from water or rob a scholar of his ability to read. To an elf, magic is as everpresent as life itself, and the use of it in common spells as well as High Magic is almost as much a religious experience as communing with the Seldarine. Perhaps the elves' affinity for magic helps explain their longevity and other special abilities, though the elves prefer not to comment.

Elves understand the Weave, the mystical balance of forces and energies that govern magic on Toril, and even those elves whose preferences lie with swords can feel it surrounding them at all times. As humans strive to understand the nature of elven nightvision

(called "infravision" by the humans), some have theorized that elven eyes are attuned to the Weave, and in darkness they see the energy of untapped magic flowing through and around objects, people, and places.

Magic is as natural a thing to elves as water, air, and the earth below. It is yet another abundant natural asset available to elves in this world, and they use it without disruption, as they do any other resource. Just as humans learned to use water and wind to turn mill wheels, elves tap magic and cast spells to make their lives easier as well. Humans embrace the physical world, relying almost entirely on physical tools and physical solutions; elves embrace both worlds, using physical and magical tools and like resolutions.

Like the other natural resources of Toril, magic has been a commodity to be respected, employed in measure and with care, and used in harmony with the other forces of nature. Whether they witnessed abuses of this power in the past or simply had the foresight and wisdom to know not to misuse the power of magic, the elves have carefully guarded how and where magic was used. Numerous ancient elven treatises discuss the boon of magic and postulate that magic is in and of itself a test of character for the wielder and his race. If wizardry can be used without abuse, it is power granted freely with little divine control or intervention (unlike priests' magic, which is doled out by the gods' whims and strictures). From this perspective, magic is an asset granted only to those mature races capable of using it responsibly. However, the elves' greatest fears were realized far too soon after they brought magic into the reach of the youngling race under their protection, the humans.



Attitudes on Humans'

Magic Use and Abuse

Before the rise of Netheril, humans across Faerûn had stumbled and staggered their way toward civilization. The vulnerable humans needed protection from the marauding dragons and giants that dominated Faerûn at this time. While many human tribes found their own ways to maturation, equally as many had help along the way, whether from enslaving genies, from immigrant humans of other realms (and crystal spheres), or from the elves themselves. Still, the bulk of the races on Toril tapped only the magics granted by their own gods via shamanistic and priestly magics. For many centuries, only the dragons and the elves tapped into the Weave without divine measure. And while the dragons used this great power with delight and abandon, the elves used magic in moderation, only rarely summoning up terrific forces to combat their draconic foes themselves.

In the North, Therion Gers became the first human of the nascent realm of Netheril to learn of magic from the Eaerlanni elves. Within a frighteningly short span of time to the elves, the humans of Netheril mastered magic and began wantonly shaping their world. Human arcanists took the magic they'd learned at the feet of the elves and conquered their world with it. The humans reached heights of magic and power in their brief decades that most elves took centuries to achieve. At first, the elves were impressed and awestruck by their students' grasp of the Weave. However, within three short centuries, the Netherese wizards shunned and rejected the finer teachings of the Eaerlanni mages, and they embraced magic as a source of power alone. They discovered the arcane and mysterious *Nether Scrolls* among the ruins of Aryvandaar and gained new Art therein. This, added to their own knowledge, ended any need for elven teachers or their "conservative, overly philosophical teachings." In fact, within a few generations, most Netherese wizards refused to even concede that they had originally learned magic from the elves at all.

For the next four centuries, the elves of Eaerlann and Illefarn tried to educate the Netherese against their blatant abuses of Art but found only deaf ears. The petulant humans had reached masteries of magic that rivaled some of the elves' greatest secrets, and now it was the elves' turn to be interested in (and inherently fearful of) the magic of the Netherese. In the 764th year of Netheril (-2825 DR), a small group of elves stole a complete set of the powerful *Nether Scrolls*—50 metallic scrolls that formed the core of Netherese magical knowledge. The Netherese were astounded that their magical defenses could be bypassed, but the elves, like many teachers, taught the humans only some of their magic, not all of it.

For the next few millennia, the elves and the Netherese kept up a delicate situation of detente. While the elven nations of Cormanthyr and Eaerlann sometimes skirmished with the archwizards over territory (especially elven territories encroached upon by the looming enclaves), the difficulties among the three cultures were more ideological and rooted against the wanton use of magic, including dangerous, cor-

ruptive new forms, in Netheril's lands and floating enclave cities. Netheril's mythallar technology disrupted (and some say, contaminated) the Weave, and this deeply disturbed (and physically affected) any elves that came close to these magical sources of Netherese power.

The elves' patience grew thinner, as no humans listened to elven counsel any longer. The elves watched with pity and regret as Netheril's archwizards pushed back the boundaries of magic farther than ever before, challenging the gods themselves with their power—and therein was their undoing.

The hubris and arrogance of one Karsus of Netheril brought catastrophe down upon his own country, the Weave, and the god of magic itself. Due to Karsus's meddling in major magics (the first and only 12th-level spell), the Weave was temporarily upset, and the goddess of magic, Mystryl, died only to be nigh-instantly replaced by Mystra, the new goddess of magic. The flying citadels that dominated Netheril's skyscape crashed to the ground as swiftly as their dreams of empire.

As the elves had warned them, the Netherese survivors found themselves stripped of much magic. Due to Karsus's meddling, Mystra thereafter banished all use or access to magic beyond 9th level to humanity, and their magic was now strictly controlled and stratified. This, the elves felt, was just, but almost too forgiving, as the humans' abuse of Art should have seen them stripped of the ability to cast any magic.

From the fall of Netheril in the fourth century before Dale reckoning, no human could cast magic greater than ninth level without the direct intervention and attentions of Mystra, though elves could still cast tenth-level spells. The elves' ability to cast magics greater than that (through wizard spells, not High Magic) were blocked like the humans, though they had little to do with the abuses that disrupted the Weave. In addition, the unique High Magic indigenous only to the Tel'Quessir had become tainted and deadly to their casters. Now, elves all across Toril had good reason to hate or at least be wary of humans—their rapid expansions threatened their forest homes, and their dabblings with magic had tainted and altered the very lifeblood of the planet. While some elven philosophers adopt a stoic attitude and claim that this is the elves' lot for having taught magic to humanity in the first place, even they are at a loss to explain the changes and new dangers involved in the ultimate expression of elven communion with Art: High Magic.

High Magic

"Where Art is life, Lore is thought, and Song is beauty; Arselu'Tel'Quess is all three in their immaculate forms yet combined into a new, purer whole. No N'Tel'Quess can conceive of achieving such a union with life, thought, and beauty to weave such wonders, for only the People can touch the Weave in this way. I realize some of the People and even some savant humans seem to cast the same magics, but these are mere effigies of the true magics they mime. The humans have copied the replica spells, but they have never felt the Art sing in their breath, their pulse, and their heart

as the Selu'taar do. This you will learn, youngling, or forever know the loss of such resplendence in Art."

—Coronal Eltargrim to an elven initiate,
in the Year of the Wyvernfall (512 DR)

Elven High Magic, the rarest and most wonderful of magic still practiced on Toril today, is called Arselu'Tel'Quess, or the "Great Art of the People." High Magic is nearly a myth among the N'Tel'Quess, referred to erroneously as Old Magic or Ritual Magic. In truth, it is both and neither, as these simple concepts fail to embrace what High Magic truly is. True, it is old, for the elves practiced this magic long before they ever trod the loam in Cormanthor. Likewise, it is ritual, for the ceremonies of High Magic are as necessary as elven blood to attune what is a communing flow of forces among the elven caster or casters and the Weave itself. Casters of this powerful Art are secretly called Selu'taar, the Art's Disciples, or the High Mages. No non-elf can withstand the powers involved in High Magic, and elves are equally in awe and fear of such forces and their conduits, for most of them are also found wanting by the energies and disciplines of Selu'Tel'Quess.

High Magic is known to the elves, though its practices and practitioners are secret (or, at least, not publicly acknowledged). As an "open secret," High Magic is never discussed, nor are High Mages officially recognized as anything other than wizards; given the elven nature to share and commune, the mysteries of High Magic cannot be shared, and thus it is better to be left unmentioned among the elves, rather than allow it to be a divisive power to be grasped. It is as much a power beyond the reach of mages as magic is above the prying reach of a thief. While most elves are unaware of the identities of many High Mages, some have been publicly witnessed as such practitioners, such as the Srinshree. Despite a lack of official status and acknowledgement, "known" or suspected High Mages are granted greater respect due to their hidden power (and the fear and respect it engenders).

The Theories of High Magic

To understand High Magic, one must fully understand the elves. From birth, they are part of a communal tribe, community, and race that shares a subconscious mental link. They can boost this link through magic and other rituals to actually become of one mind and spirit with other elves of like attitudes. In fact, elven reverie is both a reflection on one elf's life and likewise a meditation on all the lives of the elves of a tribe or community.

All elves also feel a pull toward the elven homeland of Arvandor, the home of the Seldarine, and this pull grows stronger with the passing centuries. It is not so much a call by the gods to pull elves to their sides but a yearning for all elves to journey to Arvanath, the hidden homeland realm of the elves in Arvandor. In Arvanath, according to belief, all elves become of one mind and one spirit with the gods.

In all, this ability to be part of a greater whole and link one mind with many is discretely elven. High Magic both inter-

feres with and fulfills the needs of exceptional elves by allowing them to touch the Weave and become part of its greater whole while still in mortal realms. Given the length of time involved in learning High Magic for the defense of the elven realms, an elf must ignore the call of Arvandor and remain on Toril far beyond the years when many elves move beyond. In essence, High Magic and its learning is a conscious decision to delay one's movement to Arvandor by relegating the need and longing for the mental communion of Arvanath into High Magic workings.

On a basic level, elven High Magic illustrates the most fundamental difference between humanity and elvenkind. The magic that humanity is capable of mastering without the gods' decree is individual in nature, and the wizard has only to rely on himself and his knowledge for this power. In only exceedingly rare cases can humans' magic be worked among more than one caster, and this requires trust and cooperation, things the elves believe humans have in only limited amounts. Elven magic, on the other hand, relies on cooperation and community, and High Magic depends on that unequivocally. Culturally, humans stress "every man for himself," while the elves' culture embraces the idea of "all for one and one for all;" their magics reflect those very same ideals.

The Purpose of High Magic

While High Magic separates an elf from his fellows and severs some of the sacred ties with Arvanath and Arvandor, both the High Mage and the elves understand it is for the greater good of both the Mage and the community. High Magic's primary use is the protection and support of the Weave, the forces of nature, and for the betterment of the elves, all of whom are dedicated to physically and magically supporting those same goals, albeit less directly. High Magic may create *mythals* to protect cities and *gates* to allow instantaneous transport across the planet, or allow elves to grow majestic buildings and walls around their sylvan cities. However, High Magic also (and far more frequently) is used to prevent droughts and blight from destroying forest glades, slow or speed the flow of rivers or winter run-off to prevent (or sometimes cause) floods, and work with the magics inherent in the planet to find large-scale problems and solve them for the Weave and all the races of Toril, since the Weave cannot do so itself, and the mortal races cannot ignore the immediate to see the inevitable.

High Magic Loss or Abuse

The communion of the elves and their spirit is one of the primary reasons they alone have High Magic. High Magic depends on the unity of mind, spirit, emotion, and sense of self and community within the High Mage and his surroundings. If a large number of elves are at odds with their community or a High Mage, the emotional conflict can sometimes spill into the Weave and disrupt a ritual, causing even powerful High Magic to fail. Dissension among the elves makes High

Magic nearly impossible, for it relies on supportive power from the surrounding community on many occasions. It is a measure of elven solidarity that this has rarely happened since the Crown Wars and the Descent of the Drow. Even antagonists can work together for the greater causes, allowing High Magic to flow among them, as was evidenced during the raising of the *mythals* at Myth Dyraalis and Myth Drannor.

It is this need for cultural and communal togetherness that makes many theorize (and secretly thank the Seldarine, the Weave, and Mystra) that the Dark Elves are denied High Magic. Given their almost-human individualization and constant strife, the drow can never achieve the oneness their surface brethren can with the Weave. However, given their array of other powers, the drow *have* achieved a link with another power source of sorts. While the original Dark Elves from before the Crown Wars were merely dusky elves with pale hair, the drow of the Underdark have, over the millennia of exile, darkened to obsidian and taken on their more familiar visages as enemies. And many shudder when they hear tales that the drow are trying to create some sort of fell analogue of High Magic to replace what they do not have.

The Forms of High Magic

Like many forces, High Magic is both one thing and many. In its fullest essence, High Magic is the direct energy of the Weave, the web of energy that sustains the planet's life (and that of every living being upon it) and provides the source of magic for both wizards and High Mages. Whereas wizardly magic pulls an infinitesimal bit of energy out of the Weave to harness its effects, High Magic maintains the Weave but redirects and manipulates the local flow of energy to achieve the effects of the ritual.

Three types of High Magic rituals are known, all of which tap the Weave, but each draws upon a different level of power, as shown by the number of casters.

Rituals of Solitude

These most basic forms of High Magic are spell rituals that are performed by only one caster. They are low-level effects (in terms of directly touching the source of all magic and life) that can be harnessed without immediately endangering the caster or the target of the spell/rite. The quickest of castings, these rituals are usually cast in 10-20 rounds.

While this appears similar to standard wizard spellcastings (one caster), "solitude" is misleading, for all High Magic ceremonies tie the caster with the target of the power subliminally (from the target's perspective). The caster reaches through the Weave to connect with the target of the ritual in order to effect these simplest of High Magics. On a remote but very basic level, many wizard spells such as *magic missile* work on this principle, though wizards are taught that line of sight is the important feature (and the spells are crafted to rely on such).

Rituals of Complement

The mid-range High Magic rituals requires three High Mages to cast different parts of the ceremony for the High Magic to be tapped and controlled. These rituals link the trio together in a conscious sharing of minds while each performs a particular (or, in some cases, identical) ritual within the larger ceremony. Each of the Mages drops all mental defenses in order to take part in a multiperson ritual such as this; they all share their knowledge and perception of the ritual's workings, and they experience the wonder that at least (for High Mages) approximates the ascension the elves feel upon entering the Oneness of Arvandor and Arvanaiith.

Rituals of Complement are more complex and longer than the lesser rituals and on average take at least an hour or longer to cast. During this entire time, the casters are mentally linked and casting in unison. While not all of the elves are casting at once, they can communicate and read each others' minds, though they do the latter only if invited. Anyone who would use such an intimate bond to reap knowledge or power is either immediately outcast from the clan and all elven contact (a fate worse than death!) or killed outright. If another High Mage were to do so disruptively during a casting, the High Magic would treat that caster as if he had breached the Ritual Wards with all three versions of the backlash defenses (see "Ritual Wards," below); should he survive that, one set of the previous consequences is imposed.

Rituals of Myriad

These are the most powerful magics cast on Toril by mortals; while the humans contest this with the *wish* spell as evidence, High Mages contend that the effects of that not-inconsiderable spell are extremely local and individual and often fall under the attentions of some divine agent. The Myriad rituals of High Magic are the titanic sorceries of which legends are born, and woe upon the enemy who forces the elves to unleash these forces.

Rituals of Myriad require a team of at least five High Mages at the casting's center, in the identical manner used in Rituals of Complement, with all the attendant dangers and protocols. Myriad-level High Magic takes far more time to cast, due to many factors. Extended preparation and purification rites open the ceremonies, and these cleansings take nearly as long as a Ritual of Complement in itself. Once the site of the central casting and all the extended casting sites for all the other secondary casters are purified and readied, there is a delicate opening liturgy cast by the central caster that links the secondary (and any subordinate casters or link supporters) to the primary caster at the spell's center. Once all five (or most often, nine, with a quartet of tertiary High Mages casting a supporting rite) casters are linked and focused, the casting of the ritual actually begins. Depending on the ritual, Myriad High Magic can occur in as little as three hours or could last from dawn until dusk of the following day.

Ritual Supporters

Unmentioned factors to High Magic workings must be noted, as they involve the other elves of the realm that the High Mages support. It is quite the point of honor and pride for many elves to be included thusly in a ritual, and a few elves brag of their role in old rituals. Of course, bragging for an elf is mentioning something with pride more than twice in a single decade.

High Mages often count on diviners to foretell and forewarn them of major portents and events to come. While High Magic was never intended to be used for combat often, it best serves the elves by carefully marshalling power when needed. Thus, the High Mages cannot fall prey to poor planning and mislaid strengths, as did at least one of their predecessors, when lack of preparation and lack of High Magic led to the death of the realm of Vedrymmell.

In addition, there is a potential role for nearly all folk of Myth Drannor or Cormanthyr to play in High Magic workings. Myriad rituals draw upon a great amount of power and are massively taxing upon all the casters of the ritual—draining for the secondary and tertiary casters and potentially life-threatening for the primary caster. Therefore, many of the Myriad rituals allow the casters to draw upon energy and mental support from normal elf wizards who volunteer to passively join the link and freely offer up energy (and spell memory) to sustain and bolster the High Mages. This allows the High Mages the luxury to concentrate on the ritual without having to worry about keeping their bodies functioning (breathing, heartbeat, etc.). The support from these volunteers further grants the secondary casters the freedom to monitor and adjust the major working of the central caster; for example, when casting a *mythal*, the primary caster weaves the primary framework, but the secondary casters determine its final breadth and many effects. Without the energy of their brethren, none of the casters could afford the attention to finer points, and High Magic would be far rougher. Finally, from the supporters' point of view, it allows many normal elves a chance to participate in a magic they don't normally experience until they pass to the realm beyond.

To Wield High Magic

High Magic is puissance as rarely embraced among the elves as wizard magic is embraced among humanity. It is a path of learning, power, and self-discovery that few tread, but those who do touch aspects of the elven nature that most find only when they pass beyond to Arvanaith. High Magic grants elves the power to aid the Weave by supporting the natural world that sustains it; in return, High Magic helps preserve the elves' presence among the mortal realms. High Mages help shape the Weave of Toril and concentrate it at various places to create *mythals* and *gates* and other great magics. Finally, High Magic allows its wielders to experience the joys of the oneness of Arvanaith through their links to the Weave, as their own abilities and learning prevent them from experiencing it firsthand, forever separating them from their comrades for the good of all.

Prerequisites

To become a student of High Magic, an elf must have a basic understanding of magic and its related forces. Thus, the elf needs to be a wizard (any kit or subclass), and only elves of at least 17th level are capable of beginning the study of High Magic. The candidate also must be of far sounder health to wield this power than he ever needed for traditional wizard magic, and must be among the more erudite and wise of his race in order to contemplate the powers he may eventually touch (minimum ability scores: Con 12, Int 18, Wis 18).

A certain understanding of elven life and lore (not to mention a sense of maturity) is also necessary for this education. Therefore, the earliest age at which elves are allowed to begin studying High Magic is 450 winters. No matter how talented the pupil, a High Mage will tell an impatient elf, "You prove yourself unworthy by the very asking. Your impatience betrays a N'Tel'Quesslike predilection for rushing into things, rather than accepting life and the Weave as it is. If you cannot learn the patience to wait until we determine your candidacy, you shall never find the patience necessary to learn High Magic. One so rash and querulous should never touch the Weave at all."

Minimum Requirements: An elf of at least 450 years of age; 17th level or greater wizard; Intelligence and Wisdom scores of 18, Constitution score of 12.

DM's Note: It should be obvious that the class of High Mage and its associated magic are accessible exclusively to NPCs. Should a PC embrace the ways of High Magic, it removes the character from play and places him under the control of the DM. High Magic's intended campaign use is to add power and mystique to the elves, rather than provide major campaign-breaking magic for player-characters' use.

Education and Learning

Just as he is separated from his comrades for his training in wizardly magic, a student of High Magic must undertake a voluntary apprenticeship to a High Mage (who must be at least 900 years old). This apprenticeship lasts for approximately 75 years, though it can last longer; in fact, if a dualist wizard or a multiclassed wizard were accepted for High Magic education, his training might take about 100 years, since his grasp of wizard magic is likely neither as keen nor as broad as is necessary to grasp the basics of High Magic.

While the finer points of a High Mage's education are cloaked in secrecy, enough elves have witnessed some of the practices of apprentices to get a broad view of the elements of training. Students are taught meditative techniques to allow themselves to more readily feel, see, and sense the Weave around and within them. In essence, the apprenticeship teaches the students to look beyond the physical world without the use of spells or other devices. The ability lies in many an elf, but those with the industry to learn wizardry do not necessarily have the diligence to sit patiently and learn to see what the Weave teaches them unconsciously every day.

An apprentice's exercises entail reflection and looking at the world with new eyes—a difficult task for elves of this age. By concentrating on the flow of water, an elf can learn how and where it moves, what forces are at play within it, and how any intervention affects that flow. Once students master that, they learn the same about wood smoke, meditating in a smoke lodge for months or years at a time until they can track the tiniest cinder into the sky above the trees. By the time a student learns to see the flow of incense, then wind, and then heat, he begins to see hints of the Weave.

Students then learn to focus on the sun, moon, and other celestial bodies. They study each in turn, watching them rise and set, following the flow of light, energy, and the many forces set forth by each in succession.

By the time an elf has endured 40 to 60 years of training, he may begin to learn the patterns that are the Rituals of High Magic. The teaching of these Rituals is an intensely guarded secret, though the performance of them is not, since they are obvious in effect, once begun; apparently, more magic is always inherent in the ritual than is visible or understandable to noncasters. There are hints that the things learned in the latter half of apprenticeships are such secrets as true names of animals and folk, the location of places of power across Toril, and ways to unravel wizard magic after it is cast (rather than preparing counterspells ahead of time).

Lesser Abilities

Upon finishing their training, new High Mages are presented to their fellows amid a private celebration. A ritual is performed for the initiate to welcome him as a High Mage, and the ritual adds 1d6x100 years to the end of the elf's life. As a High Mage, the elf receives noble status within all elven communities. The nonritual abilities of a High Mage follow.

- All High Mages, by their very close affinity for the Weave,

can *detect magic* in a manner akin to using their *infra-vision* (i.e., at will in darkness). For every century the High Mage survives beyond 500 years of age, the High Mage can identify two schools of magic purely through this sight (one school and one opposing school). By the age of 900, a High Mage can *detect magic* and identify dweomers of all eight standard schools at will.

- In a like manner, High Mages can see past illusions as if they had two additional Intelligence points; for example, 600-year-old Wuuncyl (Int 18) has recently become a High Mage, and can now see through first- and second-level illusion/phantasm spells as if he had Intelligence 20. As the High Mage gets older and gains more Intelligence, this ability increases; with Intelligences of 24 and 25, High Mages can see through 8th- and 9th-level illusions, abilities untouchable by any other mortals on Faerûn!
- The High Mage retains his former wizard abilities at the level he had achieved when he began learning High Magic. However, he casts spells with superior effect now, due to a greater understanding of the Weave, if he chooses to memorize or cast mundane spells. All wizard spells cast by a High Mage inflict a saving throw penalty of -2 on his targets. Spells also gain more range; add a High Mage's age in feet to applicable ranged spells and effects.
- The main drawback of a greater connection with the Weave is this: If a High Mage plans to cast a Ritual during a tenday, he cannot memorize any wizard spells during that time. If spells were cast or memorized, the High Mage must meditate for a full tenday before he can again access the Weave. This stricture also applies to the use of spell scrolls though not rings, wands, and other magical items. Spells can be memorized and cast after High Magic Rituals. Due to the clashing methods of how magic is wielded, most High Mages use magical items instead of spells.

High Magic Advancement and Accessibility Table										
Min. Age	Min. Int.	Min. Wis.	Known Rituals			Castable High Magic Rituals of				
			Solitude	Complement	Myriad	Solitude	Complement	Myriad	Any/All Types	
525	18	18	1	-	-	1/month	-	-	1/month	
600	18	18	2	-	-	2/month	-	-	2/month	
625	18	18	2	-	-	1/tenday	-	-	1/tenday	
675	19	18	3	-	-	2/tenday	-	-	2/tenday	
725	19	18	3	-	-	3/tenday	-	-	3/tenday	
750	19	19	4	-	-	4/tenday	-	-	4/tenday	
825	20	19	4	1	-	4/tenday	1/3 years	-	4/tenday	
900	20	19	4	2	-	4/tenday	1/year	-	4/tenday	
925	20	19	5	2	-	4/tenday	1/4 months	-	4/tenday	
975	21	20	5	3	-	4/tenday	1/month	-	4/tenday	
1,025	21	20	5	4	-	4/tenday	2/month	-	4/tenday	
1,050	21	20	6	4	-	4/tenday	1/tenday	-	4/tenday	
1,125	22	21	6	4	1	4/tenday	2/tenday	1/5 years	4/tenday	
1,200	23	22	6	4	2	4/tenday	3/tenday	1/2 years	4/tenday	
1,225	23	22	6	5	2	4/tenday	4/tenday	1/year	4/tenday	
1,275	24	23	6	5	3	4/tenday	4/tenday	1/6 months	4/tenday	
1,325+	24	23	7	5	4	4/tenday	4/tenday	1/3 months	4/tenday	

Primary Abilities and Advancement

The primary ability of a High Mage is the casting of High Magic. Unlike traditional wizard spells, the rituals are taught only by a senior High Mage to a younger High Mage and are taught only when necessary. All High Magic Rituals are taught orally and are never recorded, to protect the knowledge from abuse. Many greater rituals have been lost.

Upon becoming a High Mage, an elf learns one Ritual of Solitude. A few centuries later, he learns his first Ritual of Complement, and with more time, is taught the greatest of High Magics, a Ritual of Myriad. Consult the "High Magic Advancement and Accessibility Table" for restrictions on learning. Until an elf meets *all* of the criteria in a given row on the table, he cannot advance further in High Magic.

The Application of High Magic

Unlike wizards, High Mages are not limited by the spells they have memorized at the time of casting. In fact, as shown on the "High Magic Advancement and Accessibility Table," a High Mage knows more rituals than he is capable of casting at any time. The limiting factor is how much High Magic a mortal form can manipulate in a given period of time. The Rituals of High Magic are exhausting in all senses of the word, and the more powerful they are, the more arduous they become. Once a High Mage casts her maximum number of rites (of any level) in a tenday, she must rest for a tenday before attempting any more High Magic. *If a High Mage meets the casting limits posted in the table, the next attempted ritual to exceed these limits (e.g., a fifth ritual in a tenday) has only a 50% chance of success. If it succeeds, the High Mage suffers no ill effects; if it fails, the High Mage is consumed by the Weave due to the overtaxing effects it has on mortal forms. This is treated as a retributive strike or wild-magic surge. Further attempts at a ritual that exceeds the caster's limits results in automatic failure and the destruction of the High Mage (no chance for resurrection).*

Elven songs and legends tell of High Mages who dared the Fates for the sake of their people and exceeded the limitations of High Magic. One legend, "The Phoenix Rises from Cysar Vale," tells of a High Mage who attempted one too many Solitude rituals to bring relief to her vale and, even when tapped for small effects, the Weave proved too much for her and she burst into flames, becoming a great bird of fire that flew aloft and burned into nothingness.

While limited to a number of workings per tenday, further restrictions are placed on the number of greater High Magics (Complement and Myriad) that may be cast. *If a caster participates in more than one multiperson (Myriad or Complement) ritual per tenday, a system shock roll is required on the second and each additional High Magic working; a penalty of -10% per ritual is levied against the roll. Success allows the ritual to succeed and the caster to survive, while failure indicates a 50% chance of ruining the ritual and a 75% chance of costing the caster his life.*

Thus, a 1,200 year old High Mage could participate in up to four Rituals of Myriad and/or Complement in a tenday if needed, but his chances of survival through the second, third, and fourth rituals are slim. A High Mage who attempts a fifth Ritual of Complement or Myriad in a tenday first must roll as described above for exceeding ritual limits, then must roll as described here for excessive casting of multiperson rituals.

Ritual Wards

While the chances are slim in Cormanthyr of anyone attempting to disturb a High Magic Ritual, the few intrusive rabble-rousers who have tried over the centuries have found the results not to their liking. As part of the opening ritual of any High Magic, the High Mage cleanses and purifies the site where the casting will occur; this defines a boundary or ward surrounding the caster and most often the target as well. The greater the casting, the wider the cumulative ward radius surrounding the casters (10-foot radius per caster involved), though these wards don't impede casters within a ritual. The invisible ward prevents all interruptions and intrusions (physical, magical, psionic, or other) within the area of casting that are not part of the casting (such as supporters lending mental energy). The ward disappears at the end of a ritual.

The wards contain hit points equal to those of the primary caster, combined with his Intelligence and Wisdom scores. The wards are treated as a physical AC and mental AC of 0; should these borders be subjected to pressure by spell, psionics, or force, they crackle into visibility as an energy sphere radiating out from the High Mages. Should the wards be disturbed while a ritual is in progress, there are dire effects for the intruder (all are allowed saving throws vs. death magic for half effect):

- **Physical Intrusion** (physically piercing or crossing the wards): A 50-foot-long 20d6 *arcane bolt* (visually similar to a *lightning bolt* but with no known defenses against it) rebounds from the point of contact straight back along the contact trajectory (accounting for missiles); if any physical body actually touches or penetrates the ward (with a body part or with a hand-held weapon), the above damage hits the intruder and throws him 1d20 feet outside the ward.
- **Magical Intrusion** (casting a spell through the wards, attempting to magically pass through wards, etc.): The magical intrusion is instantly traced back to its caster (via emanations in the Weave) and the caster (whether an actual caster or an item wielder) is subject to a *sink* spell.
- **Mental or other Intrusions** (ethereal, astral, or psionic attempts to breach/bypass the wards): The intruder (or the caster of the intrusion) is subject to a *trap the soul* spell effect, and the intruder is either absorbed into a small gem created instantly by the ward magic or into the High Mage's *selu'kiiru* (see Magical Items below). Newly created gems float in the air within the ward and zip unerringly into the hand of the primary caster upon cessation of the ritual.



The effects are the same if such attempts are made during a Ritual of Complement or a Ritual of Myriad, but the saving throws vs. the effects suffer -3 and -5 penalties, respectively. Only a carefully worded *wish* spell or other High Magic allows anyone or anything to breach these ritual wards with impunity (i.e., no harmful effects visited upon intruders).

High Magic Corruption

Netheril's dalliance with greater magics caused the death of Mystryl and a temporary, explosive sundering of the Weave. With the ascension of Mystra as the goddess of magic, the Weave remains intact, though pollution remains within it and it has been weakened by the humans' dabbling. With this disruption of the planet's lifeblood, tapping directly into these powers becomes dangerous. Ergo, every High Magic casting since the fall of Netheril has incurred dangerous side effects.

Each time a High Magic ritual is cast (but not a wizard spell variant), the DM must check the High Magic Consequences table. Note that the effects lessen as time moves further away from the damaging days of Netheril, showing that the efforts of the High Mages, Mystra, and her Chosen are succeeding, and the Weave is slowly being repaired over the millennia.

While some side effects are relatively minor, some cause Selu'taar to lose their connection with the Weave, cutting them off forever from High Magic! Selu'taar so afflicted revert to whatever wizard level their mental and physical abilities allow, though they retain the minor benefits of High Magic like the ability to *detect magic* and spell bonuses.

High Magic Rituals

All High Magic rituals are long and complex in nature, unlike the quick, battle-ready magic of wizards. All Rituals listed here are identified by their elvish and human titles; however, words in elvish tend to convey more meaning than a single Common word, making for long titles. A description of the ritual's effect follows the title; DMs should bear in mind that High Magic is meant exclusively for NPCs and is for spectacular effects and major campaign-changing magics, not for PC use. If High Magic is used in your games, optional mechanics are presented to assess the impact of High Magic on your world; these are in italics after the summary of the High Magic Ritual's effects.

High Magic Consequences Table

A D100 Roll -339-660 DR	B D100 Roll 661-1358* DR	C D100 Roll 1358+ DR	High Magic Consequence
-	-	01-25	None
-	-	26-50	Caster suffers 1d4 points of damage.
-	01-15	51-60	Caster must successfully save vs. spell or fall unconscious for 1d6 hours.
-	16-40	61-65	Caster immediately loses all spells from memory as if cast; spells must be rememorized for future casting.
01-05	41-50	66-70	Caster immediately ages 1d10 years.
06-30	51-55	71-72	Caster immediately ages 2d10 years.
31-40	56-60	73	Caster immediately ages 1d100 years.
41-45	61-62	74	Caster immediately & permanently loses 1 point of Strength.
46-50	63	75	Caster immediately & permanently loses 1 point of Dexterity.
51-52	64	76	Caster immediately & permanently loses 1 point of Charisma.
53	65	77	Caster immediately & permanently loses 1 point of Constitution.
54	66	78	Caster immediately & permanently loses 1 point of Intelligence.
55	67	79	Caster immediately & permanently loses 1 point of Wisdom.
56	68	80-82	Caster immediately & permanently loses 1d4 hit points.
57	69	83-84	Caster immediately & permanently loses 1d6 hit points.
58	70-72	85-86	Caster immediately & permanently loses 1d8 hit points.
59	73-74	87-88	Caster immediately suffers 2d8 points of damage & permanently loses 1d8 hit points due to that damage.
60-62	75-76	89-90	Caster immediately suffers 2d10 points of damage & permanently loses 1d10 hit points due to that damage.
63-64	77-78	91	Caster immediately suffers 3d10 points of damage & permanently loses 1d12 hit points due to that damage.
65-66	79-80	-	Caster immediately suffers 4d10 points of damage & permanently loses 1d20 hit points due to that damage.
67-68	81	92	Caster immediately ages 1d100 years; caster must succeed a Constitution check or fall unconscious for 1d6 days.
69-70	82	-	Caster immediately ages 2d100 years; caster must succeed a system shock roll or fall unconscious for 1d12 days.
71-72	83-84	93-94	Caster loses 1 level of experience; if experience falls below minimums, caster loses ability to cast High Magic & must relearn once minimum prerequisites are met.
73-74	85	-	Caster immediately and permanently loses one eye.
75-77	86	95	Caster loses 1d4 levels of experience; if experience falls below minimums, caster cannot cast High Magic & must relearn once minimum prerequisites are met.
78-80	87	-	One of the caster's limbs (1d4; 1-2 L/R arms, 3-4 L/R legs) immediately withers & dies; caster must succeed a system shock roll or fall unconscious for 1d4 days.
81-83	88	96	Caster permanently loses 1d4 points from a randomly determined attribute score.
84-86	89-90	-	Caster permanently loses 1d4 Intelligence points; if attribute falls below minimums, caster permanently loses ability to cast High Magic.
87-89	91-92	97	Caster permanently loses 1d6 points from a randomly determined attribute score.
90-91	93-94	-	Caster permanently loses 1d6 Intelligence points; if attribute falls below minimums, caster permanently loses ability to cast High Magic.
92-93	95	98	<i>Gate</i> opens to a lower plane (Abyss, Baator, Carceri, Gehenna, Gray Waste, Pandemonium) and the caster is immediately lost through it; the <i>gate</i> remains open for 1d6 rounds, allowing rescue.
94-95	96	-	Caster's body permanently transformed into a stone statue, though any magical items on the caster do not transform. This transformation is broken only by High Magic or a <i>wish</i> .
96	97	99	Caster stripped of all magical casting abilities, though not knowledge; begins again as a O-level wizard of -50 XP.
97	98	-	Caster sent into dreamless sleep ("coma") for 1d10 months; all magical casting abilities & knowledge lost forever.
98	99	100	Caster dies immediately, but the body can be <i>resurrected</i> .
99	100	101-110	Caster dies, and is immediately reanimated as a magic-absorber or undead creature (1d6: 1=nishruu, 2=hakeashar, 3=baelnorn, 4=banshee, 5=spectre, 6=lich).
100(+)	101-120	111-120	Caster dies immediately and suffers <i>destruction</i> (body entirely reduced to dust) or explodes in a <i>retributive strike</i> (no chance of survival).

* Given the rate that the Weave was healing itself, Column B should have remained the Consequences of High Magic casting for approximately another 300 years. The situation was interrupted by the Time of Troubles, which again disrupted the Weave. During the first three months of the Time of Troubles (Kythorn 15-Eleint 15, 1358 DR), add 20 to all rolls and check against Column B; for the duration of the Troubles (Eleint 16-Marpenoth 15, 1358 DR), add 20 to all rolls and check against Column C.

Rituals of Solitude

Adoessuor/ "The Reverie of Ages": This ritual places a subject in deep reverie, and the Weave, rather than mortal food consumption, sustains the elf. Thus, an elf can be placed in a trance that allows him to ignore the passage of time.

The elves, for all intents and purposes, operate under the effects of a temporal stasis spell, though they spend the entire time in reverie rather than unconsciousness. On at least one occasion, an elf in the Adoessuor has been used to establish a controlling mental influence over a powerful artifact of magic (see the Quess'Ar'Teranthvar below). A subject can be awakened under preset conditions or by the touch of a High Mage.

Akh'Faen'Tel'Quess/ "Life of Duty, Form of the People's Need": This ritual, the most intensely private of all rituals, alters the form of an elf into any living elf race or subrace. The elf becomes one of another elf race (including the lost avariel) physically, but not mentally. This transformation ritual is undertaken only with the full consent of a clan elder or the Coronal and the participant (unless in banishment) and is usually invoked only for an important mission for a community. The change is permanent until a second ritual is performed to revert the elf to his original form, or upon death. (The change happens slowly over 1d12 hours after death.)

This transformation ritual can alter an elf from its own race to another, including drow, avariel, or aquatic elf (but not a lythari). It can be performed only once in three centuries on any elf and only twice in a lifetime; while in the changed form, the character gains all benefits and drawbacks of being one of that race of elves, though any psychological norms of that race are not adopted since only the elf's form changes, not her identity. This ritual accommodates the difference in ages among the elves, so the transformed elf becomes a different elf of the same age class; while the elf wears his new form, he ages as the current elf rather than his natural form (i.e., a gold elf shortens his life by nearly 200 years with the transformation). Therefore, while a middle-aged gold elf (age 400) would be an old aquatic elf, the ritual makes him a middle-aged water elf (age 270).

Theoretically, this ritual could allow an elf to be transformed into a human or a dwarf (or other race), but no High Mage has ever dared to attempt such, nor have any volunteers been solicited to make such a sacrifice. In over ten millennia, this ritual has been used only five times to change a surface elf to a drow elf for the purpose of infiltration (twice) or banishment (thrice), so it is impossible that any elf would condone the change to a N'Tel'Quess except as the most extreme punishment.

Daoin'Teague'Feer/ "Starshine Upon the People": This ritual of rejuvenation is one led by the High Mage (or an elf of royal blood using a variant of the older ritual; see below), but there can be as many as 100 other participants. Under a clear, starry night sky, the ritual cleanses an elf both physically and spiritually. This ritual of chant and dance is often used in wartime to

bolster morale and prepare the troops for battle.

With the High Mage leading a group of elves in both song and dance, the ritual summons a shower of glittering star-dust within the boundaries of the ritual. The luster settles onto participants and makes them glow lightly throughout the ritual. This starshine removes all grime and dirt from folk and equipment, cures all of nonmagical diseases or sensory loss (blindness, deafness, etc.), heals all with cure serious wounds and neutralize poison spell effects, and bestows an elven blessing upon them all equal to an aid spell for 12 hours after the ritual. This ritual lasts for one hour per ten people involved, with all effects manifesting at the completion.

DM's Note: This ritual is also an 8th-level wizard spell (or 7th-level priest spell) exclusively for elves of royal blood, willed to them as an automatically known spell by Corellon and Mystra. The spell duplicates the effects above, though this reduced magic heals participants only as a *cure light wounds* spell and allows them the benefits of a *bless* spell for 12 hours. This spell has never been recorded but was always (and still is) taught verbally from elder to heir, and it is always tied to regalia (i.e., a royal bowl from which the caster draws the glittering *starshine*, a sword to define the areas of the dance, etc.) and some ritual songs of an elven domain. Any non-elf or nonroyal elf who attempts this spell suffers a *curse* of the DM's devising for daring to usurp these blessings.

Eva1iir'Enevahr/ "The Song of Enevahr": This spell allows a High Mage to inspire allied troops and demoralize opposing armies. The only battle-intended High Magic, this ritual places the singing High Mage among the troops to sing of elven glory and the folly of the foes who oppose them.

This wide-ranging enchantment/charm-style magic affects all sentient beings within a 100-yard radius of the High Mage. All elves and allies gain bravery and morale boosts from the song, making them immune to fear effects of any kind and eliminating Morale checks. The opponents, regardless of any understanding of elvish, are infused with fear and terror, and any actions that force Morale checks (or allow individual checks against fear) panic them, causing them to flee in terror from the source for at least one hour. The High Mage is so intimidating to all while in the ritual that none dare approach him, whether due to awe or fear.

Kai'Soeh'taka/ "Skin and Breath of the Wyrms": The elf reaches through the Weave, connects with a metallic dragon, and adopts some of its energy. In essence, the High Mage wraps himself or another target in the aura of the dragon, granting himself or another the abilities of the chosen dragon for a short time; to the Weave, the target is a dragon, not an elf.

The elf gains all the physical abilities of a brass, bronze, copper, gold, or silver dragon, including its special fear radius, breath weapon, Armor Class, claw attacks, and flight. If preferred, the High Magic ritual can be shortened to adopt only portions of draconic ability (6 rounds) or lengthened to allow the elf to physically assume the form of

the dragon, though this is not necessary and adds 15 rounds to the ritual for transformation time.

Ol'iirtal Eithun/ "Flights of True Mark, Arrows of Art":

Contrary to what some humans believe, this High Magic enchantment does not increase the damage or effectiveness of an arrow, since that is not how High Magic works. It does allow the arrow to affect the Weave at its point of impact and deliver its effect by either cancelling certain effects or introducing others.

One of the few combat-oriented High Magics, this ritual allows the High Mage to enspell a quiver of 20 arrows with one effect noted below. These enchantments last for 24 hours after the completion of the hour-long ceremony, and the arrows' magic can be cancelled only by wish and limited wish spells. Often, word of an impending battle will prompt at least one or two quivers of arrows to be prepared, and the akh'velahrn divide the arrows among their archers' ranks to provide a unified effect across the battlefield.

The spell effects vary according to the situation and the ritual's exact performance, but the arrow always delivers its standard damage to a struck living target regardless of other effects. Five effects can aid elven forces on the battlefield:

- *Dispel arrows will, upon contact with a specified magical field or effect, cancel that effect as a 20th-level wizard; these are used in battle against spellcasters who use shields and other defenses to prevent enemy missile and spell fire against them. If targeted on an item of less than artifact status, these arrows can cancel an item's effects or function for 1 round.*
- *Snuff arrows act like an affect normal fires spell on contact, though their only effect is to extinguish any normal fires (of up to 5' radius from point of impact) or reduce the strength/damage of magical fires by half. These are, by far, the most common of the ol'iirtal'eithunna, and they are used with great effectiveness against ogres (and dragons) who hope to burn Cormanthor down around the elves.*
- *Eagles' Mark arrows act as magic missiles, homing in on a target unerringly to deliver 1d6 points of damage. There is a limitation to this magic that allows only two of these to hit any one creature in 24 hours; any more arrows of this enchantment targeting the same creature will merely burn up a few feet from the target. The elves know this limitation, and thus always use these arrows to break charges by orc hordes, selecting key figures whose injuries can slow their thunderous advance.*
- *Targeting arrows crackle an ominous purple, and deliver their damage and a mystical signature upon contact with the target. The following round, the elves may use a key word named by the casting High Mage to make the affected target the focus of their spells, regardless of whether the target is within the spell's range. This allows elven mages the chance to launch spells into battle without worry of interfering with or affecting their own troops or spellcasters.*
- *Message arrows, when they contact either a target or a*

hard surface, deliver their damage and a message of 30 words or less from the archer. This audible message can be heard easily by any creatures within a 10' radius of impact. Spells or auditory powers cannot be used with these arrows, though an elven war cry emanating around wounded opponents has sometimes been enough to cause a rout or a resurgence of hope to battle-trapped elves as they hear a message telling them of reinforcements.

Saloh'Cint'Nias/ "Gift of Alliance": This ritual allows a High Mage to call upon the ancient allies of the Tel'Quessir for aid in the defense of an elven realm. The summoned aid is often in animal or monstrous form, though the creatures tend to match both the surrounding area and the caster's alignment. Otherplanar creatures also can be summoned with additional ritual time, though the larger creatures and more powerful extraplanars require longer summoning times and produce fewer allies.

This ritual acts as a powerful and highly specific monster summoning spell, akin to call woodland beings, animal summoning III, and monster summoning VII. Beyond the strictures of those spells, creatures such as whales and kraken can be summoned if near a sea, and other creatures such as dragons, devas, bariaur, and even Reverend Ones (baelnorn) can be called to inland battle sites. This ritual requires at least one turn and summons 12 Hit Dice of summoned creatures per turn of continuous ritual.

Theur'foqal/ "Summoned Shield, Conjured Screen": A common magic within Myth Drannor, this High Magic creates windows of magical energy stronger than glass. If the area where such a field is set is bounded by physical walls, it can be placed anywhere.

This ritual summons invisible fields of magic within small enclosed areas (i.e., window frames). At their weakest, they keep out all solid matter while allowing in summer breezes or sunlight. This is the standard for windows in Myth Drannor's buildings, though this minimal magic can be improved with additional time in the ritual or if summoned within a building created by Myriad ritual. The best of these windows can be set to turn opaque, heat-proof (in both directions), or sound-proof with a touch. Maximum size for the fields that this magic can support are 5 feet square, and they may be used only as windows in noble villas and Castle Cormanthor.

U'Aestar'Kess/ "One Heart, One Mind, One Breath": This ritual provides a creature and an elf with a mental link, not unlike the one shared among elves in communion. This link is permanently forged. Most often, this ritual is used as a marriage rite, forging a bond between spouses, though it is not limited to pairs of elves. An animal mount and rider might form an empathic link that allows them to interact far more closely than two creatures (two elves, or animal and elf, or other pairings) normally could.

The link between the two creatures is permanent, and allows the linked elf or elves to ignore the Call to Arvandor

for greater periods of time due to the communal nature of the link. The two creatures are partners, friends, lovers, or kindred in all but form; each knows when the other is in danger and will stop at little to render aid. This passive link is always semi-empathic, but with intense concentration, it can become telepathic, allowing mind-to-mind communication. While all rituals are assumed to have elf targets, this union could easily be formed for all races, linking dwarves or humans with elves. An elf can be placed in *u'aestar'kess* with a maximum of two beings in his or her lifetime, most often a spouse and a beast-mount such as a dragon.

Vuorl'Kyshuf/ "A Message on Birds' Wings to Silver": Elven High Mages use this ritual to mentally, visually, and audibly communicate with other High Mages or other dignitaries without leaving their strongholds.

This ritual allows a High Mage to use some physical medium such as a pool of water, a polished shield, or a mirror to summon an image of a person or persons with whom the High Mage wishes to speak. The image remains and communication can continue for as long as the High Mage maintains concentration. In all other effects, this ritual acts as a sending spell with no word or distance limitations (aside from remaining within Realmspace), aside from concentration on the magics.

Rituals of Complement

Ahrmaesuol/ "The High Revival, Restoration": The *ahrmaesuol* is a broad spectrum healing that affects a wide area beyond the ritual site. It has a number of effects, depending on the casting and the situations. It cures all trees in a half-mile radius of blight, allows weather-altering magics to take hold and cancel droughts or floods, bestows a cleansing of those same forest areas (accelerated decomposition of all dead matter into soil and thick moss), and it can banish the effects of curses and broad corruption of animal- and plantlife in a half-mile radius.

This circular ritual of three High Mages is one of the most common High Magic rituals performed in *Cormanthy* or any of the elven realms. In game effects, this acts as a mixture of major magics in an expanded area: weather summoning, remove curse, cure disease, and so on. The magic affects only trees and animals, the forest ecosystems, and the life and health of the surroundings, not elves or other *sylovan* creatures within that area. Granting their effects to creatures in High Magic requires the *Daoin'Teague'Feer* ritual.

Ghaatii/ "The Traveling Path": After two High Mages individually perform a *vuorl'kyshuf* ritual to allow communication across great distances, a third caster maintains this link during the ritual. All three unite in this Complement ritual to link the two sites with a *gate*, setting its operating conditions during the ritual. Visually, each High Mage is surrounded by a light mist; as each performs the rite, he is joined by a ghostly

apparition of the counterpart High Mage at the other site. The ritual ends when each High Mage uses the *gate* to join the other to close out the ceremony at first one and then the other *gate* site.

This establishes a permanent *gate* at the sites of the ritual. Historically, High Mages created these at the behest of their Coronals as well as their own wishes. Their express purpose was to allow travel among the elven capital cities and strategically important strongholds. The ritual established many strictures over its *gate's* use by type of elf (race, occupation, or status) but often set the portal to activate only in the presence of a key (anything from a physical key to a lock of golden hair or the sound of a whistled tune). However, *Myth Drannor's* High Mages established an increasing number of open *gates* to allow greater access and alliances with far-away lands and peoples. While a High Mage (and some wizards) can easily close down a *gate*, the existence of so many worries some elves, despite the assuaging words of the Coronal *Eltargrim*.

One-way *gates* can be created by this ritual, though this becomes a ritual for four High Mages. One High Mage performs the standard *gate* construction, while the other three mentally corroborate each others' knowledge of the *gate's* exit point. The exit must be a place physically visited by at least three of the High Mages in the ritual to allow success.

lalyshae'Seldar'Wihylos/ "Sacraments of Seldarine Blessing": This ritual, for which many hidden variants exist, ties a three-person High Magic ritual with the concurrent ritual of priests of the Seldarine to create magical items and artifacts endemic to the elves. This is not a commonly invoked ritual but often is used when creating a number of items for a specific purpose (such as *cloaks of elvenkind* for an entire unit of *akh'faern*).

This ritual creates many different items of magic for the elves, and the final results of the ritual depend both on what is brought into the ritual and which gods and priests are involved. The most common items produced by this ritual are swords, though anything from small gems to cloaks and scarves can be enchanted by this special mix of priestly magic and High Magic.

The priests involved in this ritual invoke their gods' attentions and patronage to the working, while the High Mages perform the ritual to bind the summoned power to the items. Sometimes, the gods themselves directly infuse powers into the items that are not invoked by the priests or High Mages, and these often become the relics of that god's religion. Effectively, nearly any magical item seen as an exclusively elven item can be created through this ritual (as well as through standard channels), and its powers are tied to its form and the patron god.

For example, the *tel'kiira* gems come from a ritual to *Sehanine* as the goddess of omens and mysticism, while the elf-blades of *Cormanthy* required a priest of each Seldarine god within the ritual to create the powerful artifacts that created the great elf empire. The types of items to enchant and resulting magical items are noted below along with potential

patrons. Note that the more powerful an item, the lengthier the ritual and the more priests are involved, but there are never more than four High Mages in this ritual, keeping it among the most powerful of the Complement Rituals.

- Arrows and bows blessed by Rillifane or Solonor;
- Bracers (of archery, protection, etc.) blessed by Solonor or Corellon;
- Boots (of elvenkind, of the north) blessed by Rillifane;
- Cloaks (of elvenkind, of the manta ray) blessed by Rillifane or Deep Sashelas;
- Gems (tel'kiira, selu'kiira, etc.) blessed by Labelas or Corellon; and
- Swords (dragon-slayers, moonblade, etc.) usually blessed by any (or all) of a quartet of gods: Corellon, Sehanine, Erevan, and Labelas.

This ritual creates items with only one or two powers and a maximum of one combat effect (to attacks or damage) unless the ritual gains the attention of a god. The maximum number of items created in one ritual cannot exceed one quarter the weight of the involved High Magic casters (i.e., four 150-pound elves can enchant 15 10-pound long swords).

Fhaor 'Akh 'Tel'Quess/ "Tribute of One's Duty to the People": This ceremony allows an elf of any age or health to sacrifice his or her life and normal existence in order to better serve the clan or community in a different form. This ritual severs the elf's ties with the Call to Arvandor, but the duty and the powers of its new form prevent the elf from descending into madness; now, the Call is replaced by the Duty the form gives him.

Elves can become undead baelnorn, or Reverend Ones, in which their duty is guardianship of things, places, or people. They can also be transformed into tree spirits (choice of form as dryad, hamadryad, satyr, or treant), in which their duty is the guardianship of the trees and to act as advisers of Elven court.

This transformational ritual alters the elf's dying form into a different state, not quite undead but not alive in the conventional sense for an elf. Transformed thus, the elf's body is either changed into its new form or the body dies and the spirit then inhabits the new form, and the body is then interred as a special part of the closing ritual. This is one of the greatest sacrifices an elf can make for his community or clan, and thus those who undergo it are accorded the highest honors both before and after the ritual.

DM's Note: Even at this height of elven civilization, a major part of this ritual has been lost. In times past, elves also could be transformed into *weave spirits*, beings of pure magic who help maintain *mythals* and spell fields and guard against abuses in magic. High Mages now theorize that the last Weave Spirit was created during Netheril's rise, and the last High Mage who knew the casting was slain by an archwizard. While there is no proof, some High Mages wonder if such beings as will'o'wisps, nyth, and wizshades are not elven weave spirits gone mad or degenerated into corrupt forms due to the damage to the Weave with the Fall of Netheril.

N'Maerthor/ "Hidden Homeland": This ritual cloaks an elven homeland in mystery and protects it from outside intrusions and unwanted visitors. While less a physical barrier than a mental one, the *n'maerthor* magics convince a person that the route to an elven realm is actually another path that leads away from or around the protected lands.

This ritual's effect is a mixture of illusion/phantasm and enchantment/charm magics plus a mythal or ward. It is hardly a powerful magic, but the amount of energy and subtlety involved in its effects make it High Magic. Saving throws against the effects of a *n'maerthor* barrier are checked with a -10 penalty for N'Tel'Quess and a -6 for elves). Even if persons or structures of the realm are within sight of a stranger, these barriers divert most intruders. More powerful variants of this ritual can be placed within mythals, and these forcibly (yet imperceptibly) teleport intruders away from a homeland.

Like the starshine ritual, this magic has a wizards' variant available to certain royal elven personages across the Realms, which allows them to duplicate these effects on a limited basis. However, to build this magic, every capable elf within a settlement must participate in the dance that establishes the *n'maerthor*. Not unlike hallucinatory terrain and mass suggestion, those not welcome in the realm can be diverted from finding the actual paths into an elven city.

N'Tel'Orar/ "Corrosion/Erosion": By wrapping themselves and an area in the Weave and the natural forces that extend from it, the casters of this ritual can induce centuries of natural weathering forces upon the enclosed ritual area to erode buildings or other unnatural things. All that remains after this ritual is new soil consisting of soft loam.

This ritual summons high winds, mists and rains, and light, abrasive silt. All these forces are focused on a four-sided area (maximum of 300' per side) within the ritual site. Under the total control of the casters (one for wind, one for debris and abrasives, one for water and rain), this wears down and disintegrates buildings of wood in one hour and those of stone in six to 18 hours. It is summoned only to break down structures, cleanse pollution of civilization, and restore the natural order of a place. It is always performed on abandoned elven sites if possible—elven ruins, therefore, tend to be places where the High Mages fell in battle or left the site before it could be cleansed. The wards on this ritual are strong due to the forces at work and should be considered Myriad wards.

Oacil'Quevan/ "The Forms of Unity and Age Among the Forests": This ritual creates the many wondrous, massive forms of plant life seemingly indigenous to elven realms. It allows far more control and manipulation than standard *plant control* spells. The magics are permanent and grant casters the ability to make their work permanent beyond the lifespan of the plants through a petrification ritual.

This ritual alters existing plant material and either petrifies it or shapes it into forms envisioned by the casters. One High Mage affects the growth and size of the plants, one

determines the extent of the ritual site and the area of change, and a third High Mage reshapes and reforms the plantlife to the shape desired.

The maximum effect this spell can generate is the fusion into a single tree of a grove of trees with a cumulative branch-span of no more than 1,000 feet; in general, this spell creates monstrous hollowed or solid trees with trunks of up to 400' in diameter. This ritual also allows partial fusion of trees, allowing the lower trunks to remain separate but fusing the higher branches and trunks into large enclosures, such as the homes in Myth Drannor.

Effects and forms created by this ritual include impenetrable barriers of thorns and brambles within certain areas of Cormanthyr, branches among the treetops strengthened and woven to provide a defensive barrier proof against all but the mightiest dragon's claws, trees with immense hollowed chambers for homes or multiple trees sharing a living wood community home high above the forest floor, petrified versions of the same (when the trees begin to die), or even petrified large mushrooms set in parks for use as seats for the weary.

Quamaniith/ "The Vow Tangible": The Quamaniith ritual creates a tangible, solid stone object that both records and makes a promise solid. Should either party knowingly and willingly break the pledge, the object shatters, revealing to those who notice that a solemn oath has been broken.

This ritual is a loosely structured rite that summons a physical symbol of a vow made during the casting. The vow itself is inherent to the symbol, and neither it nor the object can be marred or affected by any means less than divine, aside from one. Should either party involved in the vow intentionally and flagrantly break its word beyond the spirit of the agreement, the symbol shatters. The casting High Mages are not the folk involved in the vow, only in the binding of High Magic to the Vow Tangible and the thoughts and spirits of two or more representatives involved in the vow.

The size of the physical symbol is relative to the number of people it encompasses, so a promise made among cities creates a boulder-sized symbol, while a vow between two friends creates a small fist-sized object. Most often, this ritual summons a stone plinth or slab of the relative sizes mentioned above, and the vow made in the ritual is carved somewhere upon it; the Standing Stone is the major example of a vowstone (or oathstone), its size relative to the two groups of people (Dalesmen and elves of Cormanthyr) involved in the vow through the three human representatives and the Coronal.

If additional time is spent in ritual and either of the representatives has artistic skill, the vowstone can manifest as a figurine or statue rather than a formless rock with inscriptions. The common use for this ritual is to make it a part of a marriage rite among elves, creating an Aestar'Khol ("Marriage Stone").

Suyoll/ "The Revival": This ritual restores an elf's life, health, and harmony with the Weave. This is seen as an acceptance back into the community of elves, despite any changes that occur during the elf's life (or death).

This ritual restores an elf's natural state, neutralizing all ill or unnatural effects upon him. It cancels curses of any nature other than those divinely placed (i.e., personally inflicted by a god) and spell effects such as petrification and polymorph. Suyoll allows the regrowth of full limbs, muscles, and organs (such as eyes, tongue, etc.). It also negates any magical or nonvoluntary alignment changes. The most advanced form of this ritual involves the restoration of undead elves to a living state as they were 100 years before their deaths or transformations.

DM's Note: This ritual is rarely used, for the elves are a stubborn lot and forgiveness is not a virtue they practice often. Thus, any outcast elf or seriously injured elf is often perceived as pitiful or as a fool who learned his lesson for straying away from the path of elvenkind. However, great sacrifices made for sake of a clan or kingdom are looked upon proudly, and the *suyoll* is invoked to honor heroes who act in such interests. This ritual can even restore a drow to status among the Tel'Quessir, though the ritual erases all powers (but not appearance) of the drow (judge as a moon elf).

Rituals of Myriad

Arrn'Tel'Orar/ "Storm Erosion": By wrapping all the High Mages of this casting in a near-solid ward, High Mages can weather away an entire city. Unlike the near-untamed forces of the N'Tel'Orar ritual, these forces find any unnatural states for living and nonliving matter and restore them to their most natural states. Stone buildings are reduced to the soil from whence they came, wooden buildings are reduced to seedling trees, and so on.

This ritual effectively deconstructs and reduces all artificial constructs (including High Magic-altered trees) to their natural states. All buildings vanish, reduced to component matter. This ritual has no destructive effect on living matter such as plants, though it restores them to full natural health. Like the lesser N'Tel'Orar ritual, this ritual cleanses pollution by civilization and restores the natural order of a place. All that remains of an entire city (maximum size is a 50-yard radius per High Mage; minimum size cannot be less than a 250-yard radius) is enriched soil (as well as surrounding plantlife) and loam.

Elaorman/ "Place from All Around and Nowhere. Home of Summoning": This ritual stakes out a ritual site, and the castings of five High Mages pull together rock and minerals or small seedlings and plants to "grow" a building.

While far more advanced and detailed, this ritual creates a building from "nothing" as does Leomund's Secure Shelter and the derivative construction spell from the Elves of Evermeet accessory. The magic of the *elaorman* ritual allows buildings to be creatively constructed, and the inherent magic of creation allows the structure to stand. Thus, build-

ings in the shapes of waves, monstrous spiders, or other strange, nonsensical configurations are supported by the Weave as if they had solid supports.

If the elarman summons a stone structure, the area around the building becomes a very fertile patch of land for trees or crops, with all the larger, extraneous rocks removed from the soil. Large buildings can be created from plants as well, though the wood and plant matter calcifies and petrifies as part of this process, making it a nonliving permanent shape.

This process also can be adapted to create the uniquely elven crystalline spelljamming ships, and in fact is necessary to create the monstrous Monarch crafts.

N'Quor'Khaor/ "The Banishing, Binding Outside of the People's Lands": Just as the *ghaatil* ritual allows High Mages to create a spatial vortex between two points (a *gate*), this great ritual of at least nine High Mages both summons a physical form of an extraplanar entity (such as a *tanar'ri* lord or a godly avatar) and binds it, setting certain limitations upon the target entity. In its least form, the ritual banishes the entity temporarily from the Realms, while the most advanced form of this ritual fully banishes the entity permanently from Realmspace and confines said physical avatar in a subdimensional prison. All levels of binding must have one way to undo the binding set by the High Mages.

Any extraplanar creature or entity is bound to a certain place by directly anchoring said creature's avatar or Prime Material form to the Weave in that implicit spot. These bindings are physically unbreakable and immune to all magics including wish and other High Magics, even the influence of other gods (though not the Overpower Ao, Corellon, or Mystra). The avatar is bound and the creature's influence is banished from the Realms and limited to his prison subdimension.

There must always be a way to unlock the binding ritual, and the binding must be released at the exact site, not by far-away magics. Given the cost of a binding, it is understandable that the elves make the "keys" nigh-impossible stipulations; for instance, dissolving a bind through the efforts of a nonborn child, by moistening with the tears of *Kossuth* (the Lord of Elemental Fire), or via spells cast by the human son of a dwarf or elf.

This is the most costly of rituals, since all casting High Mages are either consumed utterly or turned into *baelnorn* by this ritual. The god or creature is bound using the pure life force of the casting High Mages and any supporting members of the ritual. A correlation exists between sacrificed hit points and the strength of the binding: 400 hit points are needed to imprison any lesser extraplanar creature or agent of a god, and at least 800 hit points to imprison godly avatars (800 for demigod, 1,200 for lesser, 1,600 for intermediate, 2,000 for greater). Supporters are sometimes necessary, since the ritual needs additional hit points' worth of life force from those supporters to finish the binding, though all hit points are drained first from the High Mages (their fates are accorded after the ritual).

This ritual has been used historically in the imprisonment of the essence of the Rotting God Meander both at *Darkwatch* and beneath his fallen temple. Legends say that a variant of this ritual performed by Corellon and his priests alongside the High Mages banished the drow from the surface lands. This idea is dubious as their "imprisonment" is lax, though many believe their reduced power in sunlight is the nature of the binding.

Uaul'Selu'Keryth/ The Sundering, At War with the Weave": Used only during situations most dire, twelve High Mages can harness the energy of the Weave to cause it to fluctuate across a great distance. In lesser ritual forms, the *uaul* ritual disrupts all magic for miles around and causes great turmoil in weather and animal life; thunderstorms, earthquakes, dead magic, animal stampedes, and tornadoes are common. In its ultimate form, the Weave is temporarily torn asunder, and the damage is made manifest in major cataclysms and storms, tidal waves, and permanent changes to the lands of any planet.

The exact working of this ritual is lost to all but two High Mages on Toril; the Srinshree of Cormanthyr is one of them. The long-lost Killing Storm magic is a byproduct of this calamitous ritual, and involves the loss of life of all involved in the ritual including the twelve High Mages.

This ritual has been invoked only once in the history of the elves on Faerûn, and the ensuing cataclysms broke up large land masses to allow the creation of the isolated island of Evermeet. In crude effect, this is mimicked by earthquake and weather control spells.

High Magic Theories and Lost Rituals

While many High Magics remain to sustain the glories of the elven realms, many more have been lost (and created) over time. Legends speak of magics unknown (or at least hidden) today:

- A commander could coordinate armies of spellcasters to cast spells in concert, leading to devastating volleys of spells against orc hordes or dragons.
- A harpist could play a harp and walk on the path of melody, creating a road that led to other worlds.
- A High Mage, given great cause, could turn lakes into dust bowls and set the very air around him on fire to thus lay waste to enemies of the *Tel'Quessir*.
- Elven High Mages could shatter godly avatars by speaking the true name of that god in ritual with intonations that could disconnect it from the Weave.
- A High Mage could summon destructive power equivalent to that which created the High Moor. The ritual is known as *Mormhaor'Sykerylor/ "The Killing Storm."* Most elves refer to this High Magic Ritual of Myriad as "*Miyeritar's Bane.*" The High Moor is enough mute evidence to illustrate that this magic is not to be summoned ever again. In fact, the elves scrupulously pay attention to the talk of

wizards in Faerûn; when even a hint has emerged of a mage considering a *killing storm*, that mage has been dead within a tenday and his books and notes of such magic destroyed irrevocably. (This assassination scenario happened seven times during the time of Netheril alone.) The elves have diligently guarded against anyone using this magic (or a variant of it) since the end of the Third Crown War, and no elf would dare to resurrect this greatest of sacrileges.

High Magic Simulations

A number of High Magic effects have been duplicated (either by elves or humans), at least superficially, as traditional wizard spells. The effects are roughly the same, though any High Mage (or Chosen) can perceive the subtle differences in both the way the magic is woven and the true effects of the spells.

For example, *Wrath of the Just* is one of only three wizard spells ever adapted from a Ritual of Myriad; however, its magic is, in fact, a greatly magnified *weather control* spell combined with some of the magic of an *earthquake* spell. The true High Magic creates a warp in the Weave itself, and this causes a physical “wound” in the world (though not the Weave); thus, while the effects seem the same, they work in an entirely different fashion.

DM’s Note: Many of these spells were originally presented in the *Elves of Evermeet* accessory (TSR #9430) and are found in the *Wizards’ Spell Compendium*. If the DM wishes to keep these debased versions of High Magic out of PC hands, he may incur hidden costs for casting them as wizards rather than High Mages; require a roll on the High Magic Consequences Table; age the caster 3d20 months after casting; cause backlash from the Weave resulting in immediate unconsciousness and energy damage (and permanent loss) of 1d20 hp (+4 per Complement rituals, +8 per Myriad); or inflict upon the PC a *curse* visible only to elves, revealing that the wizard has attempted to use secret High Magic without ritual or respect to the Weave and Mystra.



High Magic Equivalents

Spell (Level)

Call of Despair (8)
Celestial Army (9)
Construction (6)
Dragonrage (8)
Gift of Life (9)
Leviathan (8)
Nymph’s Aura (8)
Song of Battle (8)
Soul Freedom (9)
Wrath of the Just (9)

High Magic Ritual

Evaliir’Enevahr (S)
Saloh’Cint’Nias (S)
Elaorman (M)
Kai’Soeh’takal (S)
Suyoll (C)
Saloh’Cint’Nias (S)
Fhaor’Akh’Tel’Quess (C)
Evaliir’Enevahr (S)
Suyoll (C)
Uaul’Selu’Keryth (M)


High Magic Resistances

The final note about High Magic is its strength in resisting the effects of wizards’ and priests’ lesser magics. Since it taps directly into the Weave (rather than through the distillation process of component-driven magic), High Magic rituals and their effects have an active immunity against their magics being altered or stopped by lesser magics. In general, High Magic effects are permanent unless they have ways of being nullified set in the ritual (e.g., “*Reverie of Ages*”). High Magic also can be disrupted if the requirements for the magic are not met (i.e., breaking a wall with *theurglass* windows disrupts the magic if the window frame loses any of its complete four sides); this, however, is not a foolproof method. Ruins still exist where birds fly accidentally into still-extant *theurglass* that hangs in mid-air, the wall it graced long fallen.

Dispel magic, *limited wish*, and even *wish* spells cannot cancel High Magic; the spells have respective 40%, 60%, and 80% chances of temporarily nullifying active High Magics. If successful, DMs should adjudicate how the spell affects the more potent magic; a basic cue is to cancel all of the High Magic’s normal active effects for a number of rounds equal to the spell level of the disrupting magic. After that, the High Magic is revived by the Weave.

Two things are important with regard to affecting High Magics with lesser spells. Objects and items created by the use of High Magic are susceptible to these effects provided the entirety of the item can be contained within the area of effect of the disrupting spell. Thus, buildings in Myth Drannor created by the *oacil’quevan* ritual cannot be brought down by a *dispel magic*. The minor and major *wish* effects on High Magic entirely depend on the wording of the *wishes*. Most wizards see and understand only the surface effects of High Magics, and without a full understanding of how High Magic works, their *wishes* may disrupt only one or two obvious effects of a High Magic ritual. Thus, a *wish* to cancel the magic of a summoned building might be enough to disrupt the fields that support a normally impossible structure and cause parts of it to collapse, rather than erase the building cleanly from existence.

MYTHALS



f all the feats of great magic, none are more fabulous in the eyes of the modern Realms than the great living webworks of magic known as mythals. Nearly everyone knows of storied Myth Drannor, and a few know of the other cities and sites wrapped in the mightier magics of the past. Still, few beyond Mystra's Chosen, a few erudite faerûnian sages, and the secluded elven mages of Evermeet know anything of these elder magics. Among them, only a mere dozen now walk the Realms with full knowledge of how to erect a mythal, and that only by Mystra's, Azuth's, and Corellon's graces and leaves.

General Construction and Theory

When Cormanthor decided to open its gates to other races, the elves wanted a way to defend and protect their already long-established ways of life. Akin to a personal *mantle* spell that protected its mage at all times, the elves wanted a similar effect to blanket Cormanthor, to protect them and their ways of life. The creation, indeed even the idea, of the mythals was long-lost to the elves of the city of Cormanthor; of them all, only three beings truly understood and knew of the secret mythals of old: the Srinshie, High Court Mage Lord Earynspeir, and the ancient wizardess (and secret High Mage) Lady Ahrendue Echorn. An aged elf mage called Mythanthor had spent the previous centuries researching that type of protective spell and sought to link wizardly magic with High Magic; his carefully researched "city-wide mantle" was the first wizards' mythal after a High Magic working of old.

Aside from the High Mages, none in Cormanthyr are certain about the true nature of mythals, no matter how well versed they are in ancient elven lore of old or current debates on magical theory. Many agree that a mythal is alive, and is a huge web of magical forces woven together by magic and the lifeforces of the casters. The mythal is believed to be sustained by the natural mechanisms within and around it, from the wind to the current of a brook or a temperature shift from the energy of sunlight. Given the ties to life and Faerûn, mythals can hardly be common wizardry, no

matter what may have been said in the past. The mythals and their magic are tied directly to the Weave, the source of all Torilian magic.

This view of mythal nature is supported by the words of the goddess Mystra and her all-too-human worshipers. However, her zealous agents attempt (as all humanity does with elvenkind) to claim that Mystra's second, the demigod Azuth, was a principal in the creation of the very first mythal. The elves find this either a laughable attempt to rewrite magical history or an insult against the primacy of elven High Magic. Still, even though two humans were present at the raising of Myth Drannor's mythal, many among the City of Song today claim to know much of its nature and powers. The elves allow these claims and comments to stand without question, for the mythal's mysteries become far better cloaked under the easy-to-find falsehoods rather than any official.

High Magic Mythals

The Old Ways are, of course, the best and most proper way to create mythals. Kept secret for so long, mythals themselves have become legends even among the elves of Cormanthyr, though there are at least seven secretive High Mages among all the spellcasters of the Coronal's realm who know the secrets of how to construct a High Magic mythal. Only three of them live and serve within the capital.

A Ritual of Myriad slowly links the casters of the ritual (a central quartet and a circle of nine assistants). The eldest High Mage acts as the focus of the ritual (known as the Grand Caster); he is surrounded by a



circle of three Major Casters. While the Grand Caster builds the central energy sphere from which the mythal grows, the three Major Casters help shape the mythal in height, breadth, and depth. The Grand Caster sets one grand power of the mythal, which often matches the purpose for the mythal's formation; he also sets one major and one minor power. The three Major Casters each grant a major and minor power to the mythal as well.

Surrounding this foursome is a concentric circle of nine spellcasters; since at least three more High Mages are required for the working, this third ring of nine people often consists of those three High Mages with six high-level wizards or High Mage initiates (if not full High Mages). Only the central four High Mages are actually casting the mythal; the outer nine are secondary casters adding powers to the mythal and energy to the link between all casters. Each of the secondary casters can add up to two minor powers each to the mythal.

If a mythal is expected to cloak a very large area, the needs for energy with which to expand the mythal are great; in these cases, additional folks are drawn into the link and ritual for that very purpose. Encircling the third ring might be a fourth ring of 27 elves, followed (as needed) by a fifth ring of 81 elves. Elves of the fourth and fifth rings need not be spellcasters, for they are simply providing energy for the spellcasters to weave into the mythal. They cannot add any powers to the mythal, though any beings involved in this ritual feel a blissful rapture while in the communal link.

While many elves deny this fact, nonelves can be part of this ritual too. They can occupy a position in any ring outside of the primary casters, and N'Tel'Quess mages could even contribute secondary powers to a mythal. This is one of very few ways a N'Tel'Quess can experience what it means to be an elf.

In all, a fully developed High Magic mythal contains a maximum of 27 powers: one grand power, four major powers, and up to 22 minor powers. In all, no matter how many are involved in the ritual, this ritual drains a collective 300 hit points from participants; thus, the ritual confers less damage upon its principals with additional support, as the damage is distributed evenly among all linked members.

Wizardly Mythals

While the lore and legends exist about Myth Drannor's mythal and its formation, the exact spell and full research notes of Mythanthor have been stolen and otherwise suppressed by agents who want such information to remain secret. Still, enough spellcasters throughout the city either directly witnessed the creation of the mythal or passively participated in its creation to leave some basic information which could be refuted or corroborated with the discovery of the spell or its notes. Due to multiple witnesses (both outside and inside the mythal's casting), the following can be determined about the 10th-level spell *create mythal*.

- It is three separate spells cast by one central caster, a group of at least four casters weaving the second spell, and another group of at least four casters forming the

third magic. The central caster weaves his spell together with the other two into one lengthy casting and single effect: a mythal.

- The minimum Intelligence of all central and secondary casters must be a score of 19, while tertiary spellcasters need a score of 17 to participate in this overlapping series of spells. The central caster must be an elf wizard of at least 21st level and the four secondaries must be at least 20th level, though the tertiary casters can be any level of spellcaster.
- The central casting allows one mage to summon a binding field in the form of an expanding pillar of fiery magic around her form. This fire arcs out, enveloping the secondary and tertiary casters in harmless cold flames; they begin casting once aflame. The central caster's fiery pillar pulls in all the other surrounding spellcasting effects and slowly weaves them together into a mythal. The primary caster is the mage who establishes the core of power to which all the other mages tie their component spells, and she also is the one who determines the ultimate size and extent of the mythal's boundaries. Finally, the central caster can place a major and a minor power in the mythal.
- At least four casters must always be in the second rank. The secondary casting allows multiple casters to cause the energy of the mythal to expand and grow like an ephemeral balloon over, around, and under an area. While these casters push and inflate the mythal around them, they each may add one major power to the mythal, though the central caster could cancel any of these effects before finishing the spell and cementing the powers in place.
- At least four casters must be in the third rank as well, and there can never be more casters in the second rank than in the third. Tertiary casters are the casters who help the other mages anchor the mythal to the borders envisioned by the central caster. They complete the work begun by the primary five (or more) casters. The tertiary casters each may place three minor powers into the weave of the mythal, though these effects can be negated or adjusted by casters of higher rank.
- With the minimums described above, at least five major and thirteen minor powers are always in a wizardly mythal using Mythanthor's *create mythal* spell. This can increase with the addition of more casters, though a limit may exist to the number of powers that can be placed within a mythal before it sunders explosively. (Popular theory is that the maximum number of casters equals the central caster's Intelligence score.)
- Beyond the exact site of the casting, the surrounding areas react to the growing energy and mythal. Certain aware elven individuals can go into reverie and share in the mindmeld and union of thought and emotion that is part of creating a massive spell working such as this. They provide additional energy to protect the lives of all the casters and help bring the mythal itself to life. These supporters cannot add additional powers to the mythal, though they are the first beyond those actively casting the spell who are aware of some of the mythal's powers and potentials.

- The most immediate effect of the spell occurs to the central caster: When he summons the fiery pillar from which the mythal grows, the component to trigger this effect is his own life. The caster explodes, his physical form instantly transformed into arcane fire. The caster's mind is still controlling the casting, though this gets more distant throughout the casting, since the caster's mind and physical life energy have expanded to become the mythal itself.
- The spell also requires, as physical components to power the spell, the presence and lifeforces of at least nine living beings, all casting its three-part spell; this includes the mandatory death of the central caster. The energy drain is enormous, and a greater number of people involved allow the energy drain to be spread across as many casters and supporters as are involved, possibly sparing the lives of all the casters save the central caster. This spell drains 400 to 800 hit points from its casters, depending on the size of the mythal.
- While this spell is considered a ninth-level spell in its intricacies, its communal nature and tri-level working makes it a 10th-level magic in scope. Suffice it to say that Elminster, the Srinshree, and a number of other notable mages concede that this spell most likely would have failed utterly, destroying them all without the mitigating influence of Mystra and the High Mages among the casters. Thus, even with all the requisite knowledge and casters, the *create mythal* spell is an unworkable magic without the express attention of the goddess of magic Mystra.

The Powers of Mythals

Whether mythals are created by High Magic or the work of wizardry, their classifications of powers remain steady, though within those power grades remains great room for variance.

Grand powers, of which there can be only one per High Magic mythal, are permanent and constant within the mythal. Never subject to anyone's control but the Grand Caster of the mythal during its creation, the grand power tends to have major effects on the physical and magical natures of the area and the people it envelops. Possibilities include making a city and all its inhabitants within the mythal fly (the fallen city of Myth Iiscar on the isle of Lantan); a mythal-supportive atmosphere that allows a city of air-breathers on the ocean floor (Myth Nantar under the Sea of Fallen Stars); placing an entire city and all its inhabitants in stasis and removing the city from Faerûn until certain conditions are met to restore it and its people to the Realms (the lost city of Myth Adofhaer, the last mythal city of Siluvanede in the High Forest).

Like the grand power, major powers also are permanent and constant effects within the mythal's area of effect. Most major powers permeate their mythals as either amplifiers or prohibitors of certain effects, but their primary purpose is defense of the mythal-cloaked area. Major powers could be fields that don't allow the city to be seen or entered by specific creatures (Myth Dyraalis in the Forest of Mir), powers



that prevent scrying or teleportation into and out of the mythal (Myth Drannor), or other such defensive effects. These are not controlled by anyone, but they (with hidden safeguards implanted during the mythal's creation) can be bypassed from within the mythal, temporarily cancelling a major defense.

The minor powers of a mythal are considered minor only due to their need for activating conditions, ranging from a command word to the presence of particular creatures or objects within the mythal. The powers have limited duration, and many are accessible only to those who know their activators. Minor powers are often the offensive or sundry powers; some are quite powerful, despite their label as "minor." During the weaving of a mythal, any of these powers can be erased by the primary caster before the mythal is set, to prevent any perversion of the mythal's intent. Minor powers include the ability to reduce the aging processes of any living creature within a mythal, recharge magical items, or lessen the harsh effects of anything from poisons to harsh weather to spells of all kinds, and so on.

The Dangers of Mythals

While these are among the greatest of magics for either wizards or High Mages, there is an inherent danger in establishing a mythal. They are great feats of magic, and they focus the Weave well in their particular locations, but they also have a tendency, as does all power, to become corrupt.

Wizard-constructed mythals degrade over time, simply because they are not maintained naturally, but only by the initial power generated during the *create mythal* spellcasting; the mythal's powers are partially supported by natural forces, but not the mythal itself. The spell's duration is usually 900 years with the minimum number of casters; in general, the mythal remains whole and healthy for a number of years equal to the hit points consumed during the casting. Every 100 years after that, wizardly mythals lose 1d4 minor powers; one major power is lost every 300 years. A chance also exists each century that individual powers of a mythal will become corrupt; minor powers are 25% likely while major powers are 30% likely each century beyond a mythal's "healthy age." DMs should decide the effects of corrupt powers, though they should retain some form or function similar to the original powers (e.g., corruption instead of healing, an automatic *feather fall* effect becoming an automatic *levitation*, problematic if a character cannot fly or move aerially, etc.).

High Magic mythals are more stable than wizardly mythals, though these too suffer from possible degradations. Since their power is derived both from the ritual and later by the natural forces of life around and within, these mythals suffer only when nature and the land around the mythal become corrupt. If the status quo of the natural setting is not maintained at a level equal to what it was when the mythal was created, its powers begin losing either their strength or in-

tegrity (i.e., loss of power or corrupt power). For every mile of trees, streams, or other life befouled or other effects like the death of a treant, there is a 20% chance of corrupting 1d4 minor powers, a 6% chance of corrupting a major power, and a 2% chance of corrupting the grand power. Powers are lost only if the mythal's environs are totally stripped bare of all major lifeforms, inhabitants, trees, game animals, etc.

Whether created by High Magic or wizard magic, a mythal reacts negatively to the presence of lower planar creatures within it. The proximity of such creatures on the Prime Material also serves to corrupt the land and the magic supported by it. For every 100 Hit Dice of lower planar creatures (baatezu, tanar'ri, yugoloths, slaadi, etc.) within a mythal's boundaries at one time, there is a 1% chance (a 4% chance for 400 Hit Dice, and so on) of corrupting 1d4 minor powers and 1d2 major powers. Their presence also can disrupt the stability of the mythal, creating pockets of wild magic or dead magic, and forcing the mythal's magic to fluctuate when accessed. These checks are made at the instant the creatures contact the mythal and may be cumulative with other effects (e.g., a forest fire set by tanar'ri could corrupt mythal powers).

Myth Drannor's Mythal

One of the few wizardly mythals in existence, Myth Drannor's mystical field had a number of unique properties, not the least of which were two humans involved in the casting. Below are some of the secrets of the mythal, many of which are lost even to the current Realms (650 DR), let alone the Realms of the 14th-Century Dalereckoning.

Origins and Creators

After the treacherous Starym attacks upon the Coronal's person brought the Court into open rebellion, the time for discussion ended. Both the Srinshree and the Coronal decided to finally implement their plan even before the dust settled from the battle, and accordance was brought to bear. The Call went out to the surviving (and successive) heads of all the families of the city and all mages of power and influence, and came they all did (whether by design, desire, or the Srinshree's magical summoning) to the shattered Court of the Coronal. In all, more than 100 personages stood amid the ruined Court and the fallen Starym and their allies that day; of these, 14 stepped forward, and Mythanthor and the Srinshree determined each person's status within the casting by mentally granting them knowledge of their part of the spell. They willingly cast their segments of the *create mythal* spell and all were soon engulfed in the arcane fires that brought Myth Drannor's pride to life.

The primary and central caster was Mythanthor, and the spell of his own creation exploded his mortal form. He, as the central caster, gave his own life to form the foundations of the mythal, to weave together the work of the others, and to put the first major and minor powers of the mythal in place.

The secondary casters were four in number; by the secret design of the Coronal, the Srinshée, and Mythanthor, all were confidentially High Mages (to control the mythal and its power with their greater knowledge of magic, should this wizardly method prove unstable):

- The Coronal Eltargrim Irithyl
- The Srinshée, Lady Oluevaera Estelda
- Lady Ahrendue Echorn
- Lord Earynspeir Ongluth

Of those assembled in the Court of the Coronal and within the fiery ring, these were the tertiary casters, who established the many minor powers of the mythal:

- the *ioun stone* studded half-elf Arguth of Ambral Isle
- Lady Herald Aubaudameira “Alais” Dree
- the human armathor Elminster Aumar
- Lady Alea Dahast
- Lord Ondabrar Maendellyn
- “Lady Steel” Dathlue Mistwinter
- Nacacia, half-elf paramour of Elminster
- Lord Aulauthar Orbryn
- Mentor Wintercloak, the long-hidden human wizard ally of Lady Herald “Alais” Dree

Known lesser supporters of the mythal’s casting (though not necessarily attendants at the Court of the Coronal) who contributed energy (but no powers) to the mythal were:

- Harblest Stormmaster, the self-styled “Mage of Wands”
- Beldroth Llundlar
- Lord Nelaeryn Mornmist
- Lady Alaglossa Tornglara
- and at least a score of additional elves (noble and commoner wizards alike) across the city

Secrets Surrounding the Mythal

During the construction of Myth Drannor’s mythal, unknown thieves entered Mythanthor’s ruined tower and stole his bound notes on mythal construction and his rudimentary notes on the *create mythal* spell. As the Srinshée was among his collaborators on this project, she has a copy of Mythanthor’s notes and the sole complete copy of the spell, and these are well hidden in the Vault of Ages. Still, after nearly 400 years of searching, neither the identities of the thieves nor the location of the missing *Mythanthor’s Folio* have been found.

The true and secret tragedy of the mythal’s creation around the Towers of Song involves the sacrifice of Mythanthor. Among the casters of Mythanthor’s *create mythal* spell were three secret High Mages, whose manipulations and directions within the aborning mythal helped keep it stable despite the corruptions of Uldreiyne Starym and other distractions. None of them interfered with Mythanthor’s research or his casting, as he had been one of their number. Due to a High Magic backlash centuries before, Mythanthor was stripped of some power and reduced to wizardly magic forevermore. Since that time, he sought to duplicate some of his former High

Magics by wizardly means, including this greatest of feats. His former fellows allowed his studies to continue, for their trust in him was without question, and with this work he needed to prove to himself that he was no less an elf for his injuries and troubles. They rejoiced in his success when he announced the *create mythal* spell was perfected. Had they fully known that this would cost the life of their dear friend, the High Mages would have stopped the casting in favor of secretly performing the High Magic Ritual of Myriad that would summon the mythal to life. While they are proud of their comrade’s accomplishment, the High Mages of Cormanthyr mourn their own reticence and ensure that Mythanthor’s dream remains alive and healthy. In fact, some High Mages in reverie even seem to talk with Mythanthor, whose consciousness is buried deep among the weave of the mythal, and they arise sadly, their eyes moist with tears.

During the casting of the mythal, all 14 casters were mentally linked to Mythanthor. With his dying essence, he extracted a solemn vow from all involved: “Speak not of the mythal’s full powers and glory, but leave it for those with the will to discover it on their own. Teach those who would learn of the mythal, but never solve all of its puzzles, lest a student have no cause or drive to learn further. Enlighten others that they might feel the mythal, rather than draw a map to show them where it truly lies—the mythal lies in the hearts and minds of those it encompasses, and such knowledge and insight must be learned by each one who touches its weave.” Thus, the 14 would tell the younglings of all races only the rudiments of the mythal and its lore, leaving its mysteries for each to unfold as they will. Only eight of the 14 mythal-casters live still on Faerûn in this Year of the Falling Tower (650 DR), and but four of them reside within Cormanthor’s boughs, so true lore on the mythal is scarce (while rumors abound in every tavern).

Powers and Properties

The mythal spans a far wider range than the actual city of Myth Drannor. Based on both the vows of the Srinshée at the casting and the reports of the akh’velahn scouts, it roughly stretches north to the Northpost, west to Sysshaamil’s Grove, east to the Five Speaker Trees, and south to the former site of Slammath’s Pool (which dried up over a century ago). Castle Cormanthor marks the center of the mythal (the exact centerpoint of the mythal lies 3,000–4,000 feet beneath the forest floor), and its radii span an uneven one to two miles in each direction. The mythal rises to a height of 1,000 feet above the grounds of the old city (Cormanthor, Sheshyryn-nam, and Kerradunath), allowing elven flight over much of Cormanthor’s treetops; even at its farthest boundaries, the mythal always rises at least 30 feet in the air among the trees, allowing quick escapes by many an elf. Its depth has never accurately been measured, though many assume the mythal’s one- to two-mile radii to be constants; should this theory be true, the mythal’s lowest boundary underground is over three miles beneath Myth Drannor! (While the dwarves and gnomes of Myth Drannor have offered to test for the true

subterranean dimensions of the mythal, the elves prefer to minimize the amount of tunneling and excavation beneath the city, in fear that the drow may find ways to circumvent even the great magics of the mythal.)

Below are the arrayed powers of the City of Love's mythal. Note that many powers deter the use of various effects either inside the mythal or as a means of entry, such as *teleportation*; the deterrents operate as stated below, though any powers granted by the mythal are exempt from the normal deterrents, and also function as described. High Magic operates normally within the mythal. (In fact, the existence of the mythal makes Myth Drannor a place of power and negates any High Magic backlashes in rituals performed within its envelope.) In general, mythal-granted powers provide magic under strict controls and prevent the abuse of certain similar magics for the protection of the city and its people.

Major Mythal Powers

Given the five central casters (one primary, four secondaries), five major powers are imbued within the mythal that operate at all times. The details of these powers follow, with the parameters of each set of abilities.

The Defense of the People

The primary goal of the mythal was to protect the elves and their way of life while also allowing the N'Tel'Quess among them. This major mythal power, crafted by Mythanthor, places an invisible *overmantle* upon every elf who walks within the mythal, regardless of additional protections or magical deterrents. Unlike the usual clashing of magics when two *mantles* come into contact, this nonintrusive magical defense always takes precedence over other magical protections; only if its defenses are breached or bypassed are an elf's other defenses brought to bear against an attack. The powers of the *overmantle* are as follows:

- *Flight*: Speed 15, Maneuverability Class C (any additional flight-related magics such as the *fly* spell operate at normal speed +6 or one higher maneuverability class);
- *Shield* and *protection from normal missiles*: The *shield* spell persists even after the elf leaves the area of the mythal, lasting one hour per day the elf lived under the mythal;
- Immunity to contact, gaseous, or ingested poisons (though, curiously, not to injected poisons such as snakebites or poisons delivered into a wound with an envenomed weapon);
- Any invocation/evocation, alteration, or necromancy spells dealt by a N'Tel'Quess caster (including half-elves) against an elf are reduced to their minimum effect or damage, though range and other factors are unaffected. In addition, the *overmantle* grants a +1 bonus to the elves' saving throws against such spells; this saving throw bonus lingers on an elf outside the mythal's area for one hour per day lived under the mythal (as described for the *shield*, above).
- The only nonconstant power of the *overmantle* utterly negates the first 3rd- to 5th-level spell cast specifically

against a target elf (or within 20 feet of the elf, allowing defenses against *fireballs* and the like) each day, regardless of its caster or intent. The mythal instantly absorbs the magic in a flash of purple sparks at the target of the effect. After this defense is used, the *overmantle* cannot manifest this power for another 24 hours; still, the flash of sparks often serves to warn an elf of an attack and bring other defenses to bear.

While few natives ever fully learn the extent of this *overmantle's* powers, all elves can easily access its power of flight with a mere thought, and can use it at will while inside the mythal. This is the only ability of this major power within the control of its wielders; all other powers are automatic and operate as stated above.

Racial Interdicts

Myth Drannor's mythal prevents the entrance of certain races into the fair city. Chromatic dragons (in draconic or shape-changed forms), drow, duergar, illithids, doppelgangers, orcs, ogres, hobgoblins, and goblins cannot enter the mythal from above, below, or at ground level. The mythal acts as an effective magical barrier as solid as a mountain of stone against their entry; should any manage to enter Myth Drannor by unknown means, an intruder of any of the above races suffers an automatic 1d8 hit points of damage as the mythal crackles around it and then randomly teleports each intruder more than 500 miles from Cormanthor. Keep in mind that this only deters the physical passage of these creatures into the mythal; their powers (or missiles, breath weapons, certain psionics, etc.) can still influence the world within the mythal unless countered by other defensive powers.

Scrying Interdicts

Within its confines and at its boundaries, the mythal absorbs and negates all scrying, detection, location, divination, and mind-reading or influencing magics, from simple *locate object* and *wizard eye* spells to the more powerful *hold monster* and *mass charm* dweomers. None of these can be cast to cross the boundary of (into or out from) the mythal.

In other words, no wizard spells wholly or partly of the enchantment/charm or greater divination schools, and no priest spells of the charm or divination spheres, or any magical item discharges that emulate such spells, work in Myth Drannor.

The mythal also nullifies all psionic powers (clairsentient, et al) that achieve the same effects as the above prohibited spells.

Teleportation Interdicts

No *teleportation* or similar translocation magics (such as *dimension door*) work properly within Myth Drannor, or into or out of its confines. A wizard (or any creature using a magical item) trying to *teleport* into Myth Drannor uses and exhausts the magic in the usual manner, but the destination is warped by the mythal and the impatient wizard or item-user arrives at a random destination somewhere on Faerûn more than 100 miles from Cormanthor.

Any attempt to use such magic while within Myth Drannor, even powerful spells or items such as a priest's word of *recall* or *transport via plants*, results in a trip to a random location elsewhere within the mythal. Such trips are not governed by the usual limitations (a *dimension door*, for example, could send its caster on a much longer journey than the spell normally permits), but are never fatal or harmful due to teleportation "errors;" possible contact with solid objects or unsafe landings simply carries the traveler to a safe destination.

The mythal nullifies all psionic powers (psychoportive, et al.) that achieve the same effects as the above prohibited spells.

Planar Magic and Psionic Augmentations

This major power, indeed this grouping of similar minor effects over planar boundaries and power transfers, was created by the Coronal Eltargrim as a way of allowing more open access between the City of Brotherhood and the outside Realms. This single major power has multiple effects noted below, but generally speaking, all magic (spells, items, and so on), monster abilities (only those connected to other planes such as undead life draining), and psionics that deal with astral or ethereal states and planar connections are augmented by the mythal.

- *Astral spells* require only one turn to cast, and the caster can reach down to the first, second, or third levels of the desired outer plane, at will.
- *Banishment* spells require no material components, though this allows a +2 bonus toward the target's saving throw vs. the spell (using the components eliminates this bonus). The caster does not need to know or utter the name, title, or type of the creature to be *banished* if the creature is clearly visible to the caster at the commencement of spellcasting.
- *Ensnarement* spells always bring the desired creature (no saving throw allowed) instantly to the caster, and the creature is always successfully trapped by the warding circle. Furthermore, *ensnared* creatures incur a -2 penalty against their Intelligence scores to resisting the summoner's requests.
- *Gate* spells do not age the caster, and always reach the exact intended creature.
- *Plane shift* spells require no material component for casting, and unwilling creatures (who still must be touched to be affected) are allowed no saving throw against the spell. The caster can send *two* unwilling creatures to another plane (not just one), but both entities are taken to the same destination. The destination is always the precise plane and/or location that the caster intends to reach, never resulting in a wrong or diverted journey.
- *Drawmij's instant summons*, *Leomund's secret chest*, and other magics that provide links across distances or planes work after a fashion inside the mythal. They always produce something, but the object is a random item of the DM's choice—anything from a faded flower to a stool or a rock, never the intended item! Magical items and spells

linked to their own extradimensional spaces, such as *bags of holding* and *portable holes*, are not affected.

- Creatures who cause damage either by the discharge of energies drawn from or the drawing of energies to the Positive or Negative Material Plane (such as devas, or undead such as lichs and vampires) find these energy-transfer powers nullified inside the mythal. Command words exist that open access to the Material Planes (one each for Positive and Negative) to restore these powers per individual, but these are shared only among the Coronal and his loyal baelnorn.
- Initial and maintenance PSP costs for psychoportive psionic powers involving otherplanar contact and summonings are cut in half (fractions round up). However, despite these augmentations, psychoportive psionics involving movement within the Prime Material Plane of Toril (such as *teleport*) are warped by the mythal as previously noted.

Minor Mythal Powers

While the major powers were those for the city's defense and welfare, the lesser powers of the mythal were intended to make the lives of city inhabitants easier. With nine tertiary casters, as many as 27 powers could be woven into the mythal; however, with the death of Lord Aulauthar Orbryn by the magics of Uldreiyn Starym and Elminster's (and others') distractions in fighting that same corrupt elflord during the laying of the mythal, the casters may not have added their complete contingent of spells. Therefore, each DM may add his own secrets about the mythal and determine exactly how many powers the mythal contains. At the absolute minimum, 18 minor powers should exist within this mythal, even though only a dozen are specifically detailed here; the remaining six (or more) minor powers should be developed by DMs. Hints for other minor mythal powers are found in the "Magic of Myth Drannor" section of Book One. These also could be works of wizardly magic instead.

Blueglow Magics

Before the laying of the mythal, only one temple garden in Cormanthor contained the rare elven blueglow moss, a lush moss that glowed at night with a vivid blue *faerie fire* - like radiance (and heavy patches of it generated enough light to read by). Thanks to a minor glamour within the mythal, the blueglow moss flourishes in many gardens in Myth Drannor and even grows wild out beyond the city itself.

Under normal circumstances (or if harvested and taken outside of the mythal), blueglow moss is merely an herb useful for safely packing wounds and acting as a minor antidote for low-grade contact poisons. If steeped in hot water for tea, it can fully *neutralize poison* of the ingested variety or those poisons injected by most spiders' and snakes' bites.

When powered by the mythal, however, blueglow moss confers many more benefits upon creatures who undergo prolonged exposure to it. For this reason, the bulk of the mosses are found in carefully tended beds in arbors and gardens within temple courtyards of Myth Drannor. It is a

heinous crime to damage living blueglow found anywhere in Cormanthyr. An injured being who sleeps on a bed of blueglow moss heals 1d4 points of damage per uninterrupted hour of exposure. Continued sleep and exposure to blueglow for six hours or more adds the following benefits and effects:

- *Regeneration* of lost limbs, damaged organs, and tissues is begun, but this is a slow process. It starts by banishing disease and parasitic infestations and the like (*cure disease* after 12 hours of exposure). Extended and repeated blueglow moss exposures can result in the complete restoration of an elf or living being to a whole, healthy state. In general, 18 continuous hours of blueglow exposure are needed to regenerate a digit (finger, toe); 36 continuous hours will restore organs such as eyes, ears, and other nonvital organs (which are restored by the normal healing process); 120 hours restore whole hands and feet; longer exposure restores whole limbs.
- The exposed person augments his alertness of his own body. Attacks, diseases, infestations, and poisons are instantly noticed—even attacks normally hidden by anaesthetic, such as rot grub burrowings. Magical attacks that affect the victim's senses, however, cannot be detected without other magical aid. This awareness lasts for one day (24 hours) per six-hour exposure. The person gains no extra benefits against the dangers, only the ability to detect the problems.
- An exposed creature gains increased resistance to petrification (+1 bonus to all saving throws) and polymorph (+2 bonus to saving throws) attacks. Once the person leaves the mythal, these benefits are instantly lost.
- The exposed creature must successfully save vs. spell at a -6 penalty or he will acquire 70-foot-range infravision (10-foot-range per six-hour period of exposure). Creatures possessing natural infravision gain only 10 feet of additional range regardless of the length of exposure. Beyond the stated limits, neither benefit is permanent or cumulative, and vision range cannot be extended any farther by repeated exposure. When the creature leaves the mythal, the power is instantly lost.
- Blueglow-exposed creatures feel light and nimble, as if their weight is lessened by the moss' power. After more than six hours, a creature acquires the power to *levitate* if he succeeds a save vs. spell at a -4 penalty. If successful, the person can rise or descend in the air at a rate of 10 feet per round. After the first six-hour exposure, creatures can lift only themselves (naked). They can slow their descent (e.g., when falling) to this rate even when fully encumbered. An additional 25 pounds of weight can be *levitated* per six-hour period of exposure, until affected beings can *levitate* themselves in full plate armor along with a horse, a fallen comrade, and assorted baggage (about 1,000 pounds in all—the maximum weight movable by these magics). Whenever the affected being leaves the mythal, this power is instantly lost.

Everlights

The mythal extends and augments light magic and the psionic devotion *control light*, making the cost always 1 PSP/round, and making mistakes impossible. Magics that illuminate but do not cause damage, such as *dancing lights*, *faerie fire*, *light*, and other magical light effects about the city, are increased greatly in duration; when cast, they last until dispelled by *dispel magic* or by the will of the caster. These extensions are not permanent, though; an undisturbed *light* will continue its effects for as many years as the caster's age.

Feather Fall

All creatures, elves and N'Tel'Quess alike, descending faster than one foot per second are subject to a *feather fall* spell unless they are under the influence of an elven *overmantle* or other flight-related magic which compensates for and controls flying descents into and around the mythal. This power is to protect those less than sure-of-foot on the skyways and in the higher tree-domiciles of Myth Drannor.

Magical Item Charges

At will, a creature who knows the procedure can direct the mythal to recharge a magical item. This process cannot be blocked or reversed by anyone, although it can be stopped by slaying or rendering unconscious the being causing it. The item must be one that uses charges and is rechargeable, such as *wands*, *rods*, *belluth*, and *staves*.

The process requires one round of "startup," when the user wrestles to channel mythal energies. This round does not benefit the item, but does drain the guiding being. The mythal gives the item (which must be within the mythal and not more than 90 feet from the guiding being) one charge per round thereafter, but at the same time drains two hit points per round from the creature directing it. Hit points lost in this way can be regained by normal rest or by magical healing.

Guiding the mythal requires total concentration; spellcasting, reading, combat, and even standing watch are impossible. If the guide's concentration is broken by an attack or other means, the process ceases, and at least one round must pass before another "startup" can be attempted. The charge that the item would have gained during the broken round is lost, but charges gained earlier are retained and cannot be removed by *dispel magic* or other known means.

Mental and Physical Cures

The mythal was designed to sustain and aid those who live within it. Extended contact with it confers a 20% chance per day of curing any diseases, insanity, or *feble-mindedness*. This 20% chance is not cumulative but is checked at the end of each continuous 24-hour period spent within the mythal.

The Mythal Ghosts

A creature who dwells within the mythal for more than nine days develops a "mythal ghost." This is a shadowy, tenuous likeness of the creature that is released to serve him only when he is at or near death (fewer than 10% of hit points re-

maining) or is rendered immobile (tied up, pinned under fallen rubble, or buried). A mythal ghost has the same abilities and statistics as the creature it mirrors and can move and wield items but cannot speak or cast spells. It is not affected by fire, cold, or undead attacks and has hit points equal to its owner's full hit point total.

If, and only if, the injured or trapped creature remains motionless, the ghost can be freed. The owner of a mythal ghost feels a floating, moving sensation when the conditions for freeing the ghost are met. Once released, ghosts can fly upward or downward 20 feet per round and can walk on air. If struck or borne downward, they are always affected as if by a *feather fall*. If desired, they can move with utter silence.

A mythal ghost can attempt to free its owner from restraints, can fight against foes of its owner, can warn or direct others through silent gestures, can retrieve items its owner cannot reach, can transfer items held by its owner to another, and so on. Mythal ghosts can fight other mythal ghosts. A mythal ghost is affected by magic normally but cannot be contacted or affected psionically. It is destroyed when reduced to 0 hit points or when its owner dies.

A mythal ghost needs no air or sustenance and cannot drown. It can carry food to its owner but cannot eat to nourish its owner. It cannot remain vigilant while its owner sleeps, though an owner slipping into unconsciousness can will her alert self to pass entirely into her ghost. In this case, the owner cannot awaken until the ghost returns to merge with her; normally, an owner can remain alert from both her own body and the ghost at the same time, and can move or speak with her body at will (instantly destroying the ghost).

The ability to generate a mythal ghost lasts for one year for every 24 hours spent in the mythal beyond the nine-day minimum needed to spin a ghost. A visitor who spends 12 days in Myth Drannor could generate a mythal ghost up to three years later, when imprisoned in a dungeon cell somewhere in Calimshan, or laid low with a broken leg in the wilds north of Silverymoon. There are no limitations on the distance between a mythal ghost and its owner (though a ghost cannot pass outside of the Prime Material Plane).

DM's Note: This power of Elminster's making is one of the more carefully hidden abilities granted by the mythal. It is never revealed to folk of Myth Drannor until they are panicked by capture or approaching death and the magic activates involuntarily. Of those who have used their mythal ghosts and survived (or seen them in action), none ever mention the power for fear that speaking of their mystical doubles may negate their use again later in life. This superstition is shared among all races and is yet another of those "open secrets" never spoken out loud but understood by all.

Mythal Movement

At will, a creature who knows the secret can have the mythal *teleport* it and any beings or items it touches (up to 14 times its own body volume) to another specific location within the mythal. No spell is required, and there is no possibility of *teleport* error. This power is rarely used by natives of the city, since the user temporarily loses one hit point, which is ab-

sorbed by the mythal during the trip. As a result of this damage, the activator gains a small permanent scar somewhere on his body. This is the sole method of *teleportation* allowed by the mythal that does not randomly eject the traveler across the Realms.

Mythalongevity

Creatures who dwell within the mythal continuously for more than five years are sustained and kept at a constant age by the mythal (physical appearance and statistics are "frozen" when the five-year minimum is reached). This benefit is cancelled if the creature exits the mythal; if the individual returns, time accumulation starts anew. Once the effect takes hold, an individual does not age; death might come only from violence or an accident rather than natural aging or bodily failure. Thus, even halflings and humans can survive for centuries by living within the mythal!

Most folk see this as a tremendous blessing, especially those shorter-lived races who gain a chance to fulfill all their dreams. However, this power has its drawbacks: As long as folk dwell in this "stasis," no gains in mental statistics due to age are made, in trade for eliminating physical losses due to the magical maintenance of the body. Elf (and other races') children are all born outside of the mythal's influence, and only after they learn to walk are they brought into the City of Song.

Still, the magical longevity benefits each child's learning, as they grow for five years and then halt; even the N'Tel'Quess understand that children learn more easily than adults, and thus extend their children's lives in study longer than normal. All students and children of Cormanthyr (if desired) gain their primary educations in Myth Drannor over a ten-year period. Once beyond primary education and upon entry into the advanced study of a trade or magic, many children leave the mythal for a time, allowing their physical bodies to grow stronger and taller so they might exercise their knowledge and become adults. In addition, mental acuity (and mental statistics) also grow in accordance with the character's physical age (not actual age). After reaching late adolescence or early adulthood, persons of all races are allowed to permanently settle in Myth Drannor (or within the mythal's boundaries).

Reverie Protection

While in reverie, an elf who knows how to activate this power can establish a 10-foot-radius *ward* that acts as a *wall of force* against contact by N'Tel'Quess. Other activation words (known to even fewer elves, mostly senior archmages) can make this *ward* effective even against elves. During the single round required to set these *wards*, individuals can be named in order to allow them to penetrate the field despite its normal protections. The temporary *ward* collapses upon the awakening of the casting elf, though any attacks against such *wards* always shake elves from reverie to allow them to defend themselves.

Spell Absorption and Reflection

By force of will, a creature who knows the secret can direct the mythal to absorb one spell per round targeted within 20 feet of himself. The mythal easily can absorb any wizard spell of up to third level and any priest spell of up to second level; the spell disappears into the mythal with a twinkling of purple sparks. This spell absorption is considered to have a casting time of 2.

Using a slightly different method but still manipulating the mythal, a knowledgeable creature can reflect first-level priest spells and first- and second-level wizard spells (or identical magical-item effects) back upon their casters. As above, this can affect one spell or item effect per round, and the magic must be targeted within 20 feet of the spell-reflecting creature. Reflected magics automatically hit their casters, though they can be negated by the casters' other defenses. Spell reflection is treated as a casting time of 3.

Spell Charges

By will, a knowledgeable creature can direct the mythal to expand all nonprohibited wizard spells of less than third level and all nonprohibited first-level priest spells to their maximum possible duration, damage, number of targets, or effects (automatic hits are scored, if applicable). Magic normally augmented by the mythal causes up to double its normal maximum effects (the DM must decide how much a spell can transcend its normal limitations).

Weather and Nature Mediation

Extremes of heat and cold are moderated by the mythal—the intense heat of summer and the severe cold of winter blizzards are mitigated. While this would appear to be a major effect, it is among the lesser powers, as the mythal naturally performs this function to maintain its powers; this ability merely augments that absorption, moderating the extremities of all types of weather and aiding the lush forest growth in this area of Cormanthor. Death by exposure is all but impos-

sible for all creatures within this power, even in the worst weather. Natural lightning strikes (as opposed to magically caused ones) are also unknown in Myth Drannor; the mythal absorbs such discharges to power itself. This effect also aids all plant growth within the mythal's confines.

Other Mythals

The mythal over Myth Drannor is one of only four known wizards' mythals across the Realms, all of which were developed by independent spells mimicking the High Magic mythals they could study. One is newly wrapped around Myth Glaurach in Eaerlann, while another slightly older than Myth Drannor's rests upon the Imperial Mount of the fallen city of Shoonach in Tethyr. The final wizard's mythal of Faerûn is left open for the DM's development and placement; bear in mind that without direct and proper maintenance and care for the mythal, it will fall to corruption more swiftly.

No one knows the total number of mythal-cloaked cities, towns, strongholds, or tombs throughout the Realms, though sources that talk of mythals refer to "Faerûn's twelve cities of Myth" and elves themselves will admit to at least a dozen or more additional sites and strongholds that lie under the protection of the magical fields. Whether these mythals were raised by Mythanthor's researched spell or elven High Magic, they share the characteristics of mythals as discussed above:

- At least 18 inherent powers are within any mythal's weave, whether laid by wizardly or High Magic;
- It is sustained by the natural and magical processes within the land it surrounds and envelops; and
- It cannot be fully or permanently destroyed by conventional magics or mundane means.

A number of old magical fields act as mythals but are not called such; humans of old with access to ancient Raurinese or Netherese magics may have secretly established near-mythals. Unlike the elves, most humans saw no reason to advertise their presence there (allowing them a trump card in spell battles).

The Modern Fate of Myth Drannor's Mythal

By the modern-day Realms of 1370 DR, at least one of the major powers and six to twelve of the minor powers have disappeared entirely. Others have been corrupted and warped due to the presence of lower planar invaders within the mythal's environs before, during, and after the fall of the city. (For a definitive check on the corruption or survival of mythal powers, refer to The Ruins of Myth Drannor campaign supplement.) The mythal also becomes permeated with areas of wild and dead magic, and many of the powers create temporary wild-magic surges. During the ARCANES AGE campaign of Myth Drannor, no powers go awry or corrupt, and it operates thusly until the early days of the Year of the Lost Lance (712 DR).



MAGICAL ITEMS



The magical items of Myth Drannor and Cormanthyr, from the lowest trinket to the greatest artifacts and relics of power, are partially explored below. Given the massive amounts of magic woven during the height of the realm and the city, there is no way to do more than scratch the surface of the magics that were tamed under Cormanthor's boughs. Here are some of the magical items, artifacts, and relics of the coronal's domain.

Miscellaneous Magical Items

Alliance Items

While not specifically a type of item created among the elves, objects that have become known as "alliance items" are products of both elven and N'Tel'Quess make. These are wide and varied, and could be anything from adaptations of older items (elven or otherwise) to new magic. Many common magical items of the modern Realms may not have been created without the synthesis of all the races' magic, from *bracers of defense* to *staves of power*. Many wondrous things have grown from the combined efforts of elves, humans, dwarves, and others, including:



- Heavy chain mail shirts, open over the heart of the wearer, which magically close when a weapon approaches; dwarven bracers that magically generate a suit of armor when clashed against each other; and light-weight plate armor that allows the wearer to breathe water and swim rapidly underwater. Note that shields became more popular in Myth Drannor due to dwarven influence, and thus magical shields were first created in Cormanthyr at Myth Drannor's forges.
- Weapons, such as dwarven and halfling-made daggers, that magically return to their scabbards after being thrown; sling bullets that unleash minor spells and cantrips upon impact; magical staves that transform into a variety of pole arms; elven long swords with magical hilts that adjust to fit the grip of human, elf, and other races; and *spellblades*, *spell-*

shields, and *spellstaves* that are proof against any one spell and allow the wielder to absorb/reflect the magic.

While individuals have always had different preferences for weapons, minor modifications of many weapons happened here due to the marriage of many styles of the races; an example is a simple dagger (used by all races), now forged with a longer pommel and knuckle guard (elven influences), finely sharpened along the point and quillons (dwarven style), and honed on both edges of the blade (human style) and the outside of the knuckle guard (gnomish influence). Not all weapons are so heavily modified, though many folk are attracted to one or two modifications; this applies to magic as well.

- Clothing such as mithril- and silver-thread gowns (for dazzling finery with some added protection), cloaks and leather of displacer beast hides (for style or covert subterfuge); chameleon silk hoods and capes that adapt to colors that accent the wearer's other clothes; gossamer spun gold woven into shirts, togas, and other clothes; and even magical necklaces and wrist and ankle bracelets that gather heavy morning mist and dew into an ephemeral drapery around the wearer.
- Rings and smaller items such as *mantle rings* (worn in a pair to provide a basic *mantle* that negates up to 12 spells of less than 5th level); gloves that allow their stored spells to be emitted through touched arrows or held blades; belts that provide *mantles* or *antimagic shells* for their wearer, including one mythical belt that allowed spells to be stored in it as gems; and *ioun stones* that added elements of the *tel'kiira* to them and allowed the wearer a semi-sentient defensive spellgem.

Anyllan's Bottles

Created by the wizardess Anyllan in the early days of Cormanthor, *Anyllan's* bottles are small, ornately carved crystal flasks with stoppers and tapered necks. None are larger than six inches tall and three inches in diameter. They are not unlike *genie's bottles* (from whence sprang her inspiration), though these are clear rather than opaque. The bottles' magic allow an elf or any user to reduce himself in size and place himself inside the small bottle.

Upon speaking the command word, the holder of an *Anyllan's bottle* is reduced to mist and flows into the vial, magically pulling the stopper closed. Once the stopper is set, the mist coalesces into a tiny simulacrum of the bottled creature. Two command words affect each bottle; one allows the creature to remain conscious and aware of his (and the bottle's) surroundings, while the other places the target in deep slumber or reverie.

A conscious occupant of an *Anyllan's bottle* can clearly hear and see everything within 40 feet of its location, provided no impediments block his sight or hearing. Spells and item effects cannot be cast by an occupant of a bottle, and any spell effects ongoing when the occupant entered the *bottle* are deactivated while inside the bottle. While sound and light travel into the crystal vial, they do not travel out; the only way to communicate with a conscious *bottle*-occupant is via psionics. (Such effects can be used by occupants.)

Anyllan's bottles are all protected by permanent *feather fall* effects, so they do not fall and shatter if dropped. The crystal *bottle* also shields its occupant as a *minor globe of invulnerability* with one notable exception. *Anyllan's bottles* are designed to shatter and release their occupants if contacted by a *magic missile*; no damage is inflicted, but the crystal evaporates. The *bottle* also can be dispelled by the conscious occupant or an agent outside the stopper.

As an unexpected side effect, elves within an *Anyllan's bottle* do not age, though this effect was not discovered until recently. Aside from Jhaeros Faerondar's accidental entrapment, few had any reason to remain in one for more than a few days.

Once Anyllan taught the creation secrets to her apprentices, *Anyllan's bottles* became much-sought items. Common uses were for secret travels and espionage among the nobility. Messengers could be placed in *bottles*, carried in harnesses on eagles, and be freed or free themselves at their destination. A conscious elf in one could be placed among random bottles in a laboratory or hidden in a bookshelf to listen to the room's occupants. While uncommon during the early days of Cormanthor, these items are rare to very rare in the present Year of the Falling Tower; in fact, the secrets of their making are restricted almost solely to four elven wizards affiliated with Windsong Tower.

The Belluth

("Hand Power, Gifts of Art")

Perhaps as a result of their slender hands and long fingers, elves create far more ornate rings than ever created for human hands. Among the most coveted of magical elven ornaments are the *belluth* — short (3-to-4 inches long on average), ornately crafted metal wands that wrap around elven fingers much like a ring. Humans tend to describe the *belluth* as "short, warped wands with loops so you can wear them on a finger."

Despite the simplistic dismissal, these are items useable by anyone (as weirdly shaped wands) but efficiently useful only to elves. They are carved so they can be worn as rings, and so do not interfere with spellcasting, allowing a free range of movement despite the misgivings of some observers. Many older elves prefer them to wands, since they can wear and wield up to four *belluth* before their hands are overencumbered so as to prevent spellcasting or weapon use. This grants greater access to spells at all times, and also avoids the delay of having to draw a wand, though a wearer is still limited to the use of only one *belluth* in a round (one command word). In all other ways, they can retain the enchantments of any magical ring or wand found in the *DMG*.

The making of *belluth* is nearly a lost art in Cormanthyr today. Almost since the founding of Cormyr, many elven wizards have streamlined their operations and created only the sleeker, simpler, and easier wands that are all the rage among human wizards. Still, some gold elf artisans take pride in maintaining this art form, though none will make one to fit a human hand unless promised exorbitant favors or barter.

Elven Diadems

Small, light items of finery, *elven diadems* are worn by many elves of higher birth when full Courtly or House finery would be ostentatious. Diadems vary in form and function, from small silver tiaras studded with sapphires to slim golden headbands with bejewelled tassels and loops dangling along the wearer's face and hair. In general, diadems are considered any ornate metallic headgear that serves neither a courtly use (such as a crown) nor a physical defense (as a helm). Of course, as are most things in Myth Drannor, diadems are enchanted heavily. By current fashions, even some of the richer, more influential N'Tel'Quess sport diadems.

Arcaena's Cap (The Scout's Crown)

This diadem was constructed only 500 years ago for a senior akh'faern. The skullcap is covered in white feathers and is adorned with a single moonstone, centered over the wearer's eyes, and a solid silver band encircling the brow of the cap. When its magic is activated, the wearer's head is obscured by the phantom image of a snowy owl's head. While active (by will of the wearer, four times per day; each use lasts up to one hour), *Arcaena's diadem* allows these powers: triple normal sight range and double infravision range; flight of MV 18 (C);

and a continuous *message* effect to any sentient within sight of the wearer.

Chylnoth's Coronet

The love between a moon elf and an aquatic elf in the early days of Cormanthyr led to the creation of this *coronet*. A narrow circlet of silver studded with small aquamarines, the *coronet's* primary decoration is a tiny platinum sea lion with a gold mane. The *coronet's* magic allows constant *free action* and *water breathing* when the wearer is underwater. The sea lion can be activated as if a *figurine of wondrous power*, and it grows to become a sea lion (12 Int) which savagely protects either the wearer or one targeted creature as requested.

Diadem of Maaleshiira

Among the strangest of the diadems, this hairnet of twisted gold threads is studded with polished amethysts and sapphires at the intersections of the net. This diadem must be threaded around and into one's hair; when its major crown-cut agate is centered upon the wearer's forehead, the diadem magically fastens in place and activates its magic. As a minor power, the *diadem of Maaleshiira* magically alters the wearer's hair length (from 2 inches to 6 feet) and allows her to mentally alter its color, style, and shape, and can even make it undulate and move as if it were a cat's tail or a snake's body.

Unknown to all but Maaleshiira Maerdrym, this 100-year-old diadem allows a wearer to strengthen his or her hair and stretch it to wild lengths (maximum of 20 feet) up to six times a day, for five rounds per activation. By using the strengthened hair and manipulating it in various ways, the diadem grants the wearer's hair a base Strength of 16 in terms of the following abilities: *telekinesis* (100 pounds maximum); *shield* (to catch or deflect missiles and even *magic missiles*); lash out with one's hair as a whip or a massive tail-lash like a dragon (1d10 points of damage if hit is successful); or manipulate one's hair to entangle a foe as if by a *web* spell for 1d4 rounds.

Giiraegisir

(Brooches of Guardianship)

All the fashion rage of early and modern Myth Drannor, these elaborate brooches are worn as amulets and neck jewelry, cameo breastpins, and cloak-fastening pins. While each is distinct and unique in its decoration, detail, and materials, all share a basic form: an oval-shaped ivory cameo, a large metal pin attached to the cameo's back, a recess within the pin's setting for a necklace chain, mementos, or secret items, and a basic enchantment.

When the *giiraegisir* is grasped and pulled down along its setting (sliding with a soft click in the setting but not pulling it out of its fastening), the base magic is activated: An invisible field of energy surrounds the wearer, providing Armor Class 0 for three rounds. The *giiraegisir's* magic is usable once per day, after which the pin is dormant and powerless for 24 hours.

Many *giiraegisir* are designed to bear special symbols, such as House seals or wizards' sigils, or include elaborate embellishments to make them major pieces of jewelry designed to display the opulence of the elf rather than boast of power. They can appear as innate parts of an intricate stomacher on a noblewoman's gown, a belt buckle, over-large earrings, or even an ornament on an armored bracer.

These *giiraegisir* are also adapted magically, and additional minor enchantments can be placed in them. However, all the powers of a *giiraegisir* are activated by whatever trigger is set within the cameo, whether it is shifted in its setting, rubbed sunwise twice, or simply tapped three times. Possible additional powers for *giiraegisir* are *hide in shadows* or *invisibility* overlapping the AC field; *blink*, *dimension door*, *haste*, *levitation*, *fly*, or other movement magics designed to swiftly remove the wearer from harm's way; and other lesser effects. Each successive power linked to a *giiraegisir* drains all of its power for an additional 24 hours. A few rare brooches are enchanted with *teleport without error* spells keyed to their homes, but these magics cause the brooch to crumble to dust after its five rounds are exhausted.

Musical Instruments of Myth Drannor

All the musical instruments of Myth Drannor are of excellent make and style, and are crafted of the most precious metals, stones, gems, and woods. Nearly all are enchanted. The Fraternity of Master Musicians with the Guild of Wizards, Conjurers, and Enchanters established minimum standard enchantments for all musical instruments from Myth Drannor (though individual enchanters and musicians added personalized powers and spell effects to their instruments):

- All noncombatants hearing the instrument's music must succeed an Intelligence check or stop their activities to listen to the music for at least one round.
- Any of these musical instruments in the hands of a bard add a 1-point saving throw or attack bonus to the bard's ability to inspire his allies with song while in combat.
- The magics within an instrument afford it -2 saving throw bonuses vs. fires of all types, acids, and crushing blows.

Flutes: Favored by halflings and moon elves, flutes could either be transverse flutes (blow across an opening) or vertical flutes (blow into one end); in either case, the sound and pitch are manipulated by covering small holes with one's fingers. Those crafted for halflings were wider and shorter, and played with a deeper tone, while elven flutes might be as long as a rod, creating a higher and more defined range of notes due to elven hearing, manual dexterity, and the pitch of the instruments. The most sturdy of any of the instruments of Myth Drannor, all flutes tend to be either metal-reinforced wood or solid metal. Unless one can play a tune on an enchanted flute, its magics are beyond one's reach.

Harp: The harp was the predominant instrument among all the races of Myth Drannor. They were commonly built by

elven, half-elven, and human craftsfolk. They are small, triangular harps with curving fore-pillars carved of woods and metals alike, bearing 20 to 36 metal strings (copper, brass, or electrum). Their close-spaced strings in double or sometimes triple rows require delicate, skilled hands to create pleasant music. Nearly all the harps are enchanted, and any creature of any race or alignment can touch a harp's strings to call forth its magic. If a Myth Drannan harp is restrung, its magic will remain, though breaking the frame tends to disrupt and destroy the magic. Modern Realms examples of these fabulous instruments include the surviving *Azlaer's Harp*, *Esheen's Harp*, *Janthra's Harp*, *Methild's Harp*, *Ninthalar's Harp*, *Rhingalade's Harp*, and *Zunzalor's Harp* (see *Code of the Harpers* or the *Encyclopedia Magica* for descriptions).

Horns: A long-favored instrument of dwarves and gnomes, horns of various shapes, sizes, pitches, and materials are the rarest of musical instruments in Myth Drannor. Outside of the Court of the Coronal (where horns are used only for grand announcements and greetings), fewer than 100 citizens make horns their instrument of choice. Those who favor horns develop far more intricate melodies and tunes on their hunting horns or trumpets than most. Those horns that possess magic often have one primary power (e.g., *horn of blasting*, *horn of Valhalla*) that can be activated by anyone forcing a breath through it; musicians who own such a horn can often access powers long forgotten by their contemporaries.

Lutes: Historically, these stringed instruments were common only among humans and halflings, though a smattering of other folk learned to favor their easily learned music over the more common harps. Unlike the harp music that dominates the city, lute music tends to be of quicker tempo and less-repetitive melody. The magics in *lutes of Myth Drannor* are not as strong and forceful as some enchanted harps, due to their lighter construction. Of all the instruments named here, the lute is among the more fragile in its light, all-wood fabrication.

Pipes: Green elves and gnomes prefer these bundles of bound, woodland-style whistles and flutes, since they can be manufactured in the forest far away from the city. Like the horns, the primary magic of pipes is accessible by anyone blowing into them (a la *pipes of sounding*), but additional powers are known only to the owner or carver of a set of pipes.

Tel'Kiira

Strictly translated, the *kiira* (formally the *tel'kiira*) are *lore gems*. Wearable only by elves, *kiira* are semisentient depositories of knowledge; whatever is known to a wearer of a *kiira* is recorded into the gem and can become known by future gem-bearers accessing those memories. The magic of a gem attaches it physically to the forehead of a new wearer and psychically to the wearer's mind. Ostensibly, these gems are created for a noble House lord to pass on his knowledge, clan history, and power.

Worn almost exclusively by elven nobility, the *kiira* are irrefutable symbols of a House's power, judged by the color

and clarity of a lore-gem. Crafted from many types of gems, a *tel'kiira* is never larger than the nail of one's smallest finger, and most are polished smooth and slightly mounded, without facets. The natural color of a gem is accented and deepened with each successive mind-meld of a new bearer, and a number of elder Houses have *kiira* nearly jet-black in hue to show their accumulated knowledge.

Two prerequisites exist in order for a *kiira* to be worn: The wearer must be an elf and must possess an Intelligence score of 15 or greater. All others are assaulted with a *feblemind* attack (save at +4 penalty or suffer effects permanently) each turn a gem is worn.

Even those who meet the requirements and wear the *kiira* of their own clan find the gem hard to control, given the great knowledge within them: The new bearer must succeed a number of Intelligence checks equal to one-third his Intelligence score (rounded up); elves of higher Intelligence make more checks, as the gem tests their ability to wield greater and greater knowledge. For each failed check, the elf suffers a 1-point reduction in Intelligence and (if the score drops too low) possible permanent *feblemind* effects from the *kiira*. After all the checks are made (at the rate of one per hour), the wearer is either a gibbering fool or a proud *kiira* - bearer.

Rarely does a *kiira* - wearer learn all the lore of a gem instantly upon accepting one; only through age and acquired Intelligence can one continue to learn more and unearth the full potentials of a *tel'kiira*.

Once acclimated to the *kiira*, a wearer can access memories of many things elven, including ancestral spells, battle tactics, folklore, lost knowledge, and so on. The *kiira* teaches the elf through memory flashes about many things, including magic; add 1d6 spells to the character's spellbook per year, beginning immediately after acclimation and on each anniversary thereafter, to a maximum of 4d10 spells from one *kiira* in a lifetime. The bearer also gains a sense of unity with his family and clan, since his ancestors' spirits are all part of the gem and the bearer receives the benefit of their wisdom, knowledge, and experience.

The powers of a *kiira* are explained simply. It stores in the gem all unguarded knowledge contained within the mind of a person who wears the *kiira*. It then provides a shorter learning time for information and spells within its memory by channeling the normal learning experience through the *kiira* (half the normal study time for spells, translations, lore-searches). Further, the *kiira* can be rendered invisible at the will of the wearer (for it is pretentious to wear it openly at all times); and it provides a constant *mind blank* spell effect within the mind of the bearer against all mental intrusions, save those of the *kiira's* clan (i.e., the Alastrarra *kiira* is proof against all non-Alastrarran elves' and N'Tel'Quess' mental invasions).

While all the noble families of Cormanthor once had an active family *kiira*, the only clans at present that acknowledge the existence of a family *kiira* are these: the Alastrarra, Aunglor, Durothil, Haevault, Iliathor, Neirdre, Nimesin, Orbryn, Raedrimn, Starym, and Ulondarr.

Selu'Kiira

A major version of these gems are the *Selu'Kiira*, the *High Lore Gems*. Made exclusively from rainbow tourmalines, these long, faceted, sparkling crystals are larger and more ornate than standard *tel'kiira*. These gems also tell tales of their power and knowledge by their color shifts; with each bearer, the gems absorb the long centuries of discipline of each, and the cumulative years of experience darken the gems. The *selu'kiira* begin life in hues of blue, then age to green and later to black, then brown, and orange. After a *selu'kiira* contains more than 3,000 years of stored knowledge, it brightens to a blistering red, its final and most powerful state.

These gems hold not only many centuries of knowledge about magic, but they hold the secrets of High Magic. Anyone donning a *selu'kiira* endures the acclimation process as described above, though in order to access knowledge of High Magic, the wearer must also meet the minimums of a High Mage student. The unknowing or unready wearing of a *selu'kiira* is far more dangerous than meddling with a standard *kiira*. If the person attempting to wear the *High Lore Gem* is unworthy, one of two effects occur: Nonelf users are blasted to ashes, their heads exploding from too much knowledge that must remain hidden from N'Tel'Quess; and unworthy elven and half-elven bearers become possessed by the presences of the gem in a powerful *magic jar* effect (regardless of the character's Intelligence, saving throw vs. this effect suffers a +5 penalty), and their bodies are used by the gem's presences to cast spells and transport themselves to their former homes or to other High Mage strongholds. After that, their minds are wiped of all memory of contact with the *selu'kiira* and the individuals are transported back to their last location of memory by a trusted mage or High Mage who claims the *High Lore gem*; the claimant of the gem may not wear it but serves as its caretaker until a High Mage chooses to accept the responsibilities of wearing one.

Artifacts and Relics

These items of power are often the greatest treasures of an entire clan or House and are jealously guarded. The space in these pages does not allow us to provide the lengthy histories and lore that surround each and every artifact. Regardless, DMs should be aware (for roleplaying purposes) that every elf in Myth Drannor knows the colloquial and formal names of many artifacts, and they have at least an inkling of what the artifacts can do. As a status-driven society, it is both their obligation (and their own paranoia) to know of the power of their elven kin and enemies.

Andrathath's Mask

At first glance, this great-and-storied artifact appears to be a simple, glittering, black fabric facemask with two eyeholes, but wearing it immediately proves its magic. This skin-tight *mask* of sheer silver and silk weave covers the wearer's

entire head and seems to bond slightly with the skin around the eyes, lips, and cheekbones. An obsidian gem glistens between the two eyeholes, and many suspect this stone to be an ancient *kiira* bonded to the other magics of the *mask*. The *mask* is tight and sheer enough to allow viewers to see facial expressions and lip movement, but it easily obscures identifying facial features and disguises the wearer's voice in a hollow monotone. Its powers vary with the wearer's ability, causing many to be hidden and unknown, but the following have been observed and recorded:

- The wearer can use the following spells at will four times per day: *detect magic*, *detect lie*, *detect traps*, and *true seeing*.
- Whether drawn from the memories of previous wearers or an innate property of the *mask* created by Andrathath, the *mask* adds random spells to the wearer's memory. The wearer gains one spell per level available to him; thus, a 12th-level wizard gains one spell each from first through sixth level. Wearers of *Andrathath's Mask* have more spells available than should be possible for their levels.
- If the mask is worn regularly, it adds as many as 800 years to the wearer's lifespan. For every year that the mask is worn at least three hours each day, the mask adds 20 years to wearer's adult life; that is, when an elf would normally advance into middle age, he maintains the statistics and appearance of adulthood. After the elf's "bonus" years have elapsed, he immediately adopts the statistics of his true age.
 - In exchange for this boon, the wearer incurs a 10% cumulative chance per month of undergoing a change in alignment (slowly, over the course of the first century of wearing) to chaotic. (After a full year, the wearer's alignment is guaranteed to change; no magic can prevent this.)
- Unknown to all but the wearers of *Andrathath's Mask*, the item is both semisentient and capable of slight movement. It communicates with its wearer empathically but teaches its spells by telepathic flashes while the wearer sleeps. If the owner does not wear the *mask* while asleep, it crawls to him and places itself on its wearer's head to teach the spells it would have its bearer know.
- The *mask* is as possessive of its wearer as most folk are of powerful artifacts, and it will do whatever it can to remain worn by an owner. If stolen and donned by another, it may either blast that person's mind with a *feblemind* effect (70% chance; but save vs. effect as if cast by a 30th-level wizard) or switch to serving its new master (30% chance). If *Andrathath's Mask* switches owners, it immediately cancels the extended lifespan granted to the former wearer; if the former wearer's age exceeds his race's maximum lifespan, his body crumbles to dust instantly.
- Rumored and storied powers of *Andrathath's Mask* include: the capability to see through illusions of all kinds; the power to shoot fiery beams out of one's eyes to unerringly strike targets in sight; the ability to possess and animate the unconscious body of its wearer (but only to flee from danger); the talent to render the wearer undetectable (invisible, inaudible, etc.) by all senses and magics; and

more. Many of these powers have not been manifest in more than 800 years, as only Andrathath used the *mask* to its full ability. (He is the only owner verified in history to do so.) Many wizards theorize that Andrathath's intellect remains in the mask to manipulate the wearers, as he was found dead and spiritless in the ruins of Dlardrageth Keep. *Andrathath's mask* is famous in the City of Brotherhood as the everpresent headgear of the Masked, one of the fabled Seven Wizards of Myth Drannor. The previous elf to claim the title of the Masked was Lord Speaker Lhombaerth Starym, the rebel noble who dared oppose the Coronal and Court with spells and intrigues. After a short time in the possession of the human armathor Elminster Aumar, the *mask* was given in secret to an elf (or half-elf) female of some mystery; she has since adopted the title of the Masked and has served the city with dignity and grace. Still, some doubt her motives and character due to her insistence on remaining masked at all times; like the seven known others who have worn *Andrathath's mask*, the enigmatic sorceress offers little explanation for her reticence beyond a desire for privacy.

The Arcstaff of Khavoerm

The most powerful arcane artifact among the many in House Irithyl's (and thus, the Coronal's) possession is the *Arcstaff of Khavoerm*. This wizard's staff has never been used by the Coronal due to his path as a warrior, even though his position as the Coronal (and the drawing of the *ar'cor'kerym elfblade*) grants him knowledge of High Magic. Still, he and the Srinshree both know the command word that summons the *Arcstaff* immediately to hand from the Irithyl vaults. Its powers in combat are legendary.

Arcstaff is its simplest title in Common, though its elven title is *Ar'N'Ehalaer* – “The Great Staff that is Not.” When viewed outside the hold of a mage, it seems to be merely a twisted length of lumpy, tarnished metal about four feet in length. When held by a wizard or High Mage, the *Arcstaff* comes to magical life and its full glory: The metal brightens to a reflective silvery sheen and contorts to become an undulating wingless and legless dragon that constantly coils and twists about an invisible staff. The wizard's hand alternately appears to grasp this magical metal dragon or nothing at all, though his grip remains true. Around and within spaces in the dragon's coils, sparks and crackles of energy abound which flash brighter and change color when they contact other magic. So, this great staff appears to be a constantly moving, small silver dragon wrapped around a field of magic with no solidity at all.

The powers of the *ar'n'ehalaer* are varied, but any spell effects manifested by the *Arcstaff* act as if cast by a 12th-level caster unless otherwise noted. Four of the staffs powers are constant and take effect automatically without activation by the wielder; these are *feather fall*, *identify*, *shield*, and *shocking grasp* (total damage 1d6+9 including weapon damage, delivered by mere touch of the staff).

The *Arcstaff's* remaining powers require activation with a command word. The command words are ancient gold elf words, and their exact inflection and pronunciation are key;

in other words, if the bearer is not an elf capable of speaking the command words, no further powers can be used by that bearer.

These powers do not drain charges from the item and can be activated at will: *affect normal fires*, *blink*, *detect magic*, *detect undead*, *hold portal*, *knock*, *light/darkness 15' radius*, and *protection from evil/good*.

The following powers drain one charge per use: *dispel magic*, *fireball*, *lightning bolt*, *wall of fire*, *wall of ice*.

The following powers drain two charges per use: *cone of cold*, *globe of invulnerability*, a barrage of 12 *magic missiles*, and *spell reflection* (spells reflected back to source as a *ring of spellturning* or a *spellblade*).

The *Arcstaff's* two great powers are these:

- The metallic dragon that entwines itself along the *staff* can be unleashed with an expenditure of 10 charges. It grows within one round to become a full-sized adult silver dragon with maximum hit points and full statistics, though it lacks its normal spellcasting ability. Like a *figurine of wondrous power*; the conjured dragon is fully under the influence of the *Arcstaff* - wielder. The staff-wielder also can manifest the staff's powers as breath weapons from this dragon. Should the wielder and the *Arcstaff* stray more than 100 yards from the animated dragon, it immediately begins to shrink and *blinks* into the staff again; otherwise, the dragon can remain active for up to four hours. Once the dragon returns to the staff, this power cannot be activated again for one month.
- The *Arcstaff* absorbs spell energy like a *rod of absorption*, though there are no limits to the amount of spell energy the staff can absorb. Within one round of the staff absorbing a spell's energy, the wielder can opt to unleash the same spell (with effects and damage as originally cast) at the target of his choice at a cost of three charges. Otherwise, the absorbed spell energy recharges the *Arcstaff* at a rate of one charge per two levels of spell energy (i.e., a 6th-level spell restores 3 charges). If the *arcstaff* ever reaches one charge, this power automatically activates, absorbing the first energy it can; until the staffs charges rise above four, only its constant abilities can be used. If encountered, the *Arcstaff* will contain 5d20 charges.

Elfblades

The origins of these blades are told in songs and legends dating back to the founding centuries of the realm of Cormanthyr. Like the ancient *moonblades*, these blades were constructed for the ruler and the two highest lieutenants of the new unified domain. Made at the behest of the Coronal Oacenth of Jhyrennstar, the three *elfblades* were all long swords of great power. This is all the elven folk know of the *elfblades* of Cormanthyr, unless they are scholars of ancient weapons and weapon rites.

By the current day (650 DR), these weapons have become nigh-forgotten relics of the Coronal and his Court. In fact, with the loss of the two lesser *elfblades*, most elves have

overlooked or disregarded the fact that the Coronal still has his *Ruler's Blade*; this is propagated by the fact that the Coronal wears his blade rarely (even for an elf), and the High Mages conceal much of the lore of the *elfblades*.

In truth, the *Ruler's Blade* is what determines the worthiness of he or she who would be Coronal, even though the ceremony of recognition is secret and kept so by the High Mages. Thus, the in-fighting among the elves to kill the Coronal and replace him before the Opening and the rise of the mythal was moot. Even one who would have gained the right to claim the throne could not have done so without passing the blade-rite ritual. Many would-be rulers learn (to their personal shame) that they do not have the temerity to risk their lives to prove their own worth, and most prove themselves unworthy merely by their ruthless paths to the throne.

The Blade-Rite Rituals

The blade-rite rituals are invoked whenever a new wielder is chosen for any of the *elfblades*; as are most potent magical rites and those dealing with the foundations of Cormanthyr, these ceremonies are attended and closely (but secretly) governed by High Mages. During the blade-rite rituals, High Magic interacts with the inherent magic in the *elfblades*, enhancing the testing process. The blade-heir (the attempted wielder) is put through tests of talent (measuring the elf's ability in leadership, battle, or magic), mind (the elf's Intelligence in terms of the same), and heart (the elf's character and wisdom in wielding this talent).

These tests occur within the mind of the tested elf, though all effects are suffered as if the tests were real; only the tested elf and the two High Mages of the ritual are privy to the scene of the test. If the elf passes all the blade's tests, he or she is a true blade-heir and rises to the station of Coronal, Arms-Major, or Spell-Major as befits the *elfblade*.

Mechanically, the tests are checks on 1d20 with -5 penalties, but penalties increase to -8 if the wielder is not of the same alignment as the blade. The checks are made against the character's level, Intelligence, and Wisdom scores; if all are successful, the tester becomes the new blade-wielder. Penalties for failing the tests are described for each blade.

When a wielder dies, an *elfblade* is rendered inert and non-magical until drawn in a blade-rite ritual or drawn at a place of power (such as the Dancing Place or hidden places in Cormanthor or Evermeet). If an *elfblade* is stolen, any who attempt to hold it unsheathed immediately suffer the penalties of failing the blade-rite ritual. Many N'Tel'Quess (nonelves and drow—half-elves can attempt to wield a blade) that dare to try wielding an *elfblade* are struck dead (2d12 hp of permanent damage and succeed a system shock check at half normal Constitution score or die).

The Secrets of the *Elfblades*

- All three *elfblades* are magical long swords with these bonuses: +4 to attacks and damage; +2 AC bonus; +2 initiative bonus. They all flicker with light effects, though each is different; these light effects can be snuffed entirely

or increased until the wielder is surrounded by a 30-foot radius of light equal to the daylight of highsun.

- Like a High Mage's initiation ritual, the *elfblades* add life to the worthy wielder. The Ruler's Sword extends life by 1d6x100 years; the Warblade brings the wielder back to his peak of life (first year of adulthood without penalties: age-boosted Int/Wis stats remain, though any stats reduced by age are restored); and the Artblade reduces physical age by 1d6x100 years (no loss of Int/Wis stats, though any stats lost due to age are restored). An elf is never reduced to less than the first year of adulthood.
- All three *elfblades* are intelligent weapons (Int 16) which audibly and telepathically speak elvish and have good alignments. While the blades are individually strong-willed, they are not conscious entities unless drawn from their scabbards. They see their duties as serving the realm of Cormanthyr first and the wielder second.

Should a wielder ever change alignment, race, or sex without the *elfblade's* consent or knowledge, the blades can immediately impose a blade-rite test upon the wielder, with any appropriate penalties. Alternately, the blade may choose simply to inflict random bursts of pain (1d4 hp damage while in hand) upon the corrupted wielder, or the weapon can attempt full ego domination in order to force the wielder to either abandon the blade or return the blade to the High Mages or the Coronal of Cormanthyr (Ego 30).

- The *elfblades* bond with their wielders during the blade-rite ritual. If a wielder is accepted, the individual *elfblade* will maintain a magical link with its wielder, allowing it to be *summoned* directly to the wielder's hand despite any distances or physical barriers, provided both blade and elf are on the same plane. *Wards*, *antimagic shells*, and other magical barriers interfere at the DM's discretion.
- All *elfblades* have two powers, activated by command words, usable three times per day, plus one power usable at will as often as desired. Each has a core power unique to that blade with special conditions for the power.
- Finally, the greatest powers granted by the *elfblades* are the ranks that are assigned to their wielders upon successfully claiming the swords: the Coronal of Cormanthyr and the leaders of its armies of warriors and wizards.

Ar'Cor'Kerym

The Rulers' Blade

"Great King's Sword"

This blade appears to be made of raw iron, its surface pitted and craggy and appearing from afar as if it were a long sword carved from stone. An ancient elven crown rune is stamped in gold at the seat of the blade just above the quillons. The blade glows with golden light, which crawls and crackles along the sword like an arc of lightning or electricity.

Alignment: Lawful good

Active Powers: Heal 3 times/day; detect lie at will.

Core Power: Thanks to the two *selu'kiira* bonded to the ends of the quillons (black gems) and a single one on the tang button of the pommel (a red gem), the wielder becomes Coronal and holds the power and knowledge of three High Mages (in addition to any abilities of his own). This allows him to conduct Rituals of Solitude or Complement entirely on his own, and all known rituals are at the Coronal's disposal through the knowledge of the *selu'kiira*.

Blade-Rite Risks: If even one of the ritual's three tests is failed, the *ar'cor'kerym* consumes the unworthy elf in arcane golden fire; within one round, not even ashes remain of the elf or his carried possessions. Because this is the only blade for which failure of its tests is immediate death, High Mages believe this penalty to be the result of the presence of three High Mages' *selu'kiira* on the sword, and that the combined presence of the blade and the former High Mages in the gems cause the consumption of the unworthy.

Location and Notes: The *ar'cor'kerym* is kept safe by the Coronal in a hidden location similar to the Vault of Ages. Only he and the Srinshree are privy to its whereabouts and even the knowledge of the chamber's existence; of all the noted sages and powers of Myth Drannor, only a half-dozen folk even recall the existence of the *ar'cor'kerym*. The Coronal has not wielded this *elfblade* in over 500 years, and most Cormanthyrans barely remember the blade at all.

Ary'Velahr'Kerym

The Warblade,

"Noble Warrior's Sword"

This long sword shines like polished silver at all times, its blade perfectly reflective and glistening no matter what punishments ring down upon it. Blue and silver flames lick incessantly along the sword, quillons, pommel, and harmlessly around the elf's hands whenever drawn. Visible at the seat of the blade is an elven rune meaning "weapon," which is commonly used as a sword mark.

Alignment: Chaotic good

Active Powers: *Strength* 3 times/day (can exceed normal elven racial limits for the spell duration, though *Strength* cannot exceed 19); *detect evil/good* at will.

Core Power: By sacrificing all attacks for two rounds and performing a complicated blade-dance with the *Warblade*, the wielder can conjure a *blade barrier* that remains for 2d6 rounds. Once the *blade barrier* appears at the end of the two-round summoning, the wielder and the *elfblade* can move beyond its stationary boundary.

Blade-Rite Risks: Should a wielder fail to pass the blade-rituals, his grip around the sword's pommel suddenly feels as if he is gripping the unsheathed blade, and he suffers damage equal to his own *Strength* score plus 1d6 points. This damage cannot be healed by any magical means and can be healed only naturally and slowly; deep palm scars remain forever, despite any later healing or magics.

If the failed wielder is a N'Tel'Quess or of evil alignment,

the blade also becomes a *dancing sword* and attacks the unworthy user. The *elfblade* pursues and attacks such a victim for 1d6 turns, trying its best to slay the usurper.

Location and Notes: When the Lord Orym Hawksong fell in battle at the siege of the Twisted Tower in the Year of Shadows Fleeting (-331 DR), the *Warblade* sprang up and defended him fiercely for a time. The magics of the drow managed to paralyze the *blade*, however, and both the body of the great hero and his arcane sword were stolen into the darkness beneath the Twisted Tower. In the ten centuries since the Arms-Major's *elfblade* was lost, more than 120 elves have sought it, but none have returned.

Ary'Faern'Kerym

The Artblade,

"Noble Sorcerer's Sword"

This sword appears as a long sword forged from solid darkness, the void of nonreflective blackness feeling as solid as stone yet slick as oil. When drawn, the *Artblade* crackles like lightning breaking across a metal shield. When swung, it emits a sharp buzzing sound similar to that of an angry bee; this sound can be muted by the will of the wielder. When struck against objects or weapons, the blade's clash is utterly silent, no matter how much strength is behind the blow. Along the razor-sharp, bevelled edge of the blade glows a crimson beam of energy that encloses the darkness, the source of the *elfblade's* magical light. In contrast to the dark blade is a brightly glowing, crimson elven rune embossed near the pommel that is often used to signify a thing of magic.

Alignment: Neutral good

Active Powers: *Dispel magic* 3 times/day; *detect magic* at will.

Core Power: This *elfblade* allows its wielder to forego standard spellcasting and use the sword to do so. Spells are cast mentally through the sword and made manifest via sword slashes (somatic) and the droning buzz of the blade (verbal), with no need for material components. Using the *Artblade* to cast invocation/evocation spells boosts the effects as if spun by a caster one level higher than the wielder.

Blade-Rite Risks: Upon failure of any test, the elf becomes wrapped in a dead-magic zone and is unable to wield any magic, whether spell, item, or High Magic, for 3d6 years.

Location: The current location of this *elfblade* is unknown. Its last known wielder, the boy-mage Zaos Durothil, was carried off by the red dragon Edallisufanxar the Burning Blaze during an attack on its Cormanthyrans lair in the Year of the Corrie Fist (450 DR). Both figures had good cause to keep the weapon safe: The sorely-wounded Zaos had the *Artblade* in his possession and was its youngest wielder at only 122 winters, and the dragon had spent 250 years attempting to acquire the sword from the boy's father, to no avail. The final fates of Zaos and "Edall-Blaze" have never been recorded, though the dragon and its captive were last sighted winging south and west into the Giant's Run Mountains.

APPENDIX: Secrets of Windsong Tower



Windsong Tower (Area S16) is among the most enigmatic of the arcane institutions dotting the landscape of Myth Drannor, surpassing even the cloaked mysteries of the Lincanistaeum (Area D13). Its carved exteriors with illusory cloaked entrances were permanently proofed against saving, psionics, and many other penetrative magics (even beyond the protections afforded by the mythal), and only those magics specifically woven for its members could pierce its walls. Their reasons for secrecy never revealed, those of Windsong Tower never talked of their experiences within its walls, and the power wielded by those later found as members made it dangerous to press for more information. Still, for the sake of DMs and players, here are some of the towers' precious secrets, to enhance your Cormanthyr campaign.

Secret Structures

This wizards' school has never been adequately detailed due to many overlapping dimensional magics within chambers and halls. From the outside, there are the four items of interest for this complex: the central four-story stone tower most commonly referred to as the singular Windsong Tower; Shadowsong Tree, the magically-altered shadowtop north of the tower that held a three-story building within its trunk and branches; Windsong Aerie, the three-story 50-foot-high external tree dwelling nestled among the branches of the great oak south of the central tower that linked all the buildings' top levels by wide rail-less spans of wood (well protected by spell fields); and the Tower Fence surrounding it all, its solid silver g-foot-high spikes held aloft by interweaving arcs of silver carvings of lightning, fire, ice and snow, wind, and even small simulations of various "hand" spells.

There are no visible entrances either through the Tower Fence or into any of the buildings of Windsong Tower. Newcomers either guess the site to be a well-protected sculpture or stare endlessly at it (from a safe distance, of course), trying to see the entrances. In truth, there are only two external portals through which one enters the Windsong complex. An illusion-covered archway exists at ground level on Windsong Tower, and it follows the movements of sun and moon (east arch at dawn to highsun, south arch at highsun to dusk, west arch from dusk to midnight, north arch from midnight to dawn); entrants using this entrance know to approach the tower invisibly along certain paths, lest they trip other invisible and unknown spellfields and



traps. The other entrance is an invisible open ramp that arcs from high up in the tree directly west of the central tower, down toward the southernmost balcony along Windsong Aerie; any who climb the aforementioned tree and step off a particular branch 30 feet above the ground will fall onto the ramp and find themselves just as invisible as the ramp itself, making is trip without notice (but not without trouble, for those not used to invisible paths). This ramp alone led to an illusion-cloaked stairwell and entrance at the center of the roof of Windsong Aerie. The other external visible ramps are simply blinds or areas upon which birds and other forest creatures nest.

Secret Sages & Students

While it kept its current students' roster secret from all the mages and apprentices about Myth Drannor, it was an open secret that all Towerkin, including faculty and former and current students, wore simple ringbands of gold (faculty) or silver (students) that they never removed once they put them on. Unfortunately (for the nosy or those with grudges against the Tower), the plain ringbands were not distinguishable from common jewelry and thus these were not exactly keys to identifying Towerkin. (For more information on the Towerkin Rings, see below.)

Twelve wizards of age and experience secretly formed Windsong Tower's charter under the Coronal's supervision and became the headmasters; in all, only 15 elves have been Tower Elders in the 500 years of the schools' existence. Eight trusted former apprentices and/or master mages of various races were tapped to

act as the primary tutors and educators of the school; of these, 27 have become teachers of Windsong for at least a century, while only two of them have taught here without pause since the Tower's founding. Rumored tutors (and possible Elders) of the past and present are the Srinshree, Darcassan the Farseer, Tyvillus Aluviirsaan, Lord Earynspieir Ongluth, Lady Ahrendue Echorn, Deynriir the Silver Sorcerer, and Tascyll the Bold; rumored students of Windsong Tower include Ecamane True-silver, Aravae Irithyl, Arun Maerdrym, Lord Khyssoun Ammath, Rilmohx Sha'Quessir, Shar and Raanaghaun Cormrael ("the Dark Diviners"), and Lady Ecaeris Aunglor.

Secret Knowledge

While there are far more secrets among the Towerkin, two more common "open secrets" have become so prevalent within rumors and gossip that they need to be spoken of here. While one has had many witnesses on a number of occasions, the other is purely a conjecture.

The Towers' Touch

The Tower Fence has a number of spell depictions along its length, all carved and molded in pristine silver. Various spell effects can be activated within and around the fence, activated by secret command words or the touch of a Towerkin ring and a mental commanding of the same command words. Upon activation, lightning or fire or bitterly cold snow wraps around the entire fence and an overarching hemisphere ward caps the top of the fence, providing protections equal to spells such as *wall of fire/ice/lightning* beyond a basic siege equivalent of 12-foot-thick stone walls. Should any force penetrate beyond such defenses while the magic is active, 5-foot-wide hands formed of the same active magical aura reach from the fence to hold and grapple intruders.

Windsong

This hidden spell ability of Towerkin of high rank is rumored to be an innate ability of their rings (though rumors persist that "all folk who use that Tower can touch any *gates* across the Realms and reach the safety of their masters' sides, and that is why the mages of Windsong Tower are so feared—their close-knit community." As it is, only a select few tutors and the Elders know how to perform this much-lauded ability, using a spell to enhance certain preset conditions. The spell below outlines the facts of this overblown rumored power only available to some Towerkin.

Windsong

(Alteration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: One round

Duration: 2 rounds

Area of Effect: One *gate* or *gateway*

Saving Throw: None

This spell allows the caster to alter the conditions of a pre-existing *gate* or *gateway*, whether the spell was just cast or has been a spell of some permanence, and use this spell's magic with the *gate's* to send the caster alone to the main entry chamber of the central keep of Windsong Tower in Myth Drannor. The magic of this spell allows the caster to bypass the normal limitations of the *gate's* distance limitations, allowing the caster to use *gates* within the eastern reaches of

Cormanthyr or as far off as the Calishar Emirates (or even the Tears of Selûne!).

Simply put, the standard magics of a Towerkin ring allow them to use other *gates* within five miles of the center of Myth Drannor to automatically *teleport without error* to the central and largest building of the Windsong Tower complex. This spell interacts with those rare rings, and thus only initiates and graduates or tutors of the Tower learn this spell, since it requires their own rings to operate. The *windsong* spell merely sets a field around the caster/ring-wearer which enhances the magic of the ring itself. This field then uses and enhances the existing teleporting magics to send the caster immediately to Windsong Tower upon his initial contact with the pre-existing *gate*.

Secret Treasures

Now, these are among the greatest of secrets within Windsong Tower. In fact, while most students therein have seen some of the artifacts and items at the beck and call of the Towerkin, these artifacts are hidden away and seen only at the bequest of either the 11 Tower Elders, the Tower Master, or the artifacts themselves.

Myrjala's Eyes

On the east wall of the Elders' Chamber hangs a full-length portrait painting, a gift from the human armathor Elminster Aumar, not long after the rise of the mythal, to Windsong Tower in exchange for study and knowledge. The 6-foot × 4-foot painting hangs above the main fireplace in the room, and it shows an exotic and beautiful southern spellcaster called Myrjala Darkeyes. The reproduction is so lifelike that many wondered if it was magical, and they wonder correctly. While the paints and the canvas used by the unknown painter were magical, their unique and accidental combination created an entirely new effect: Myrjala's portrait seems radiant and very nearly alive, and seems to watch those within the chamber (which causes a number of gold elves unrest, believing it to be a spying device set by the human). As legends tell, the painter for whom she sat captured so much of her essence that her life became linked to it; and as Elminster revealed to the elves, Myrjala was an avatar of Mystra, and this portrait granted her a touchpoint in Cormanthyr.

In short, the *Myrjala's Eyes* portrait allows near-direct communion with Mystra, as if one were more a priest than a wizard; should a priest of Mystra pray under the gaze of *Myrjala's Eyes*, there is a +10% bonus chance that Mystra herself will speak to the priest (or 2% chance to any mage) briefly. Even if Mystra's notice is not wished, many folk find the portrait humbling, if not totally disturbing; some young wizards have fallen to despair after gazing upon it, as they may never see such beauty again nor touch such sublime understandings of magic as they did under Myrjala's gaze.

The Quess'Ar'Teranthvar

Though the name has lengthened and the form severely altered, the lost magical relics of Netheril reside here: the *Quess'Ar'Teranthvar*, the "Golden Grove of Hidden Knowledge," are the mutated remnants of the long-ago stolen *Nether Scrolls*!

The *Nether scrolls* were secreted away from their keepers in Netheril in the 326th Year of that realm, and brought to the High Mages of Cormanthyr for safe-keeping. For centuries, the humans' fabulous leaps in magic had far outstripped the advancement of any elf in Faerûn's history. The theft of these *Nether scrolls*, as the humans called them, would teach the

elves how the humans cast (and survived) such abuse of the Art, and it also would minimize the further spreading of such knowledge among the humans.

While the knowledge within could easily be read in their *scroll* forms, the elves found that the information had to be learned in sequence (i.e., the first set must be read at least once and understood partially before moving on to the second set). They also learned that each race that looked upon the *scrolls* found out new and different information; in fact, one of the chief thieves of the *scrolls* was Rilmohx Sha'Quessir, the gnome elf-friend who learned incredible secrets of illusions from only the briefest of readings of the *scrolls*. In addition, within a year of studying the *scrolls*, an early elven scholar found that re-examination of the *scrolls* revealed even more information than previously found within them. Over time, the elves found that experience and more knowledge (i.e., an increase in Intelligence or Wisdom) allowed more awareness of what the *Nether Scrolls* contained. The elves also saw hidden learning among those writings that could be revealed only by altering the scrolls into something more inherently and deeply elven in nature. This planned transformation also would serve to keep other races from understanding or gleaning further information from them, thus minimizing the potential damage to the Weave.

A High Mage named Tyvollus Aluviirsaan transformed the metal scrolls into the form they now wear: A slim, golden beech tree with golden metal leaves, its roots spreading out across the surface it rests upon, and its trunk bark forming a face of a treant. Within the tree's branches are a small silver bird with an electrum beak and a snake with alternating gold, silver, and electrum scales. (Some elves describe these two creatures as the voices of Corellon and Mystra, the two gods responsible for elven magic.) This *grove* has five communication modes with which to teach elves the secrets of the *Nether Scrolls*; despite the changes in forms, the information is much the same as that imparted by the *Nether Scrolls*, though there are some perks and differences for the elves.

- The Arcaenus Fundare scrolls told the basics of magical knowledge, how to both learn magic and teach it to others, the schools of magical thought and study, and how magic of ninth level and below interacted with the Weave. In short, the bulk of all current magical knowledge comes from this one source. This information comes through in the shape of the root pattern and the bark pattern of the tree, which spell out words in the ancient moon and gold elven script languages.
- The Magicus Creare scrolls involved items, the care needed to purify materials for item-empowering, the mechanics of item enchantment, and the creation of magical items of all types and purposes, including advanced items that became one with their wielders. This knowledge comes from the shapes of the leaves and patterns along individual branches, both of which form letters, words, and sentences at times in an ancient green elf script.
- The Major Creare scrolls involved the existence and understanding of living, semi-animate fields of self-sustaining or self-restorative magic. The most basic level of this knowledge led to augmentative items that enhanced the bearer and his store of personal magics (items from *eyes of minute seeing* to *girdles of giant strength* and *ioun stones* and *tel'kiira*), while the first major step beyond that involved the creation of golems. The Major Creare also had a well-hidden treatise on anti-magic and dead magic, which was essential to comprehend to grasp the deeper wisdom beyond the disruption or interruption of the Weave, and that was its focus and magnification. Ad-

vanced scholars of this knowledge eventually learned of the living magics and magical fields called *wards*, *wardmists*, and *mythals*; little more than the crudest of these true magics were ever uncovered. These magics are learned from the animal forms within the tree's branches, which speak in oracular (and thus, rarely direct) terms about the knowledge the elf wishes to gain.

- Planus Mechanicus was the treatise contained in the fourth set of *Nether Scrolls*, and it detailed the secret structure and mechanics behind the planes of existence, their creation and interactions, and the workings of magic and the Weave in each plane. The best scholars of this area of knowledge understood the nature of underplanes and pocket planes, creating many of the dimensional pockets within the Ethereal and other planes. The rustling and tinkling chimes of the metallic leaves plays out ancient elven metaphoric ballads which impart the knowledge in the most abstract ways; this stage of learning is the most time-consuming, given the length of most elven ballads and the cryptic nature of how information is imparted and what the metaphors mean when strung together.
- The Ars Factum scrolls represent the final stage of knowledge for mortal magical-item creation, as the data imparted taught wizards how to create artifacts ranging from items of massive power to items with their own sentience and access to the Weave (in essence, a new magical life-form). This rarest knowledge is revealed by the entire *grove* contorting its bark and branches into major symbols explained in concert by the chiming leaves' melodies and the accompanying songs sung by one or both of the animals.
- While there were only five sets of 10 *Nether Scrolls* organized as noted above by their Netherese names, the combination of the 50 metallic sheets into this *grove* form allowed some elves to glean a sixth, hidden wellspring of magical knowledge: When studied by a High Mage or an elven wizard of at least 20th level, the greater magics nearly lost to the ages are revealed; to the High Mages, new rituals and variations on already-known rituals are found, while wizards learn tenth-level magics. They once learned more (eleventh-level spells), but the Fall of Netheril even caused the *Quess'Ar'Teranthvar* to lose all of its leaves for a decade, and thereafter, only tenth-level magic and High Magic could be gleaned from the *grove*. This information is learned by the bird and the snake fusing into the form of a small golden dragon entwined about the trunk of the *grove*; this creature tells only wizards' magic to wizards and High Magic to those versed in it, never revealing one's secrets to the other.

Tyvollus remains with his creation today, his body in the stasis of *aduessuor*. His mind, locked in reverie, maintains the form of the *Quess'Ar'Teranthvar* and is actually the medium through which the *grove* changes itself to communicate with an acolyte. Should anything disturb him or disrupt his reverie even for a moment, the tree will collapse within 1d10 turns into a mound of semimolten metals.

After 1d20 years without the attentions of Tyvollus, the metals will separate into the *Nether Scrolls* once again. The *grove* would be useless for no less than a tenday, even if Tyvollus immediately returns to *aduessuor*. Unless Tyvollus is killed and the area surrounding the *grove* becomes a dead-magic zone, this object is invulnerable to all mortal magics, including *limited wish* and *disintegrate*; even *wishes* only affect the *grove* for one hour.

The *grove* lies within the Solarium, an upper chamber of

Windsong Tower, though it is neither pointed out nor easily found. The room exists in a pocket dimension between the top level of the central tower and its roof; in effect, only those the *grove* or Tyvollus wishes to teach ever learn of the room's existence (by the sight of glowing stairs leading into the ceiling of the Abjurers' Librarium, and only they can gain access to it when invited by either powerful magical presence). Only one student at a time is allowed into the Solarium, an apparent glass-walled room with a stone floor always under a sunny sky. Invited students and acolytes often disappear into the chamber for a tenday, their needs magically suspended or tended to by the grove; the longest any being has ever studied the grove was a year, and the Srinshree gleaned much knowledge from her studies in that time. During this, the student gleans all she can from one of the grove's five modes of communication; only elves and gnomes and half-elves can even begin to understand the grove, and only those with Intelligence and Wisdom scores of 17 or greater can comprehend the least of it.

The Tablets of Pharyssolnyth

These tablets came to Cormanthor long ago with the survivors of Srinshinnar, though they remained hidden for centuries. The *Pharyssolnyth Tablets* came into Windsong Tower's keeping when the Srinshree chose to accept an invitation and join the ranks of the Tower Elders. These 37 large obsidian-black slates seem odd both to the eye and to the touch, their sides polished on one and raw on the opposite. Centuries of investigation revealed that the slabs are permanently *enlarged* black dragon scales. Years more of analysis and a delicate touch proved that their surfaces were minutely carved with nigh-invisible scrawlings and etchings, tactile writing unknown to any races of Myth Drannor.

While they are incredibly hard to read, the Srinshree and others spent the better part of four centuries studying and recording their theories and translations upon the raw sides of the black tablets in ancient moon elvish. The Tablets, recorded by the silver wymm Pharyssolnyth of Yrlaphon in the first century of that city's history, were a treatise on how dragons learn, understand, and cast magic, as spells or in items.

DM's Note: Any nondraconic individual who reads all of these scrolls gains an understanding of dragons' powers and attitudes about spellcasting and magic and they receive a +2 saving throw bonus against any spells or magical-item effects cast by dragons.

Towerkin Rings

As noted before, every member of the faculty and the student body of Windsong Tower bears a Towerkin ring. The only way to determine if a wizard learned Art at Windsong Tower (other than imprudent and rude questioning) is to slay him and remove his rings, checking for telltale carvings: Along the inside of the band, minute carvings mimic the designs of the Tower Fence. Students and apprentices wore silver bands and the faculty and Elders wore gold rings; if a former student returned to Windsong to teach, the silver band would be transmuted to gold.

The Towerkin rings allow the free and immediate use of any *gates* within five miles of the center of Myth Drannor, to automatically *teleport without error* to the central and largest building of the Windsong Tower complex when they entered an active *gate*. This access, approved by the Coronal, allows the many hidden students and tutors of the Tower to enter the

school without being traced, tracked, or even followed, since all others using the gate went to its proper destination, not the Tower.

Some initiates or tutors provide the Tower Elders with a ring of their own in which to set the Towerkin magics, a practice which increased over the years. The enchantments and carvings done by the Windsong Elders and their aides, while specific and potent in their own ways, never interfered with any other innate magics or properties of an item. Thus, by the time of this product, it was almost as likely that an initiate would be wearing a plain Towerkin ring as an heirloom or stylized ring or a *ring of warmth* (or other magical rings) altered and enchanted as a Towerkin ring as well. In all, over 600 elves and humans and half-elves learned magic within the walls of Windsong Tower over the past five centuries, and many magical rings or family treasures might unknowingly be Towerkin rings willed to kin after the death of the previous wearer.

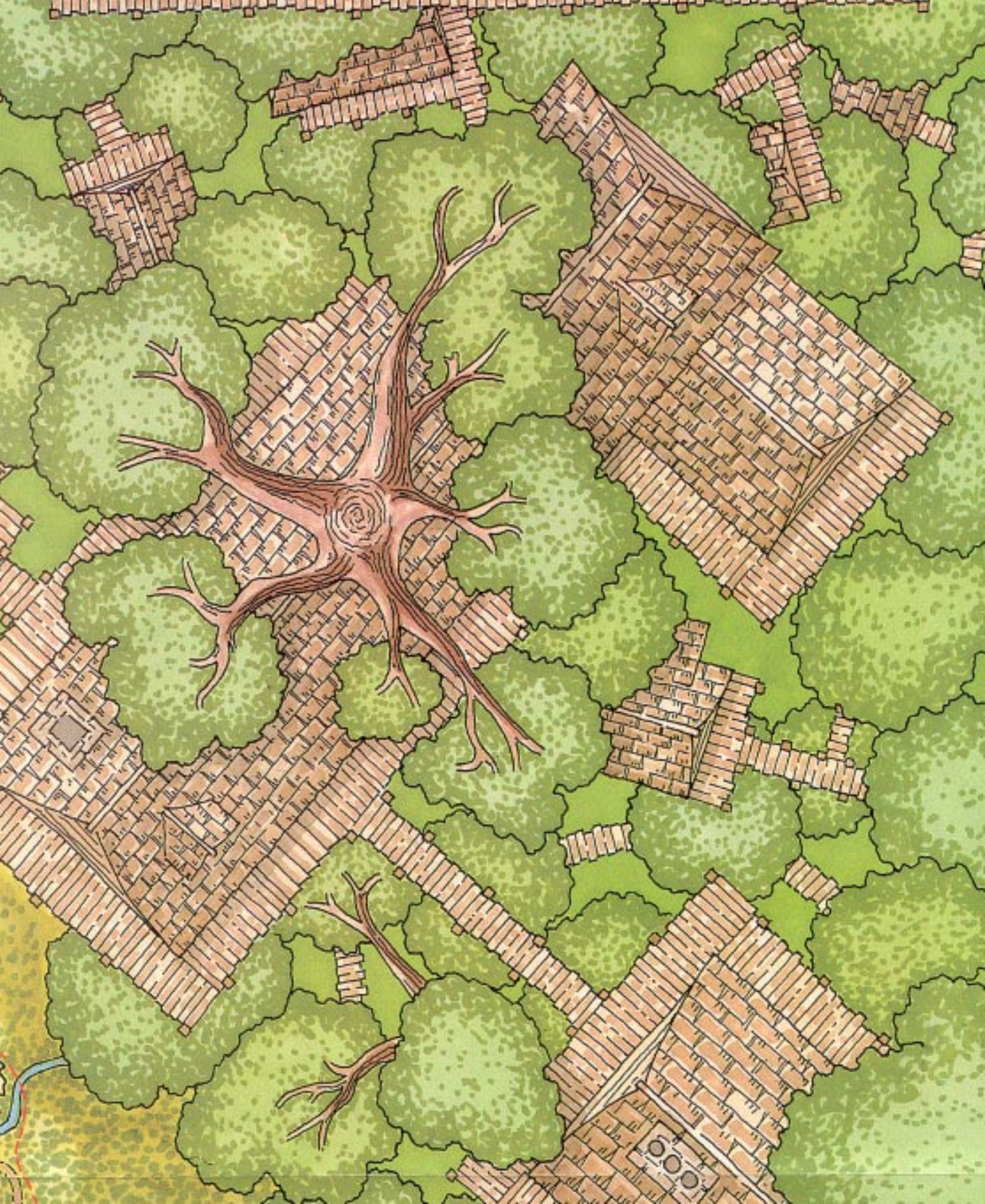
DM's Note: A Towerkin ring does not count as a magical ring for the two ring rules maximum; its only magic is its permanent bonding with the hand, as it merely catalyzes the other effects embedded in other more active magics.

Secret Agendas

What was the true agenda and purpose of the Windsong Tower and its Elders? None have ever found out, as their closemouthed natures prevented any outsiders from learning their secrets. Some proposed this was an attempt by High Mages to teach High Magic to wizards and create wizardly *simulacrum*s of their holy communal rituals for wider use; most reject this idea, for most High Mages find this practice disdainful of the Weave and the rituals that respect it and its mistress. Others suggest that it was a storehouse of artifacts, not unlike the Vault of Ages, and the elves simply took to teaching both magic and the lore of the elven artifacts. Still more believed the Windsong Tower complex was the Coronal's first attempt (occurring before the Opening) at integrating elves and nonelves in harmony; this is utterly unprovable, but many gold elves and other nobles find the mere suggestion horrifying.

No matter what its true purpose, Windsong Tower holds far more mysteries and adventure opportunities for any who are associated with members (or are apprentice or student members themselves). The only fact known about their teachings are their graduation requirements: Each student must create a unique spell of first or second level in order to graduate and become a full mage or wizard; folk attempting to enter as senior students or faculty must provide a third- or fourth-level spell. With this known to be true, many have sought to join the Tower, believing they could gain access to a great library of spells and magic; this assumption is false, as the Elders guard all access to the full library of spells accumulated over 500 years. With graduation or a rise to faculty level, Towerkin receive a book of spells, three of each level they are capable of casting (or a starting spellbook of seven first-level spells), all drawn from the unique spells of the Windsong Initiates. The knowledge contained among the Windsong Scrolls (or the Codex Quevarr, as sometimes called among the elves) would dwarf any five elven wizards' collective spell libraries, and their hiding places (for the Scrolls are divided among the Elders) are all known only to one Elder, the Coronal, and the Keeper of the Vault of Ages.

Myth Drannor









Sheshyrinnam





Burial
Glen

The
Westfields

Kerradunath





Oacennin's Stream

Gardens

Candrebance Way

Solbeck's Cut

Bridges of Hoelros

Phelindya Street

Halloom Street

Walk of the Sevenwing

Akol's Run

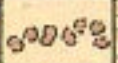







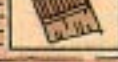
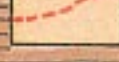
Gardners' Ridge

4



Diabradath

Street of Sorrows

-  Footpath-Trail
-  Street
-  Skyway
-  Bridge
-  Stream
-  Water, Shallow (0-75')
-  Forest
-  Unkeyed Location
-  Keyed Landmark
-  Ward Boundary

The Border Forest

Mines of Gethyamar

Tesh Valley

Desertsmouth Mountains

Dagg

Tarkhen Hills

Tarkhalban

Tarkhalbale
(The Lost Dale)

Spiberhaunt Woods



River Tesh

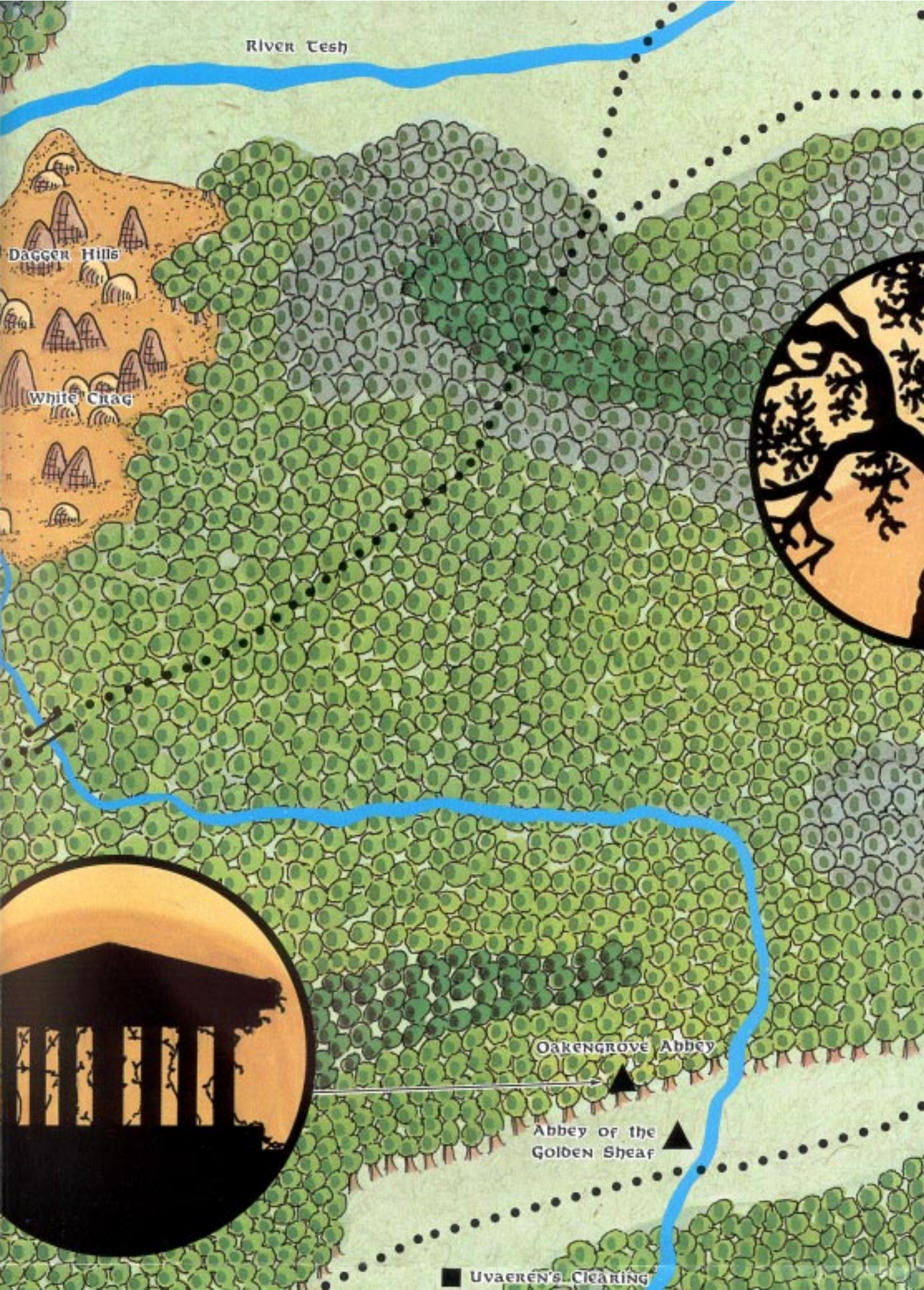
Dagger Hills

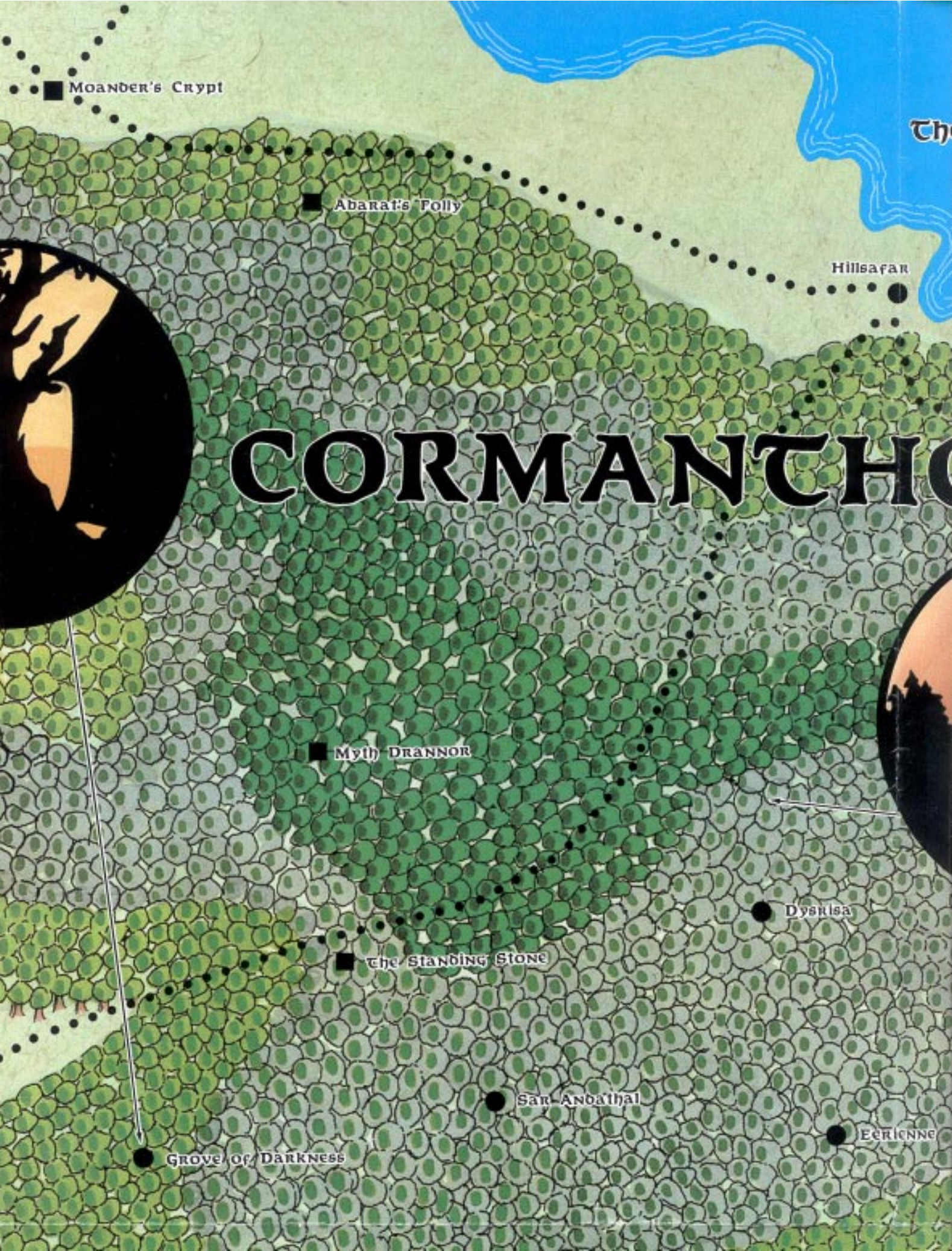
White Crag

Oakengrove Abbey

Abbey of the Golden Sheaf

Uvaeren's Clearing





Moander's Crypt

Abarat's Folly

Hillsafar

CORMANTHOR

Myth Drannor

The Standing Stone

Dysalis

San Anoaithal

Eerlenne

Grove of Darkness

The Moonsea

IOR

0 15 30 45
Miles

	Town or Village		Light Forest
	Points of Interest		Medium Forest
	Temple or Abbey		Thick Forest
	Minor Trail		River
	Bridge		Falls
	Coastline		Mountains
	Escarpment		Hills



The Darkwoods

Old Elven Court

River Duathamen

(the Evenflow)

ENNE

Deathampers



Wyvern's Rift

DRAGON REACH

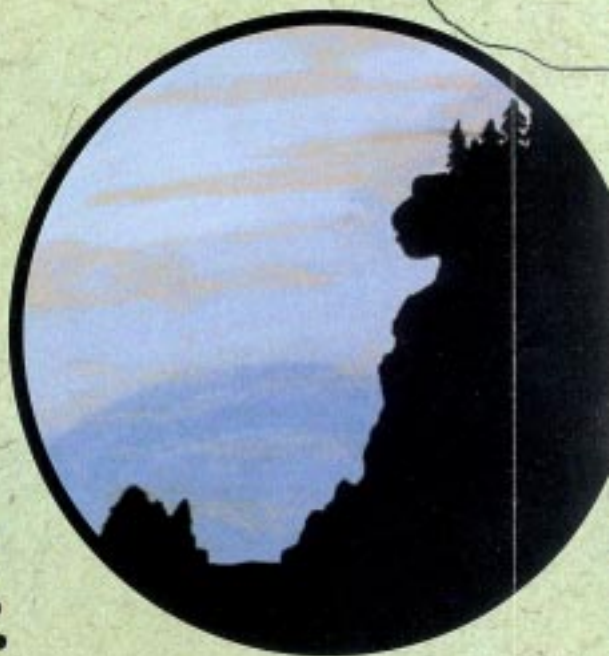
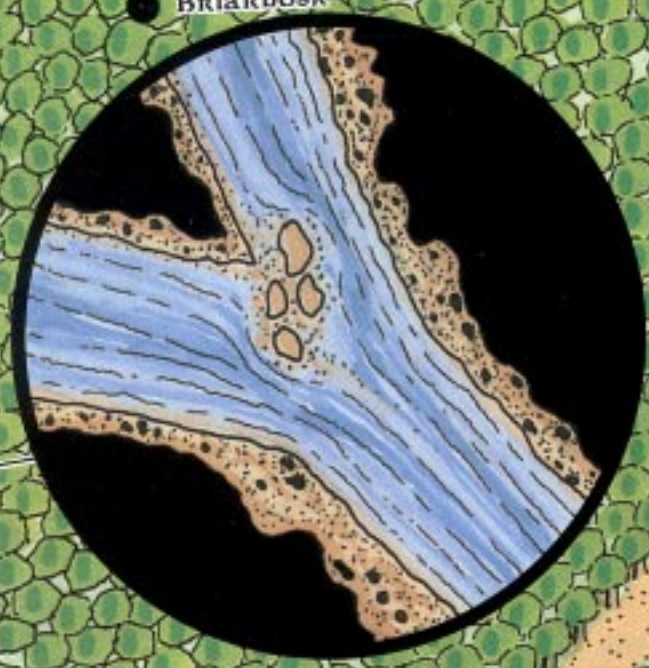
Paelorin

Tangled Vale

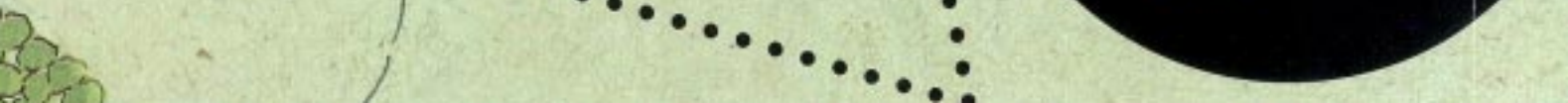
Briarbosk

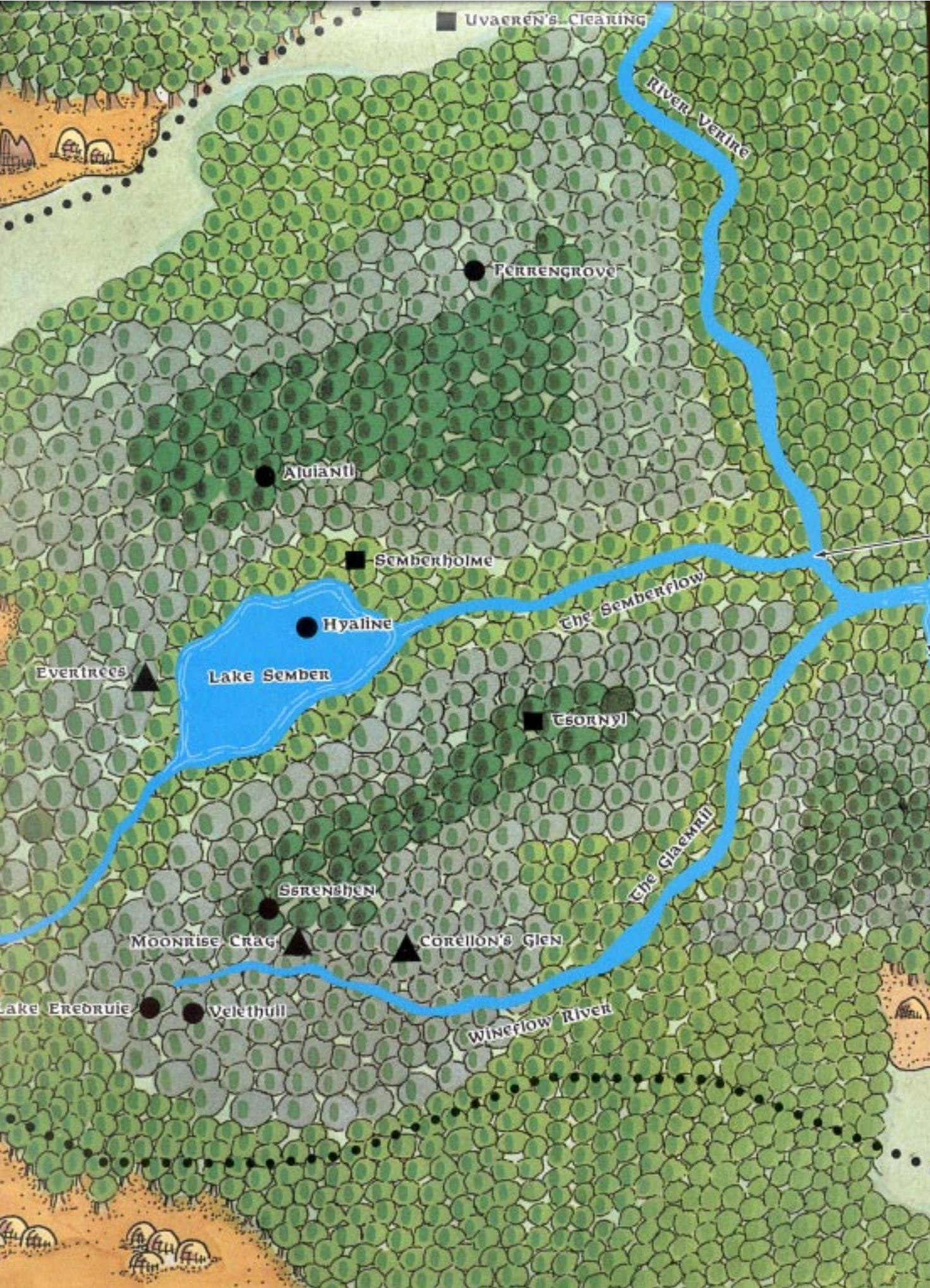
VENOM'S KNOLL

River Verine



ool
of
VEN





■ Uvaeren's Clearing

River Verire

● FERRENGROVE

● ALUANTI

■ SEMBERHOLME

● HYALINE

The Semberflow

▲ EVERTREES

Lake Sember

■ TBORNYL

The Glaemall

● SORENSHEN

▲ MOONRISE CRAG

▲ CORELLON'S GLEN

● LAKE EREBRUE

● VELETHULL

Wineflow River

Shadowgap

Thunder Peaks



Lake E

FORGOTTEN REALMS

CAMPAIGN EXPANSION

Cormanthyrr

Empire of the Elves

BY STEVEN E. SCHERD AND KEVIN MELKA

Step into the past of 650 DR and experience the sights, sounds, and innumerable wonders of fabled Myth Drannor at its height. Walk the wooded glades of Cormanthyrr, the last major elven empire on Faerûn, and discover marvelous secrets lost to the Realms of the present day.

This **ARCANE AGE™** campaign expansion for the **FORGOTTEN REALMS®** setting contains all the information necessary to begin either a full-fledged Cormanthyran campaign or a journey back in time some 700 years to see the City of Song at its most glorious.

This 160-page book contains exhaustive details on the history, culture, military, society, and citizens of the forest nation of Cormanthyrr. Features include a timeline of elven history on Toril, a rundown of Cormanthyrr's ruler and important individuals, plus more information on the city of Myth Drannor at its height as well as on the communities of Semberholme and the Tangled Vale. In addition, a new specialty wizard, the elven dualist, is introduced and detailed.

Also included is a large section that gives the reader knowledge of the elves' magical rites, rituals, and unique magical weapons and items. Features include new and expanded rules on the elves' potent High Magic, *moonblades*, and the multitude of magics that helped make Myth Drannor the glittering gem of Faerûn that it was. Finally, a two-sided, full-color map of the nation of Cormanthyrr and an aerial view of Myth Drannor complete this exciting package—the largest collection of elven lore ever.



U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS,
and the TSR logo are registered trademarks owned by TSR, Inc.
©1998 TSR, Inc. All rights reserved. Made in the U.S.A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

ISBN 0-7869-0761-4



9 780786 907618

Sug. Retail:

U.S. \$24.95 CAN \$32.95

EAN