

Ardeep

The Far Forest



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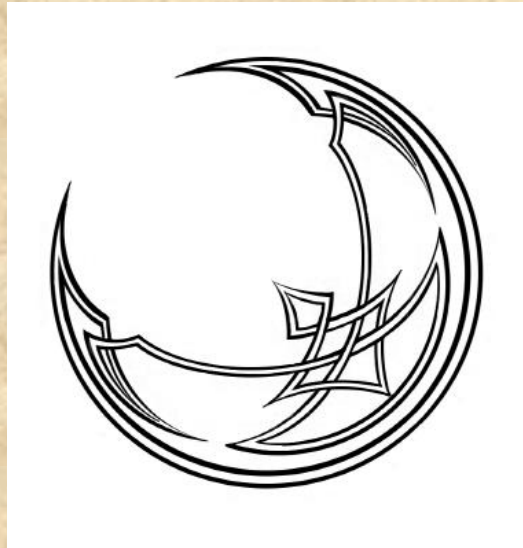
Realm of the Deepening Moon

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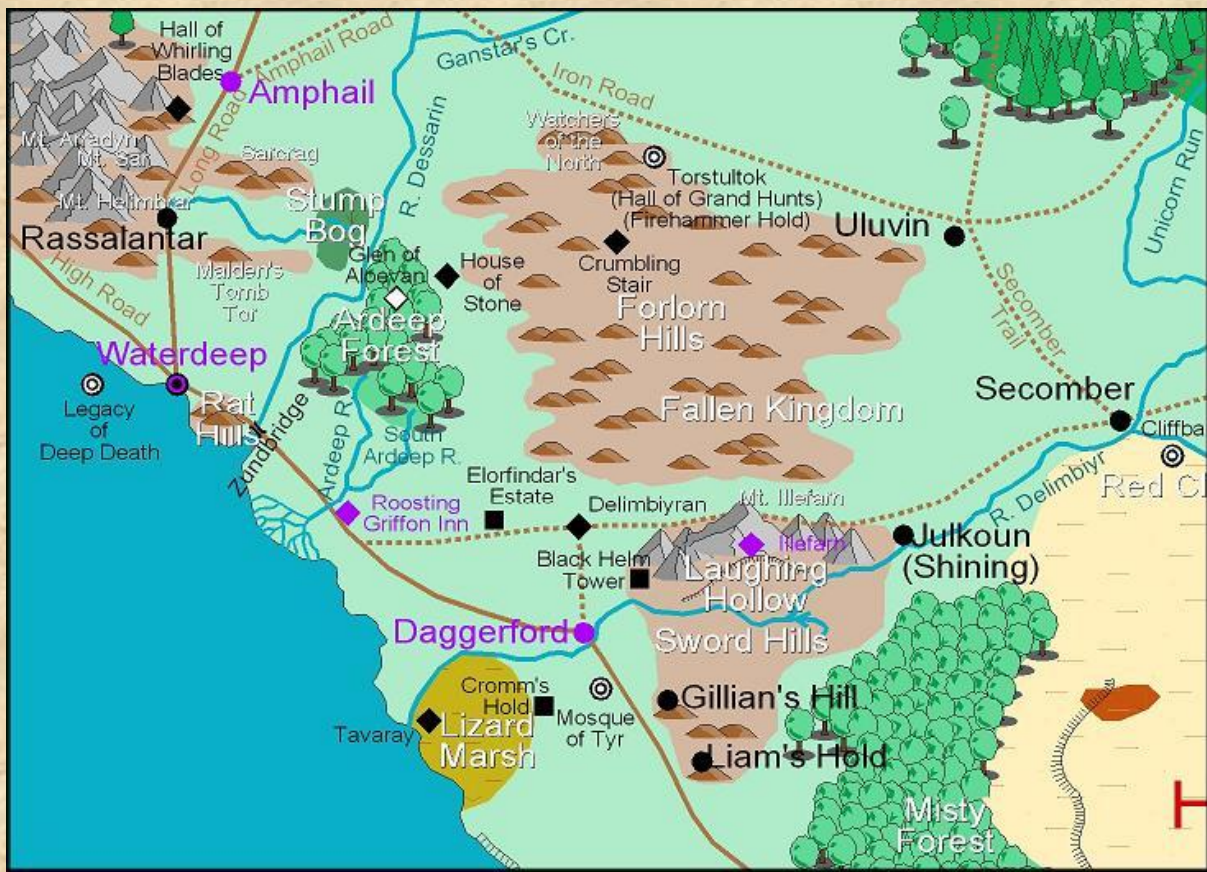
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This one is for Ed Greenwood and Lord Karsus who insists he did it mostly by himself...and I just wanted to acknowledge that.



Maps of the Ardeep





The History of the Kingdom of Ardeep

A Brief Overview

At various points in history, the Realm of the Deepening Moon was a vassal of the Elven empires of Aryvandaar, Shantel Othreier, and Illefarn. Circa -1,100 DR, Illefarn fragmented into three realms: Ardeep, Iliyanbruen, and Rilithar. At its height, Ardeep encompassed the lands between the Sword Mountains and the lower Delimbyr Vale.

The rulers of Ardeep were known as *laranlors* (masculine) and *laranlas* (feminine), Elven terms meaning regal lord and regal lady, respectively, and used to denote the king or queen of an Elven vassal realm or minor kingdom. Laranla Fildaerae “the Night Flame” died in the Year of Ashen Faces (-395 DR) and was succeeded by her grandniece, Imdalace. When Laranla Imdalace disappeared in the Year of the Slaked Blade (4 DR), rulership of Ardeep passed to her kinswoman Embrae Aloevan. Laranla Aloevan became a Chosen of Mystra and Sehanine in the Year of Frostfires (292 DR). Shortly thereafter, in the Year of Promise (308 DR), she descended into madness and death, consumed by the silver fire of Mystra. Aloevan’s successor, Laranlor Ruardh Lightshiver, forged the Alliance of Illefarn with the

shield dwarves of Dardath (now the Forlorn Hills) in the Year of the Cantobebe Stalking (342 DR).

In the Year of Trials Arcane (523 DR), this combined region became Phalorm, the Realm of Three Crowns. Ruardh ruled as the elf king of Phalorm until the Year of Melding (557 DR), when he fell against a horde of hobgoblins at the Battle of Blunted Fangs, near the site of present-day Dragonspear Castle. His successor, King Ellatharion, ruled until the Year of the Immured Imp (604 DR), when he vanished along with a contingent of elves and Halflings last seen pursuing an orc horde into the High Forest. The last elf king of Phalorm (and hence Ardeep), Lathlaeril “Leafspear,” died in the Year of the Jester’s Smile (612 DR) at the Battle of Firetears, which was fought south of modern-day Triboar against the orcs of the illithid-led Everhorde. Sickened by the endless warring, most of Ardeep’s moon elves abandoned Phalorm in the Year of the Lamia’s Kiss (615 DR) and took ship to Evermeet.

The Elven realm of Ardeep was refounded in the Year of the Curse (882 DR), when the area was resettled by moon elves from Eaerlann who had fled the demons erupting from Ascalhorn. The Alliance of Illefarn was briefly reborn as well, but the Eaerlanni elves quickly withdrew because of rising anti-human sentiment. The moon elves dwelt in quiet fellowship beneath the boughs until the Year of the Moonfall (1344 DR), when most of the remaining moon elves heeded the call of the Retreat and departed for Evermeet.

More than one floating castle has been seen above the forest, but neither the identity nor the interests of the inhabitants have ever been determined. Places of interest beneath the boughs include the Dancing Dell, the Green Glade, the House of Long Silences, and Reluraun’s Tomb. When the Fair Folk departed the Realm of the Deepening Moon, they left behind baelnorns, watchnorns and green wardens to guard the ancient Elven legacies they left behind. With no moon elves to keep the forest’s inhabitants in check, however, various monsters—including assassin vines, kobold tribes, nyths, tendriculouses, thirsts of stirges, and other creatures—have moved into Ardeep Forest during the years since the Retreat.

[The age of Shantel Othreier](#)

-23600 DR

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

-22980 DR

Badly injured in a dragon riding accident Laranlor Kelledyr steps aside for his

brother, Kellaspyr ‘Siverspear’ Taurntyryth.

-22900 DR

The Elven kingdom of Illefarn is founded, and wood elves join their moon elf cousins in Ardeep

-22760 DR

The second Rysar ends with the sudden death of Amonsevre’ Othreier in a violent storm whilst travelling on dragon back from Faorenhaven to Ardeep Forest.

-22720 DR

Laranlor Kellaspyr 'Silverspear' Taurntyryth, dies battling the Great Green Wyrms, Jadaariksthioss, from the depths of the High Forest. His second son Anthollear, who slew the dragon, is elected in his place, as the third Laranlor of Ardeep.

-22540 DR

Moon elves from Shantel Othreier officially found the colony of Ardeep with the laying of a Mythall over the tree city of Deepening Moon.

-22057 DR

Mercantyr Taurntyryth becomes the fourth Laranlor after the peaceful ascension of his grandfather to Arvandor. Anthollear is sung about far and wide, not just for his prowess of the battle field, but also for the peace and prosperity that characterised his reign.

-21750 DR

After little more than three centuries of rule Ardeep gains a new Laranlor with the sudden death of Mercantyr at the hands of Frost giants raiders from the frozen north during a series of particularly bitter winter storms. Vanesh Taurntyryth, is elected to replace him.

-21360 DR

Vanesh Taurntyryth, a mild mannered priest of Labelas is counted as an unlikely successor to his cousin Mercantyr, and soon enough proves it when he is squashed flat by a falling bookshelf whilst conducting research in the library of the

temple to Labelas in Deepening Moon. Immediately his youngest brother Arytha Taurntyryth, is appointed by the Conclave of Lords in Shantel Othreier to replace him.

-21004 DR

Disaster strikes the ruling dynasty of Ardeep when the Laranlor and his entire clan are killed when their sloop smashes upon rocks north of Orlumbar. Despite an extensive search no bodies are found. Further enquiries are inconclusive but rumours persist that agents from the south were involved.

Ardeep's first Laranlas is appointed by the Conclave of Lords with the election of the elderly clan matriarch Ella Sarsantyr.

-20836 DR

After a short yet peaceful rule, Ardeep's first Laranla Ella Sarsantyr abdicates in favour of her Grand-daughter, Aphrael Sarsantyr. Considered by many to be one of the finest bards of the age, Aphrael, the fiery, red headed minstrel and secret follower of the Dark Maiden sets about changing the rules and laws by which the realm is governed.

-19999 DR

Illyrea Sarsantyr assumes her mother's mantle as Laranla of the realm with her mother's sudden death from an incurable case of black-lung disease. The plague sweeps through the forests striking down the very young, and the very old without discrimination.

-19621 DR

Ahleah Imdalace takes over the role of Laranla from her elder sister who never

fully recovered from the plague two centuries before. Illyrea goes into seclusion at a temple of Sehanine on the island of Orlumbar where the sea air and complete rest does much to restore her former health and vigour.

-19237 DR

The haughty and regal Ahlea Imdalace disappears one night whilst out watching the moon set at the Stairways to Selune. It is later learnt that she has eloped with her dark elf lover, escaping through the gate to Selune. Thinking she has been kidnapped or worse by orcs seen hunting nearby, Ahlea's sister, the Duskblade-Bard Dathlynn Imdalace leads a punitive raid into the Sword Mountains against the gathering orcs there. When she and her troops are finished there is not an orc, goblin or giant within 100 miles of Deepening Moon and Dathlynn is crowned the new Laranla of Ardeep.

-18540 DR

Dathlynn continues her genocidal war against the goblin-kin even though she has since heard from her sister on Selune. It is on one of her many forays that Dathlynn is killed by an arrow to the throat whilst battling to save a farmstead from hobgoblin raiders in a valley of the Troll Hills.

Hearing of his niece's death, the High Mage Gyorgahtla Imdalace immediately takes the throne, not waiting for ratification by a Lords Conclave.

-17990 DR

After a long and successful career as Laranlor, having created the Staves of the

Seldarine, and many other fine workings, Gyorgahtla is slain in a mysterious explosion in the topmost chamber of his tower. The title of Laranlor passes to his nephew, the pacifist priest of Deep Sashelas, Taladath Imdalace. Taladath's first action is to move the seat of government to the port city of Quentallis, on the island of Orlumbar.

-17600 DR

The Sundering: Hundreds of High Mages assemble in the heartland of Faerûn at the Gathering Place. Ignoring the lesson learned from the destruction of Tintageer centuries earlier, they cast a spell of Elven High Magic designed to create a glorious elf homeland. On the Day of Birthing, the magic reaches its apex as the spell extends both back and forward in the mists of time. Faerûn, the one land, is sundered apart by the unbridled force of the Sundering. As a result, hundreds of cities are washed away, thousands of elves lie dead, and the face of Toril is changed forever. The name Faerûn, no longer the One Land, is given to the largest continent. Surrounded by vast expanses of water, the island of Evermeet, thought to be a piece of Arvandor and a bridge between worlds, breaks the surface of the Trackless Sea. Blessed by the goddess Angharradh, verdant forests and wildlife soon flourish across the island. Corellon Larethian wards Evermeet against Lolth, Malar, and the other powers of the anti-Seldarine and entrusts a unique seed to the Fair Folk of the isle. The seed soon sprouts, growing into a miniature tree known as the *Tree of Souls*. Over time, the souls of ancient elves who choose to stay on Toril, rather than pass on to Arvandor, merge into the *Tree of Souls*, slowly augmenting its power. Prophecies reveal that the *Tree of Souls*

will someday be planted on Faerûn when the Fair Folk finally return to the mainland after a period of exile on the Green Isle.

Half of the coastal forest communities of Ardeep, Shantel Othreier and Keltormir are destroyed and hurled into the sea. The coastal cities of Ardmantor, Ursyllashyr, Silversgate, and Quentallis are completely annihilated resulting in the death of over 100000 Moon, Green, Gold, Star and Dark Elves. Many other cities without mythal protection are severely damaged with the loss of hundreds of thousands of lives.

Many question the wisdom of the Ar'Selu'Taar, and more than a few are assassinated in revenge for the mighty art they have wrought.

With the realms thrown into chaos by the massive destruction created by the hubris of the Selu'taar and priests, an emergency Conclave is called summoning the surviving House Lords. It is decided that never again will they allow the powers of those who wield the Art to supplant the will of the people they serve. At the conclave a new more vigorous Laranlor is chosen to replace the dead Taladath Imdalace, one Oenath Mrhulaedir.

-17261 DR

The War of Three Crowns

After a series of stunning victories, the forces of Fhaormista and Miyerimista, under the leadership of Coronal Korinnialass Moonflower, begin laying siege to Yr'chionmanthaar in an attempt to bring about an end to the war. Right at the moment of victory, the besiegers become the besieged when a force of Gold, Moon and Dark Elf mercenaries from Aryvandaar, led by an up and coming

general Ivo'saar Vyshaan attack the Moonflower armies from the rear.

Caught between a hammer and anvil, the forces of Fhaormista and Miyerimista are routed. After a lengthy chase across the Green Fields which sees the sacking and burning of Firewine Bridge by Aryvandaaran mercenaries, the scattered forces of Fhaormista and Miyerimista, reunite under the boughs of the ancient trees of the Cloak Woods, and alongside Citadel of Shadows, home of the greatest Sharn Elders, the Children of Tharizdun.

In a fateful reversal of fortune Sunkyrin Durothil and her troops are forced to surrender with her death on the blade of Shilvanthor Olryth of Miyeritar, after a lengthy forest battle. In the nick of time relief forces from Ardeep and Miyeritar arrive to save the beleaguered Moonflower army. The realm is once again united under one ruler, signalling a second Golden (or in this case) Silver Age of Shantel Othreier.

-16960 DR

After successfully defending the Motherland against the dangerous Durothil demon huggers and the interfering machinations of various Aryvandaaran Gold Elf houses, Oenath Mrhulaedir lays down his sword, nominating his youngest son Oenthal, as Laranlor. Within a matter of days the realm of the Deepening Moon goes into mourning for one of its greatest heroes as he makes his last journey to Arvandor. Thus begins the reign of Oenthal the Mighty, Oenthal the Wise, Oenthal the Undying.

-16800 DR

Thearnytaar, Eiellûr, and Syòrpiir remain separate realms after the War of Three

Leaves ends, at Oenthal's invitation several thousand Green, Moon and Dark Elf refugees from all three realms sail northwards for Ardeep and Miyeritar to escape the on-going border conflicts in the south.

-16723 DR

Saughuin begin raiding passing ships and coastal settlements between Orlumar and Phaorenhaven. Incensed by these attacks Laranlor Oenthal recruits Sea and Moon Elf mercenaries to take the fight to the seas devils.

-16536 DR

Oenthal gathers a host of elves to battle on rushing Green Tusk horde. A highly organised and motivated army of Forest Orcs lead by the ½ Orc Cambion Callaborros Shee-Slayer. The two forces meet at the confluence of the Dessarin and Laughing Flow rivers. The resultant bloodbath sees the deaths of thousands of elves and at least 50000 forest orcs.

-16004 DR

After being recognised as one of the longest living Moon Elves (without magical aid), the aged, and ancient Oenthal the Undying finally heeds the call of Arvador fading from existence at the Grand Ball held in his honour on Mid-Summers Eve. Crowned at the same dinner in his is his great-grand daughter, the beautifully enigmatic, raven haired beauty, Kylarandra Mrhulaedir.

-15906 DR

A rebellious Laranla Kylarandra defies the wishes of the Lords Conclave and marries for love. Her husband, a Green elf from Keltormir, Dasheil Strongbow becomes the war leader and Prince Consort.

-15397 DR

After another long and fruitful reign and succession crisis occurs when Kylarandra dies suddenly without naming a successor, leaving 29 different claimants to the throne. After rioting and battles between personal guards and retinues amongst the glades and paths of Deepening Moon, War Leader Dasheil Strongbow restores order after much head bashing and blood-letting. After holding the throne himself for 3 months, the Conclave of Lords in Yr'chionmanthaar finally elects Kylarandra's third youngest daughter, Arafel Mrhulaedir as the next Laranla of Ardeep.

-15300 DR

The elf Vyshaan clan rises to power in Aryvandaar under Coronal Ivósaar Vyshaan. One of Ivósaar's first acts is to seek Laranla Arafel's hand in marriage as a way of expanding Aryvandaar's territory and resource base by gaining access to the Mines of Darthyllaar and Ardeep's sea ports. His offer is politely declined, but he keeps persisting.

-14899 DR

Laranla Arafel Mrhulaedir is found murdered in her bedroom along with her husband and their four youngest children. A visiting ambassador from Ilythiir is blamed for the assassination and promptly executed for the crime. As'kkalyll Mrhulaedir, her conniving and scheming younger brother, ascends to the throne and promptly marries Ivósaar Vyshaan's second daughter Farashraea, cementing Ardeep's ties to Aryvandaar. The Coronal and Lords of Shantel Othreier immediately order their troops to cross the Chionthar River and occupy southern

Ardeep below the Delimbyr, and garrison Orlumbar Island.

In response Ivósaar Vyshaan orders his own troops to begin building watchtowers along the northern bank of the Delimbyr.

-14798 DR

The stand-off between the two Empires ends abruptly when As'kkalyll Mrhulaedir and his bride die by dragon fire when a red dragon formerly controlled by a Vyshaan Selu'taar, breaks loose and kills the Laranlor whilst on a state visit to Sharlarion in Aryvandaar. A rebellion amongst the common folk of Ardeep unseats the Vyshaan sympathisers and a commoner and leader of the rebellion, Eshcalon Moondark from northern Ilyanbruen is elected Laranlor by the populace of Deepening Moon.

Whilst mourning the loss of his daughter, and the loss of his new colony, Coronal Ivósaar Vyshaan backs away from all out war when Keltormir, Shantel Othreier and Miyeritar recognise Eshcalon's selection and right to rule.

-14700 DR

Aryvandaar's rulers begin attempts to diplomatically and peacefully annex Miyeritar into their realm and under their control.

-13520 DR

After 1278 years of peace, an apparently ageless Eshcalon reveals himself to be a Silver Dragon and a Blessed Servant of Sehanine. At first shocked and angry at the deception, the people quickly begin to realise just how fortunate they have been. Wishing to return to his lady's side Eshcalon nominates his daughter, Ithrathyll Moondark as his chosen heir. A

popular Selu'taar and wise servant of Sehanine, Ithrathyll is chosen by the people as Ardeep's next Laranla.

-13200 DR

Skirmishing and trade interference starts between Aryvandaar and Miyeritar. Despite being warned off by Shantel Othreier and Ithrathyll of Ardeep, the Vyshaanti conduct a dirty little trade war on foreign soil. Their often cross the border to attack Miyeritari caravans and frequently clash with Ardeep's border patrols and Song Knight portal guardians.

-12727 DR

After a long, and at times tumultuous reign, Laranla Ithrathyll Moondark succumbs to the rare draconic disease, white scale rot. A minor annoyance in wyrms, always fatal in the half-breed offspring. Elected and approved by the Conclave to replace her is Ardeep's next Laranla, Ithrathyll Moondark's daughter, the renown warrior-poet Rebekante Moondark.

-12000 DR

Rise of the Vyshantaar Empire: After centuries of fruitless diplomacy, the impatient, grasping rulers of Aryvandaar attack Miyeritar and begin putting political pressure on Shantel Othreier to join them or suffer the same fate. In response volunteers from Illefarn, Ardeep and Shantel Othreier flood across the border to oppose the naked Vyshaanti aggression.

The First Crown War begins.

-12436 DR

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

-12360 DR

Laranlor Orlothil Moondark is visited in his reverie by an aspect of Angharradh, in his reverential state he is shown a vision of the future and tasked with preventing a great cataclysm from taking place. Accepting he becomes a Holy Disciple of the Triune Goddess. Upon awakening the next day, Orlothil calls a special session of the Laranlor's council, there he tells them of his vision, and as proof draws a sword gifted to him by the Triune Lady. With nervous applause Orlothil declares a Holy Crusade against those who would invade Ardeep and her mother country, Shantel Othreier.

-11800 DR

Miyeritar is militarily occupied and annexed by Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Ardeep and Illefarn, despite their officially neutral stance, provide secret safe havens for Miyeritari refugees and freedom fighters. Shantel Othreier and Ardeep continue to provide covert support for Miyeritar despite official protests from Aryvandaar.

-11700 DR

Dragons set aflame the southern expanse of Shantel Othreier, separating the soon-

to-be-called Wyrwood from its greater body.

-11600 DR

The Ilythiiri destroy Syòrpiir by fire, separating that region from its allied neighbours and burning its homes to the ground. Laranlor Orlothil sends ships south along with a fleet from Phaorenhaven to rescue those fleeing from the fighting.

11445 DR

The Treaty of Rebekante'

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

-11345 DR

Having achieved his goal and thinking he has prevented the disaster in his vision, Laranlor Orlothil- Triune Lady's Soldier passes on to Arvador escorted by host of angelic celestials, to become one of Angharad's Chosen Ones. Orlothil's cousin Elediyar Moondark, late of Iliyanbruen takes up the mantle of Laranlor when Orlothil ascends to Arvador without direct heirs or issue.

-11300 DR

End of the First Crown War: Miyeritar conquered by Aryvandaar, but Ardeep manages to maintain its independence thanks to the Treaty forged 45 years before.

-11172 DR

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

-11086 DR

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

-10900 DR

The Third Crown War: Conflict erupts as accords finally fail between Shantel Othreier and Aryvandaar. After a successful campaign against the Dark Elves of Ilythiir, Laranlor Ilitharath repels a raiding force of Gold Elves out of Sharrven, and then joins Shantel Othreier's Coronal Ynloeth and his forces as they sack the Fortress of Arkerym and the nearby Aryvandaaran city of Nikerym on Aryvandaar's southern border.

-10700 DR

Battle of the God's Theatre:

The Gods' Theatre (present-day the Tunlands) on eastern Shantel Othreier is the site of one of the largest and costliest of all the Crown Wars' battles. Nearly 70,000 elves die at the hands of elf and orc enemies, as an orc horde 100,000 strong falls upon the already embattled elves. Aryvandaar wins the day, and occupies the northern half of Shantel Othreier. Ynloeth and Ilitharath take their remaining forces south then west to the capital Yr'chionmanthaar.

Then whilst Ynloeth signs a treaty ceding a third of his lands to Vyshaan rule, Ilitharath escapes with most of his troops through the secret Illefarn Portal network emerging firstly in the Cloak Woods, the Gathering Place, (temple to Corellon in northern Misty Forest), and finally into the courtyard of the Song Knights chapter House in the Hall of Long Silences. A network that later becomes known as Ynloeth's Defiance.

-10600 DR

End of the Third Crown War: Aryvandaar conquers Shantel Othreier after the mysterious death of Coronal Ynloeth. Only Ardeep, a vassal realm of Shantel Othreier, led by the redoubtable Ilitharath Moondark, continues to resist the Vyshaan. Through a series of brilliant guerrilla campaigns, utilising the Illefarn portal network, Laranlor manages to keep the Vyshaanti forces at bay and in complete disarray.

-10560 DR

Whilst at a supposedly secret meeting of fellow resistance leaders in the southern Ardeep Forest, Ilitharath and many of his fellow conspirators are slain by a trio of

yugoloths assassins sent by their Vyshaan oppressors.

Ilitharath's son and a few of his followers barely escapes with their lives. With little communication coming from Yr'chionmanthaar and the Conclave of Lords, Tarospur Moondark is elected unanimously as the new Laranlor/Araegisess of Ardeep.

–10500 DR

The Dark Disaster: Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into a barren wasteland in three months. Although no proof could ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar. Shock over the Dark Disaster establishes an uneasy four decades of peace, as nearly every elf of Faerûn shrinks back in awe and horror from the havoc wrought by the Crown Wars.

–10460 DR

Tarospur and a band of Song Knights are slain defending the Hall of Long Silences from a Vyshaan raiding party. Having doggedly resisted Aryvandaar occupation the Vyshaanti for more than 100 years, the leaders of Aryvandaar decide that drastic action must be taken. The Coronal of Aryvandaar and the Corouselutaar of Sharlarion once again summon their Nycaloth assassins to remove an obstacle from the Vyshaan path. With the death of Tarospur Moondark the armies of Aryvandaar sack and burn the capital city of Deepening Moon, finally conquering the elf realm of Ardeep. The Vyshaanti slay two of its rulers—Ilitharath and his grandson Tarospur—in the hundred years

it takes to bring Ardeep under their control.

Aryvandaaran Telegaunt Elorfindan Floshin is appointed Aradoness-Laranlor (Military Governor) of Ardeep and immediately institutes a state of martial-law.

The age of Aryvandaar's Occupation

–10270 DR

The Stone and Claw Campaigns:

The withdrawal of Keltormir's forces to close and defend its own borders pits the forces of Aryvandaar and Ilythiir against each other. They soon close ranks and fight incessantly for two centuries. Battles rage across the giant-infested mountains and wemic-claimed plains north of Keltormir. Levies drawn from the everyday populace of conquered Ardeep and Shantel Othreier are sent south to face the advancing Ilythiiri hordes. Casualties are greatest amongst these draftees and various 'jack-ups' and mutineers are the result.

–10220 DR

Aradoness-Laranlor Elarfindan Floshin is assassinated by Moon Elf freedom fighters operating in the Trollbark Forest. He is replaced by his more cautious and conciliatory brother Callondell Floshin.

–10110 DR

Through enslaved dragons and other powers, the dark elves of Ilythiir engulf

all of Shantal Othreier in flames, destroying over 70 percent of its trees over the course of fifty years. In response to this continued destruction, 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.

-10100 DR to -10050 DR

The War of Ash and Dust

-10090 DR

The Battle of Three Rivers

-10085 DR

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

-10075 DR

The Slaughter of Greenheart Vale

-10063 DR

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

-10050 DR

The Battle of Screaming Trees

-10049 DR

Battle of Corellon's Weeping:

A combined army 65000 strong made up of the free peoples of Illefarn, Ardeep, lesser settlements of Aryvandaar and the shattered remnants of the armies of Shantal Othreier meet on the plains of Corellon's Weeping, to confront the Army of Twilight (a force comprised of Dark

Elves, yugoloths, devils, demons and dragons.)

There on the plains halfway between the Delimbyr and the Troll Hills, they halt the Ilythiiri's advance and after days of struggle, manage to all but destroy the army of Twilights Fall with the help of a Seldarine summoned host of Celestials, metallic dragons and Eladrin (Ghaels and the like).

-10000 DR

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 the Elven Court one month after the Descent of the Drow, to settle differences and restore peace among the elves.

-9980 DR

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

-9979 DR

Galltorix Flosin is killed by a young but feisty Green Elf maid he is trying to

subdue. She stabs him with his own blade then burns his body beyond repair in a conflagration that consumes the Aradon'lors' tree palace and the green elf too. Sensing that the Flosin have overstayed their welcome, and seeking to foster better relations with the Moon and Green elves of Ardeep, Coronal Vyshaan appoints Killithra Ealoeth as the new Aradon'la.

-9900 DR

Aryvandaar's covert persecution of High Mages and priests begins. Although not destroyed utterly, Illefarn and its colony in the Llewyrwood (present-day Neverwinter Wood) are annexed by Aryvandaar. Many elves of both lands flee to the remnants of Shantel Othreier.

-9800 DR

The Vyshantaar Empire's forces occupy all elf realms (except 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 escapes the oppressive mainland and resettles in isolation and safety among the mountains of the Moonshae Islands. Their new land becomes Synnoria, after the elf queen who led the Llewyr to this island sanctuary.

-9750 DR

The Riildath (present-day Rawlinswood and Forest of Lethyr) is settled by moon elves and gold elves of Shantel Othreier and Ardeep fleeing the persecution of the Vyshaan of Aryvandaar, becoming the realm of Lethyr. The elves of the Riildath discover the horrors of

Narathmault and resolve to clear the forest of all *N'Tel'Q uess* (non-elves) so as to safeguard them from the foul legacies of Ilythiir.

-9376 DR

Hellynthil Ealoeth's violent reign of terror comes to a fiery end when she and the troops and selutaar she is leading are slain when the temple they are raiding is reduced to a smoking ruin by a series of magical traps triggered by the raiders.

Aradonla Hellynthil is immediately replaced by her brother, the Ar'Selu'Taar Haldar Ealoeth an ambitious and narcissistic elf with an over inflated sense of his own importance.

-9200 DR

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. Rebels in Ardeep begin an open rebellion, using a prophecy about the return of Ar'Laranlor Ilitharath in Ardeep's hour of greatest need as a rallying point for the rebellion.

-9175 DR

A conclave of Ardeep's hidden High Magi and Priests calls upon the Seldarine for aid. In response they send back Ar'Laranlor Ilitharath to lead the revolt. In a series of stunning victories the occupying forces of Aryvandaar are driven from the forests over the next 50 years.

Former Aradonlor Haldar Ealoeth is driven south with his forces, along with the retreating Vyshaanti armies from western Shantel Othreier to the port city of Phaorenhaven and its surrounding lands.

The age of Greater Illefarn

–9000 DR

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

Tasar Braceldaur, late of the Elven Court is chosen by Arlaranlor Ilitharath as the next ruler of Ardeep whilst attending the last Lords Conclave.

The final Conclave of Houses of Shantel Othreier is called in Fhaormista (The Cloak Woods), the surviving elders rule that Shantel Othreier is no more. The remaining holds and cities are erased by Moon and Green Elf Selu'taar over the course of the next 1000 years, as the retreat to Evermeet continues, removing almost all traces of the once great empire of Peaceful Reverie.

-8854 DR

Having ruled for less than two centuries, Tasar Braceldaur succumbs to black-lung,

as the plague once again sweeps through the southern Ardeep, a result of the devastation, squalor and deprivation leftover from the Crown Wars. His youngest Inarril Braceldaur inherits the crown.

–8600 DR

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

–8500 DR

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

–8400 DR

A few sun elves return to found Siluanede in the north-western reaches of the High Forest. A delegation from Illefarn, including representatives from Ardeep is sent to oversee the refounding of this Gold Elf homeland in the western High Forest.

–8210 DR

The non-gold elf clans of Ilodhar abandon that realm due to constant harassment by orcs and ogres. Several clans travel north to Rystall Wood, while others travel east to western Arcorar. Two families of Moon Elves, part of the Moonflower and Taurynost clans move back to their ancestral holdings in the Ardeep

-8012 DR

Allishra Braceldaur becomes the next Laranla of Ardeep with the death of her grandmother Inarril. Thousands of people, nobles and commoners alike attend her funeral which is held in the Great Green Glade on the outskirts of Deepening Moon.

-7790 DR

A Flight of Dragons destroys the city of Teu'tel'ondathyr in the northern Troll Bark Forest. The survivors move north to Deepening Moon and south to the Green Elf city of Silversgate in the Troll Hills.

-7450 DR

Laranla Allishra Braceldaur dies giving birth to her fifth child, Allianara, Bethany Braceldaur, Allishra's niece inherits the crown in her place.

-7400 DR

The elf realm of Ilodhar falls under an orc horde. Illefarn sends a relief force under the command of Bethany Braceldaur to bring the surviving Green Elves to safety through the portal network, emerging in the courtyard of the House of Long Silences.

-6980 DR

Laranla Bethany Braceldaur abdicates in favour of her eldest son Yr'tellior Adaranth, so she can follow her life's dream to become Ar'Selu'Taar of Deepening Moon.

-6549 DR

Laranlor Yr'tellior Adaranth's life comes to a sudden and violent end upon the claws of a marauding red dragon he is pursuing across the Highmoor. His twin Yr'korik Adaranth inherits the crown with the untimely demise of his brother.

-6500 DR

Green and Moon Elf High Magi from Illefarn and Ardeep help settle Elf refugees from Syòrpiir to found Nikerymath in the Chondalwood, beginning with the raising of and laying a mythal for the city of Rucien Xan.

-6126 DR

Yr'korik Adaranth dies quietly in his sleep, some say he is poisoned, other that he is cursed. No one can say for sure, an autopsy is inconclusive. With no clear heir named in his will, a brief but bloody civil war erupts amongst the competing noble families with some claim to the throne. A five way brawl between the Taurntyriith, Sarsantyr, Imdalace, Mrhulaedir and Moondark clans ensues.

After three years of chaos, order is finally restored when the armies of Illefarn storm into Deepening Moon, arresting many of the scions of the feuding houses. Eventually after the heralds and genealogists are consulted, House Imbalances' claim to the throne is recognised and Anthayar Imdalace is chosen in the year -6118, as the next Laranla of Ardeep.

-5732 DR

Anthayar Imdalace is quietly removed from office after suffering from some form of incurable magical malaise that leaves her in a coma. Her second son Roru'ash Imdalace, the Aradoness of

Ardeep becomes Laranlor with little fanfare or ceremony.

-5461 DR

Roru'ash Imdalace dies violently on the spears of the Irontusk Orc Horde as it pours south out of the Spine of the World. So great is the loss of life amongst the nobles and Armathors of the Moon Elven houses, an obscure Green Elf family with distant ties to the throne comes to power as Nakator Silverspear is chosen to succeed Laranlor Roru'ash as the Aradoness and ruler of Ardeep during its time of war.

-5300 DR

The elves of Siluvanede erect a *mythal* in the city of Adofhaeranede and rename it Myth Adofhaer. This move shocks and alarms the moon elves of Ardeep and Illefarn who are deeply concerned about developments in old Aryvandaar. The Coronal convenes a High Lords Conclave to decide the best course of action. Ambassadors are sent to remind the gold elves that they are being watched very carefully.

-5002 DR

Nakator Silverspear is killed fighting an incursion of strange demonic elves who emerge from a previously unknown portal in one of the cellars of his palace. All the invaders are killed but not before a goodly number of Armathors and Battle mages are slain as well. Nendryll Silverspear, Nakator's elder brother, reluctantly accepts the position of Laranlor in his place.

-5000 DR

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

-4500 DR

High Mages from Arcorar track House Dlardrageth to a secret lair beneath Ascal's Horn. With the aid of Eaerlanni forces, they slay several of the Dlardrageths. Other Siluvaneden houses under Dlardrageth influence retaliate, beginning the Seven Citadels' War. Sarya Dlardrageth and her sons are captured, but the fey'ri-led Siluvaneden fight on.

Fearful of a return to Vyshaan style rule, Laranlor Nendryll Silverspear leads a force of Green, Moon and Gold Elves into the High Forest to put down the Siluvaneden/Vyshantaar menace once and for all. With ruthless efficiency, the implacable Nendryll Silverspear leads his troops on the systematic of all of Siluvanede's southern and western holdings, settlements and cities.

-4449 DR

The Sack of the City on Sunlit Spires:

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

-4357DR

The Rape of Telardon

Joining a combined army from Sharrven and Eaerlann, the elves of Ardeep sack and level Telardon, the City of the Emerald Spires in retaliation for Siluvanede's use of forbidden Vyshaanti weapons and magic. Much of the fleeing populace is slain by Nendryll's Green Elf (Gruarch) mercenaries, as they scatter into the forest.

-4300 DR

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

-4271 DR

After a long and, at times violent life Laranla Nendryll is murdered by a previously hidden cove of Fey'ri sympathisers. These last Fey'ri holdouts are in turn tracked down and slain by Nendryll's wife, the Green Elf High Mage, Hallyann Silverspear who then takes over her husband's duties as Laranla.

-4144 DR

A delegation of Dwarves from Ammarindaar stops over in Deepening Moon to establish trade relations with the Elves as part of their drive to get their goods to a working seaport via barges along the Delimbyr River. It is not long before a vigorous trade between the dwarves and elves is in full swing, bringing huge profits to all concerned.

-3960 DR

After a long and fruitful life Laranla Hallyann Silverspear passes peacefully on to Arvandor in her sleep. Celebrated as Hallyann the Wise, before she dies she passes the realm back to its Moon Elf roots via her daughter from her second marriage, Saffiyra Nightstar.

-3700 DR

Moon elf traders bring word of the establishment of the new dwarven realm in the Moonlands to the north-east. Ardeep sends for its own trade negotiators accompanied by newly arrived dwarven settlers from the Dardath Hills.

-3682 DR

Saffiyra Nightstar tires of the life of a ruler and elects to retire to Evermeet. In her place, Kellthorn Nightstar, Saffiyra's son becomes the next Laranlor of Ardeep.

-3655 DR

Orcs pour forth from the Spine of the World, but the elves of Illefarn, Ardeep and Eaerlann turn them back with help from the fledgling Netherese Empire and the Rengarth barbarians.

-3605 DR

Orcs again pour from the Spine of the World but elves turn them back in a great slaughter with help from fledgling Netheril. This orc incursion lasts nineteen years.

-3520 DR

The elves of the North begin helping gnome slaves escape from their Netherese captors and move south and east across Faerûn. The House of Long Silences becomes host to a part of the escape trail before a more permanent home for the Rock Gnomes is found amongst the hills further south.

-2882 DR

After a lengthy and peaceful reign filled with a dramatic rise in the general population, and great advances in music, the arts and all forms of higher learning. Kelthorn Nightstar passes peacefully onto Arvandor after the mid-winters festivities.

His nominated successor (and eldest daughter) is found to be missing and all attempts to locate her meet with no success. In accordance with traditions established since the end of the Crown Wars, the next in line to the throne assumes the title. Thus Lipwyll Nightstar becomes the latest Laranlor of Ardeep.

-2880 DR

It is discovered by a court-mage from Illefarn that Lipwyll is consorting with a coven of Fey'ri operating from the ruins of Telardon. In the ensuing battle Lipwyll and most of the Fey'ri are slain by Chorara Saarinstar.

With the name of Nighstar disgraced by Lipwyll's actions, Chorara Saarinstar is chosen to replace Lipwyll as Laranlor of Ardeep. He quickly marries his long time

lover, the hauntingly beautiful Tinurallea Imdalace, thus cementing his claim to the throne.

-2770 DR

The Slaughter of Sharven: The elf realm of Sharven fragments and falls due to an explosion in the monstrous populations within the southern High Forest engineered by the fey'ri of Siluvanede. Survivors flee to Ardeep, Illefarn, Eaerlann and Evereska. The mysterious arrival of a flight of silver dragons wielding Elven high magic, manages to stem the worst ravages of the horde preventing it from spreading across the Lhuvael River (Hearts Blood River) and into Eaerlann.

-2649 DR

Traders from Lower Netheril arrive in Ardeep to negotiate passage for their goods and merchant caravans along the east-west trade routes and along the Delimbyr River.

-2597 DR

Drow raiders find their way up into the Trollbark Forest and establish a base from which they harass the Green Elf Tree City of Silversgate. Many months of incessant raiding by the dark elves finally brings an overwhelming response from Laranlor Chorara. He and his Circle of Nine annihilate the Drow and all of their hidden outposts and weapons caches.

-2550 DR

The weather in the north suddenly over just a few months becomes much cooler and drier as the north of Faerun enters into a miniature ice-age. The rapid appearance of the Great Glacier leaves many Druids, scientists, mages and priests

scratching their heads, and struggling for answers.

-2482 DR

Netherese wizards of House Orogoth build a fortified villa in the southern reaches of the High Moor, near the northern edge of the Serpent Hills. Within a matter of months they kidnap several apprentice selutaar (descended from the selutaar of Sharrven), from Ardeep in an attempt to learn the secrets of dragon-form magic.

-2387 DR

Netheril releases all its gnome slaves, many of whom choose to settle with their relatives in the nearby Larch Hills on the northern borders of Ardeep at Laranlor Chorara's invitation. These rock and wood gnome settlements largely go unnoticed by the greater powers of the region.

-2375 DR

Elves of southern Ardeep observe human explorers from Netheril scouting locations along what will later become the northern sword Coast.

-2368 DR

The Elves of Ilyanbruen receive with caution traders from Netheril as they establish a trade moot they call Quesseer north of the Sword Mountains. The settlement becomes a trade meet for Netherese expatriates, the elves of Illefarn, the seafarers of Illusk, the nomadic Ice Hunters, and the dwarves of fallen Haunghdannar.

-2291 DR

Green and Moon Elf scouts from Ardeep encounter a horde of strange human like reptilians pouring out of the eastern Highmoor. Summoning help they quickly slaughter untold hundreds of these strange abominations before they can spread further. They later learn that these beasts are the offspring of the servants of the mages of Orogoth.

-2103 DR

A horde of orcs from the Spine of the World, led by giants and their ogre generals, crushes the human civilization of Illusk. The horde is finally stopped by a combined army of Elves from Illefarn, Ardeep and Eaerlann, and Dwarves from Dardath and Ammarindaar, at the Battle of Nevers Ford. (near the site of present day Neverwinter city)

-2095 DR

The Netherese enclave of Quesseer is abandoned.

-1784 DR

After an unusually long reign, spanning well over 1000 years Laranlor Chorara is revealed to be a Great Wyrms Silver Dragon (and Holy Servant of Angharradh) when he and his consort are killed by Dragon Slayers whilst hunting over the High Moor near lake Evendim. Chorara's youngest daughter, the ½ Silver Dragon/Moon Elf (Holy Servant of Angharradh) Alliantha Imdalace inherits the throne becoming the latest in a long line of Imdalace rulers.

-1597 DR

The portal arts of Illefarn and Ardeep reach their greatest heights when the Ar'Selu'Taar Bard Mohammed Braceldaur composes and constructs her greatest works; the ballad "The Horns of the Far Elf Realm", and the Epic Poem "Voices of the Lost". Along with the poem, Mohammed and her fellow Spellsong Minstrels construct a series of artistic portals, stretching from the forests of Illefarn and Ardeep, all the way to Sharlarion and the long lost Moon Elf realm of Braceldaur, the former home of Mohammed's ancestors, lost beneath the Moonsea when the Great Glacier suddenly appeared in -2250 DR.

-1200 DR

Numerous settlements and many more elf patrols fall before a trio of nycaloths rampaging through the forest of Cormanthor. Rumours say jealous Netherese arch wizards summoned and sent the yugoloths into the Elven Woods merely to test what magics they had to array against Netheril. After hearing of these attacks a ripple of fear runs through the Selu'taar of Ardeep and Illefarn, who then advise the High Magi of Cormanthor of the true threat these 3 Nycaloths represent. Their protests are dismissed out of hand, but the Coronal of Illefarn begins planning a full scale of the elves of Illefarn and Ardeep, to Evermeet, rather than face a seventh Crown War.

The age of Independence

-1100 DR

Illefarn's last Coronal, Syglaeth Audark, commands a Retreat to Evermeet. The remnants of the empire fragment into the independent realms of Ardeep, Iliyanbruen (In Neverwinter Woods), and Rilithar (In Westwood and Krypt Garden Forest), Aelinthaldaar, the capital of

Illefarn is razed by High Magic. Virtually nothing is left to indicate that an elf city had stood on the site for seven millennia. By year's end human tribes are using the site because of its excellent deepwater harbour.



-991 DR

Having ruled over Ardeep for many centuries and having presided over the beginning of the Retreat, Alliantha Imdalace decides to travel west across the sea with much of her clan, never to return. In her place her great granddaughter the Aradoness Finiolla Imdalace becomes the newest Laranla of the now independent Real of the Deepening Moon.

-622 DR

After ruling for a little over 300 years, Finiolla Imdalace follows her clan to Evermeet, allowing her fiery younger sister Fildarae to take the throne.

-585 DR

The troll warlord Harska Thaug gathers a horde of trolls and orcs and leads it south from the Spine of the World to assault the Elven realm of Rilithar. The forces of Rilithar, Iliyanbruen, Ardeep and Dardath gather to drive the horde from their lands. Cowed by the might and power of this force Harska drives his forces towards the

Tower of the Star. Where the horde is finally destroyed.

-425 DR

Netherese settlers re-found Illusk as a magocracy. The elves of Ilyanbruen set up a permanent watch over the burgeoning Netherese enclave. Laranla Fildarae Imdalace heads up a delegation of local rulers to try to establish the Illuskan Netherese intentions in the north.

-395 DR

Laranla Fildarae “the Night Flame” dies in a mighty explosion as she fighting orc raider in the Larch Hills. She and her party are beset by a cable of Netherese assassin-mages. The Shattered Hands operate from Illusk under the secret patronage of Fynran the Flamelord, high arcanist and ruler of Illusk. She is succeeded by her grand niece Laranla Illonyra Imdalace.

-206 DR

The last Coronal of Illefarn is murdered by raiders from Jhachalkyn, a drow city deep beneath the south eastern Neverwinter Woods. A series of reprisal attacks led by Illonyra sees many hundreds of Drow raiders and their orcish slaves killed in revenge.

-111 DR

The Orc Marches: The entire North erupts as great orc hordes stream south from the Spine of the World and the Ice Mountains to lay waste to all in their path. Illusk and Gauntlgrym fall to this onslaught, and Delzoun is devastated by countless orc assaults. Most of Illusk’s

population manages to escape by sea or by magic and is spared. The elves of Ardeep, Iliyanbruen, Rilithar, Siluvanede, and Eaerlann unite to shatter the strength of the orcs and halt their rampage south into the High Forest and Dessarin Valley.

-50 DR

With permission from the Laranla of Ardeep, Ruathen settlers and several Moon Elf families found the city of Tavaray at the mouth of the River Delimbyr. Quickly the city becomes a major trading hub for both coastal and river traffic.

-15 DR

Illusk expands its borders south and eastwards into Elven lands. This leads to stern words from the Laranlor of Ilyanbruen, Halueth Never, warning the Illuskans to go no further into Elven lands.

-10 DR

Led by Lord Halueth Never, the elves of Ilyanbruen, and Ardeep deliver a decisive blow to the invading forces from Illusk at the battle of Winters Falling. Although a defeat for Illusk, skirmishes persist.

-12 DR

The elves of Iliyanbruen resist further Illuskan expansion in the south when a second army lands south of the River Mirar in attempt to outflank the elves. In a stunning counter move the Selu’taar from Ardeep and Rilithar gate in troops to Illuskans rear and working alongside the elves from Ilyanbruen, drive the humans back into the sea. There are no recorded

human survivors, from either the invading army or the fleet that carried it.

–4 DR

The elves of Iliyanbruen and the humans of Illusk make peace, setting the River Mirar as the boundary between their kingdoms.

4 DR

Laranla Illonyra Imdalace of Ardeep disappears whilst out hunting deer and forest bison in the southern reaches of the High Forest. Drow raiders are suspected, as many drow war darts and tracks are found near where she and her party were last camped. Divination spells, but what is certain is that Illonyra is dead. Rulership of the kingdom passes to her kinswoman Embrae Aloevan.

64 DR

Northmen begin settling the Twilit land – the coastal area between present day Neverwinter and Waterdeep.

75 DR

The elf realm of Rilithar bordering the Sword Mountains is finally abandoned because of the encroachment of human settlers and unceasing orc and troll raids. Several clans of moon elves from Rilithar arrive in the Gray Forest far to the east through a *portal* and establish the realm of. They ally with the fugitive Crown Prince Baranth of Impiltur, who in turn recognizes their sovereignty over the woodlands.

87 DR

Eigersstor (Neverwinter) is founded by Northmen.

95 DR

Ruathens led by Uthgar Gardolfsson sack Illusk. The Illuskans eventually burn the invaders ships and drive Uthgar and his followers into the interior where they continue raiding. In turn many of them are slain by bands of Green Elves after they raid several Elven farms and steadings in Ilyanbruen and northern Ardeep.

133 DR

The Barony of the Steeping Falls is founded at the site of present-day Daggerford in Old Ardeep, by Artor Morlin, the Baron of Blood, an outlaw hailing from the lands of the Shoon.

145 DR

After hearing of the massacres of distant kin in the Chondalwood by marauding human loggers, Laranla's Aloevan and Halrutha from Ardeep and Rilithar, and Laranlor Jiltass Never from Ilyanbruen send groups of Spell Blades, Scouts and Arcane Archers to assist the Green Elves of Rucien-Xan fight off this current menace. Embrae Aloevan personally leads the crusaders, invoking the spirit of her ancestor, Illitharath as inspiration for her cause.

146 DR

Eleubar is founded by settlers from Tavaray, north of the River Delimbyr and east of Ardeep. Uth Myrmoran, an exiled lord of Tavaray, erects the

Uthtower west of the Sword Mountains and founds the realm of the same name.

177 DR

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

182 DR

Laranla Aloevan Embrae travels to Myth Drannor to negotiate the establishment of a permanent trade gate to Semberholme and the City of Song.

200 DR

Settlers from Elempar, Athalantar, Uthtower, and Yarlith establish a series of frontier holds known as the Mlembryn lands in the region straddling the River Dessarin. They negotiate a mutual cooperation treaty with the elves of Rilithar and Ardeep, Laranla Aloevan is happy to have the humans acts as a bulwark and early warning system against the orc and goblin hordes that constantly plague her people.

232 DR

Several rock and deep gnome clans build the underground city of Dolblunde under the leadership of Olbrent Handstone. They are surprised to find kin already living in the Ardeep lands, and are welcomed with open arms by the forest and rock gnomes already living quietly in the Larch Hills.

264 DR

Several Moon Elf families migrate to Myth Drannor to partake of the increased opportunities there. Most are traders and artisans seeking a more lucrative market for their wares. Laranla Aloevan accompanies them bringing greetings and offers of assistance with dealing with N'tel'Quessir to Eltagrim and his people.

267 DR

Crushed Helm Massacre: An army 10,000 strong from Chondath marches into the Chondalwood. After less than a day of fighting with the wood elves and Ardeep Spell Blades, Scouts and Arcane Archers, only 200 men escaped.

290 DR

This year marks the greatest number of births in Ardeep's history. There are more elves born in this lone year than in the previous decade.

292 DR

Aloevan, Laranla of Ardeep, embraces the service of both Mystra and Sehanine and is made a Chosen of both goddesses.

302 DR

Tavaray is abandoned as the surrounding marsh expands rapidly. Many of it Moon Elf inhabitants move back to Deepening Moon, or decide to follow the retreat to Evermeet.

306 DR

The kingdom of Grimmantle in the Mlembryn lands falls to the Thousand Fangs orc horde, which then assails Illusk and Neverwinter. The horde is eventually blunted and scattered by a mercenary army led by Grauth Mharabbath, "the

Knight of Many Battles.” Several surviving bands continue raiding inland through the Larch Lands where they are finally stopped at the Battle of Red Rivers by the combined might of Ardeep, Dardath and Dolblunde.

308 DR

Aloevan of Ardeep descends into madness and death as the *silver fire* of Mystra consumes her, although later reports suggest she survives after a fashion beyond the ken of mortals. Ruardh Lightshiver becomes Laranlor of Ardeep.

The age of Lesser Illefarn

342 DR

Athalantar falls to an orc horde from the High Moor. The orcs are in turn destroyed by an unlikely alliance of moon elves from Ardeep and dwarves from Dardath. The last Council of Illefarn is called, and the long-fragmented elf realm of Illefarn is officially dissolved with the remaining wood elves of Iliyanbrien and many wood elves from Rilithar departing for Evermeet. Ardeep and Dardath formally ally and look to create further alliances with the humans of the region.

511 DR

Elembar falls to an orc horde, but the capital city of Delimbyran and the lands surrounding it survive because the horde founders on the House of Stone.

The age of Phalorm

523 DR

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

Realm of Three Crowns

The Vault of Sages in Silverymoon holds many treasures, not the least of which is a King's Tear gem that bears an image of the Laughing Hollow on the banks of the Delimbyr River. It is enspelled so as to recite the words of King Ruardh Lightshiver, the first elf king of Phalorm, spoken on the momentous occasion of that realm's founding in the Year of Trials Arcane - 523 DR.

“I welcome you all to the Council of Axe and Arrow in this sacred hollow, which the Seldarine blessed for the use of the Tel'Q uessir unnumbered generations ago. I offer special greetings to Arcrown Torghatar of Dardath, who has been a trusted ally and comrade since the Council of Illefarn, and to King Javilarhh Snowsword of Elembar, whose bold championing of today's gathering has inspired us all. I welcome also Ulbrent Handstone, Darrath of Dolblunde, and Corcytar Huntinghorn, Arbaern of far Meiritin, who have all pledged themselves to the success of this grand design.

Before me today stands a gathering of races that have pledged to live in unity. Never before has an alliance committed to such a bold purpose graced the face of Faerûn. Thus, it is with profound joy and humility that I proclaim the founding of Phalorm, the Realm of Three Crowns.

Today, the axe, the arrow, and the sword have come together in harmony for the salvation of our peoples. From this day forward, we will strive as one to make this land a haven of peace and tranquillity, where our children and elders can live a life untroubled by cruelty, strife, or war.

We jointly pledge our hearts and hands to ensuring that the future of this realm is as bright as the hopes and dreams of all those who stand here today. May the blessings of all our gods grant a long and honoured life to glorious Phalorm."

(Eric L Boyd GHotR)

Laranlor Ruardh Lightshiver – 523 DR

528 DR

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

557 DR

Laran'lor Ruard Lighshiver of Ardeep/Phalorm, falls to a horde of hobgoblins from the Highmoor as they devastate the dwarven duchy of Hunnabar above the underground city of Kanaglym, at the battle of Blunted Fangs near present day Dragonspear Castle he is succeeded by Laranlor Ellatharion Lightshiver. .

568 DR

The armies of Phalorm defend the neighbouring realm of Yarlith from attacks by orcs led by the frost giant Horthgar.

579 DR

Torghatar, Phalorm's dwarf king, falls to duergar assassins near present-day Ironford.

592 DR

Troll forces attack south-western Phalorm. The dwarves abandon the Duchy of Hunnabar and relocate to the northern Duchy of Dardath.

604 DR

The armies of Phalorm drive off an orc horde that besieges Secomber. Ellatharion, Phalorm's elf king, leads an army of elves and Halflings into the High Forest in pursuit of the orcs, and neither king nor army returns. Ellatharion and his army die under the claws the gas clouds of a clan Green Dragons as they battle the remains of the horde amongst the tombs of Morynarth in Sharrven. Upon his death Ellatharion is succeeded by Laranlor Lathlaeril Leafspear.

612 DR

The armies of Phalorm and their allies in the North crush the Everhorde south of Triboar, but their victory comes at the cost of many lives. The casualties include Laranlor Lathlaeril Leafspear. In his place the surviving Moon Elf nobles allow Lathlaeril's wife Shellindyr to assume the title of Laranla.

614 DR

Two orc hordes attack Phalorm, a realm that has already been gravely weakened by the Everhorde. The dwarf king Oskilar of Phalorm dies in battle with the second horde, and Dolblunde is sacked and pillaged. Phalorm's northern armies, still mopping up the remnants of the

Everhorde, move south to defend the realm but are driven into Uthtower.

The Dissolution

615 DR

In response to Uthtower's call for aid, the lich Iniarv floods the land, drowning the armies of Uthtower, Phalorm, and the orcs to form the Mere of Dead Men. The orcs flee into the Sword Mountains, and Phalorm collapses when sickened by endless warring Laranla Shellindyr Leafspear orders a Retreat. Heading Shellindyr's call, most of Ardeep's Moon Elves abandon the Ardeep and Phalorm and take ship to Evermeet.

It is thought that over 7,000 elves slipped away from the faltering Kingdom before its fall in this way, leaving the bloodshed and tumult of Faerun behind. A hard core group of Moon Elf stalwarts and most of the Green Elves elect to stay, selecting the green Elf Melankor Strongbow of the Misty Forest as the new Laranlor of the now mainly Green Elf Realm of the Deepening Moon.

Melankor Strongbow's ascension to the throne finally re-unites the woods of the Ardeep, Misty Forest and Troll Bark as one realm, one kept secret from the ever encroaching humans. The elves all but abandon Deepening Moon, allowing it to return to nature. Instead the Tree City of Laughing Hollow becomes the new centre of power for the elves.

702 DR

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

the Duke of Calandor finally defeat the orcs.

715 DR

Refugee Moon and Green Elves from the fall of Myth Drannor arrive and settle in Ardeep before taking ship to Evermeet. Some choose to stay whilst others head north to Eaelann, and Evereska. Many formerly abandoned tree homes in Deepening Moon once more ring to the sounds of mothers singing and children playing.

723 DR

Laranlor Melankor Strongbow is slain whilst the Black Wurm D'korinatoresk from the High Moor. The wurm is slain in turn by Melankor's son, the Green Elf Giant, Ballag'yothe Mighty. It is rumoured that Ballag's mother was a Voadkyn, a species of giant said to inhabit the Troll Bark, but this is never said to his face. Laranlor Ballag'yothe continues hunting down the rest of the black dragon clans currently inhabiting the Highmoor.

864 DR

Orcs of the Nethertusk horde overrun Myth Glaurach.

The age of Renewal and Independence

882 DR

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

Laranlor Ballag'yoth Strongbow leads a force of Green and Moon Elf Armathors, Archers, Warriors and Spellblades through an Illefarn trade portal network to Teu'tel'Alu (Elvenport). In vicious fighting that follows, Ballag'yoth's troops manage to save 1000's of lives, but their casualties are horrific.

Over 1000 demons are slain but so is Laranlor Ballag'yoth and much of his host. Moon elf refugees from Eaerlann resettle Ardeep and rebuild the realm. In the absence of a current ruler, the Moon Elves call a conclave of the remaining nobles and individuals of rank and after much debate, select Mietallys Ardentyr to be the next Laranlor of Ardeep.

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

The moon elves of Ardeep withdraw from the alliance, some migrating the Evereska, others to Evermeet whilst the remainder settle down to the quiet neutrality of the Ardeep and surrounding woods.

927 DR

The wrath of the orc god Yurtrus falls upon the Sword Mountains, causing the Blood Plagues. An orc shaman named Wund unites the orc tribes under the leadership of the chieftain Uruth, establishing the realm of Uruth Ukrypt. The Moon Elves of Ardeep begin raiding the orcs in earnest in an attempt to prevent a horde from forming. They fail to catch the orc shaman Wund in time.

Orc raiders sweep down out of the Sword Mountains putting many farms and steads to the torch before they are stopped by a combined assault of Dwarves, Elves and Humans.

934 DR

The orcs of Uruth Ukrypt eradicate the gnome settlements in the Sword Mountains and the surrounding foothills. The survivors are taken in by their rock and forest gnome cousins of the Larch Hills in eastern Ardeep.

936 DR

Orcfastings War: Led by Wund, the orcs of Uruth Ukrypt stream out of the Sword Mountains and attack Nimoar's Hold, bringing an end to several small human realms clustered in the Dessarin Valley. Many refugees flee to the safety of Nimoar's Hold, and the orcs are ultimately defeated by a combined army of Humans, Dwarves and Elves in a series of conflicts including the Battle of Whirling Blades, the Battle of Laughing Hollow, the Battle of Sarcrag, the Battle of Withered Fields, the Battle of Burning Cliffs, and the Battle of Westwood, the Battle of Deepening Moon, and the Horderoute.

Town of Waterdeep: In the aftermath of the Orcfastings War, Nimoar dies of old age, and the mantle of "War Lord" passes to Gharl, his most accomplished general. Nimoar's Hold grows and prospers, and the fledgling community becomes known among ship captains as the town of Waterdeep. In gratitude and in a bond of cautious friendship, the Humans of Water Deep, the Elves of Ardeep and the Dwarves of Dardath agree that whilst each would remain a separate realm, a mutual

pact of trade and defence would be to the benefit of all.

942 DR

Drow raiders plunder cities along the sword coast, enslaving many humans of the Dessarin Valley. The small realms of Harpshield and Talmost which border the Ardeep west of Delimbyran, are ravaged and burned. The drow in turn are driven below by Moon Elves and dwarves who come to the rescue of the surviving humans, escorting them to the gates of Waterdeep.

1018 DR

Rage of Dragons: A Rage of Dragons devastates the Heartlands with three green dragon siblings laying waste the gnomish settlements in the Larch Hills and several outlying human, Dwarven and Elven settlements. Mietallyss Ardentyr leads a group of Hippogriff and Pegasus riding Knights and Armathors against the ravaging wyrms.

The knights and Armathors manage to slay all three dragons but not before Mietallyss is slain brining down the largest of the wyrms over the cliffs north of the mouth of the Delimbyr River. Aghast at the sudden loss of the Laranlor, the Moon and Green Elves turn to his cousin, Doriath Moonflower, to assume the mantle of ruler of Ardeep.

1038 DR

The Great Glacier retreats from the lands of much of the north, marking the end of the miniature ice-age. The climate becomes warmer and wetter once again. As if to coincide with this change in the weather, many more pregnancies in Ardeep than in any time in the last 1000 years.

1090 DR

Battle of the Bones: A horde of 200,000 goblins and orcs arises from the High Moors due to extreme drought and attempts an invasion of the North. Forces from across the north, including Ardeep, fight and eventually destroy the horde, but at great cost. The Battle of the Bones marks the spot of the great battle that destroys the horde.

1201 DR

Laranlor Doriath Moonflower is killed by Northland raiders from the Moonshaes when the ship he is sailing on is attacked 200 miles west of Waterdeep as he travels with the last Elven fleet from Orlumbor to Gwynneth. When word finally reaches Lord Doriath's daughter in Deepening Moon that her father has been lost Philiandomyrr takes up the coronet of rulership become Laranla of Ardeep.

1212 DR

Laranla Philiandomyrr orders that the old Portal Networks of Illefarn be mapped and explored to see which ones are still active and useful. Those that are deemed a threat are shut down, or re-directed. Laranla consults long and often with Sir Elorfindar Floshin, the head of the Song Knight chapter of Ardeep and old Illefarn

1235 DR

The largest orc horde in history masses in the North and besieges countless settlements. The Elves of Ardeep, the Dwarves of Dardath and the Humans of Waterdeep unite to drive off the besieging horde. As it fragments into smaller hordes the one closest to Waterdeep is lured into the House of Stone, where its 25000 members are wiped out to the last orc, warg and giant.

1325 DR

Laranlor Philian is invited to join The Lords' Alliance, established in Waterdeep, with membership coming from most of the cities and settlements of the Sword Coast North. Reluctantly she accepts knowing that it is better for her people to work with the humans rather than apart from or against them.

Hollow with its old Tree City and its waning Sy'tel'selutaar mythal.

The age of the Wood Folk

1344 DR

The Retreat: After years of thought and meditation, the leaders of the elf nations agree to withdrawal from the increasingly human controlled lands of mainland Faerûn. Most, though not all, elf communities begin a Retreat to the Green Isle of Evermeet.

At the command of Laranlor Philiandomyrr Moonflower many moon elves abandon the Ardeep and begin the Retreat to Evermeet with the help of the human pirate and Elf Friend, "Mirt the Merciless", some families settle in Waterdeep and the surrounding communities.

Others move into Silverymoon to join their cousins there, whilst a few hold outs stay put or head to Evereska. With the final official abandonment of the Realm of the Deepening Moon, the remaining Green Elves once again come to the fore, refusing to give up their homes held for so long despite the many adversities that they have faced.

Melendrach Strongbow, the youngest son of Melankor Strongbow becomes the latest Laranlor of Ardeep, moving his seat of governance back to the Laughing

The Laran'sars of Ardeep



-23600 DR to 1344 DR

Length of Reign	Rulers Name	Race & Gender
-23600 DR to -22980 DR	Kelledyr Taurntyryth	Moon Elf male
-22980 DR to -22720 DR	Kellaspyr Taurntyryth	Moon Elf male
-22720 DR to -22057 DR	Anthollear Taurntyryth	Moon Elf male
-22057 DR to -21750 DR	Mercantyr Taurntyryth	Moon Elf male
-21750 DR to -21360 DR	Vanesh Taurntyryth	Moon Elf male
-21360 DR to -21004 DR	Arytha Taurntyryth	Moon Elf male
-21004 DR to -20836 DR	Ella Sarsantyr	Moon Elf female
-20836 DR to -19999 DR	Aphrael Sarsantyr	Moon Elf female
-19999 DR to -19621 DR	Illyrea Sarsantyr	Moon Elf female
-19621 DR to -19237 DR	Ahlea Imdalace	Moon Elf female
-19237 DR to -18540 DR	Dathlynn Imdalace	Moon Elf female
-18540 DR to -17990 DR	Gyorgahtla Imdalace	Moon Elf male
-17990 DR to -17600 DR	Taladath Imdalace	Moon Elf male
-17600 DR to -16960 DR	Oenath Mrhulaedir	Moon Elf male
-16960 DR to -16004 DR	Oenthal Mrhulaedir	Moon Elf male
-16004 DR to -15379 DR	Kylarandra Mrhulaedir	Moon Elf female
-15379 DR to -14899 DR	Arafel Mrhulaedir	Moon Elf female
-14899 DR to -14798 DR	As'kkalyll Mrhulaedir	Moon Elf male
-14798 DR to -13520 DR	Eshcalon Moondark	Silver Dragon male
-13520 DR to -12727 DR	Ithrathyll Moondark	½ Dragon/Moon Elf female
-12727 DR to -12436 DR	Rebekante' Moondark	Moon Elf female (¼ dragon)
-11560 DR to -11345 DR	Orlothil Moondark	Moon Elf male
-11345 DR to -11172 DR	Elediyry Moondark	Moon Elf male
-11172DR to -10560 DR	Ilitharath Moondark	Moon Elf Male
-10560 DR to -10460 DR	Tarospur Moondark	Moon Elf Male
-10460 DR to -10220 DR	Elarfindan Floshin	Gold Elf male
-10220 DR to -9980 DR	Callondell Floshin	Gold Elf male
-9980 DR to -9979 DR	Galltorix Floshin	Gold Elf male
-9979 DR to -9880 DR	Killithra Ealoeth	Gold Elf female
-9880 DR to -9376 DR	Hellynthil Ealoeth	Gold Elf female

-9376 DR to -9000 DR	Haldar Ealoeth	Gold Elf male
-9000 DR to -8854 DR	Tasar Braceldaur	Moon Elf Male
-8854 DR to -8012 DR	Inarril Braceldaur	Moon Elf female
-8012 DR to -7450 DR	Allishra Braceldaur	Moon Elf female
-7450 DR to -6980 DR	Bethany Braceldaur	Moon Elf female
-6980 DR to -6549 DR	Yr'tellior Adaranth	Moon Elf male
-6549 DR to -6126 DR	Yr'korik Adaranth	Moon Elf male
-6118 DR to -5732 DR	Anthayar Imdalace	Moon Elf female
-5732 DR to -5461 DR	Roru'ash Imdalace	Moon Elf male
-5461 DR to -5002 DR	Nakator Silverspear	Wood Elf male
-5002 DR to -4271 DR	Nendryll Silverspear	Wood Elf male
-4271 DR to -3960 DR	Hallyann Silverspear	Wood Elf female
-3960 DR to -3682 DR	Saffiyra Nightstar	Moon Elf female
-3682 DR to - 2882 DR	Kellthorn Nightstar	Moon Elf male
-2882 DR to -2880 DR	Lipwyll Nighstar	Moon Elf male
-2880 DR to - 1784 DR	Choraramax Saarinstar	Silver Dragon male
-1784 DR to -991 DR	Alliantha Imdalace	½ dragon/Moon Elf female
-991 DR to -622 DR	Finiolla Imdalace	Moon Elf female
-622 DR to -395 DR	Fildarae Imdalace	Moon Elf Female
-395 DR to 4 DR	Illonyra Imdalace	Moon Elf Female
4 DR to 308 DR	Embrae Aloevan	Moon Elf Female
308 DR to 557 DR	Ruardh Lightshiver	Moon Elf Male
557 DR to 604 DR	Ellatharion Lightshiver	Moon Elf Male
604 DR to 612 DR	Lathlaeril "Leafspear"	Moon Elf Male
612 DR to 615 DR	Shellindyr "Leafspear"	Moon Elf female
615 DR to 723 DR	Melankor Strongbow	Wood Elf male
723 DR to 882 DR	Ballag'yoth Strongbow	Wood Elf male
882 DR to 1018 DR	Mietallyss Ardentyr	Moon Elf male
1018 DR to 1201 DR	Doriath Moonflower	Moon Elf male
1201 DR to 1344 DR	Philiandomyrr Moonflower	Moon Elf female
1344 DR to present	Melendrach Strongbow	Wood Elf Male

PLACES WITHIN ARDEEP



The Ardeep Forest

Until recently, this ancient forest, a remnant of the woods that once covered the North from the river Delimbyr to the mountains of the Utter North, was the home of the moon elves. This ancient race of Elvenkind lived in harmony with men and dwarves in a kingdom that stretched to the east of the forest, in what is now rolling moorlands known as the High Moors. Even before the times of the Fallen Kingdom, this was part of the vast forest that was Elven Illefarn. The forest is forlorn and largely empty. The elves have left the forest of tail blueleaf, duskwood, and weirwood trees unattended. This region was known as 'Faraway Forest' to the elves because, although it was near the coast of Faerûn, it was still far away from what the elves considered home: the island of Evermeet.

Ardeep's borders varied nearly as much as its rulers did, but generally they encompassed the forested lands from the feet of the Trollhills to the southern bank of the Dessarin River, from the cliffs of the Sword Coast to the Forlorn (Phalorn) Hills. The realm of the Deepening Moon occupied all of this territory for much of its existence, even though it was not always forested. Ardeep Forest is thick woodland of tall blueleaf, duskwood, chime oak and wierwood trees. Its verges are deceptively pleasant, with sun-dappled paths roamed by foraging deer. Its southern most reach, the Trollbark Forest is as dangerous as its reputation insists. Full of trolls, owlbears, hobgoblins, and more than a few green dragons, this is considered the wild remnant of what Ardeep once was.

Farther into the Ardeep Forest of today, the terrain is broken by ridges and breakneck gullies cloaked in thick vines and shrubbery and concealed in mist. Wild boar, leopards and the odd forest bison roam through ruins hidden beneath the forest canopy, and faintly glowing blue moss and mushrooms provide dim spots of ghostly illumination.

The Dancing Dell

Soft glowing blue moss, short grasses, and ferns cloak this smooth bowl and the raised ring of earth that surrounds it. In the middle of the bowl stands the Ladystone, a finger of rock touched by Eilistraee and sacred to her. The Ladystone's powers guard the dell and can strike at intruders as commanded by the Goddess or her priestesses. The origin of the Ladystone is unknown, but it has been here since before the arrival of elves in the Ardeep. Eilistraee herself has manifested here on more than one occasion to dance with her priestesses.



[The Ladystone](#)

Green Glade

The Green Glade ring of elm trees lies in the south eastern reaches of the Ardeep Forest. The Green Glade can be hard to find, fern thickets cloak its approaches and no trail no matter how well made lasts more than one night in its vicinity. Great nurturing power is alive here and has been for millennia, though various creatures and faiths identify it as the work or manifestation of a variety of deities and name the glade accordingly, they are in fact the effects of a minor mythal. Elves find the place restful, evil-aligned creatures are warded away as if by a protection from evil spell, and all healing magics cast herein gain unusual power. Minor healings gain the ability to cure feeble mindedness; neutralize poison and cure disease spells always banish lycanthropy and deafness, blindness, and the ravages of parasites are always lessened. Finally non-magical wood, no matter how old brought into the Green Glade, begins to sprout and grow, even if it has been cut, stained polished, fashioned into furniture or damaged by fire. This effect can be used by canny beings to mend damaged items, though it usually won't mend clear breaks. The Green Glade is so called because, within its protective ring of elms, it's always spring.

Hidden around the outer edge of the glade are the tree homes and burrows of the residents who benefit from the glades powers. There is a hospice run by priests of Eldath and Sehanine who see to the needs of the dying as they await their journey to Arvandor. It is said that on nites of a full lunar eclipse a being

standing within the glade will be transported to the outer edge of Arvandor. This gate is one-way, and none who have ventured through it have ever returned voluntarily.



Green Glade Elms

Reluraun's Tomb

In a clearing at the heart of the Ardeep Forest lies the vault of a fallen elf warrior named Reluraun (CE Moon Elf Ghost Fighter 12) whose spirit was twisted into a mad undead creature by evil magic during his final battle. Reluraun appears as two disembodied eyes and a pair of skeletal arms and hands that wield Reluraun's Hoarcut, a +3 Frostbrand Elven Longsword (1d10+3/1d10+3). Reluraun's tomb is guarded by no less than three baelnorns and maybe more, (LG Baelnorn Moon Elf Wiz 13/LG Watchnorn Moon Elf Fg 13-15).

Standing amongst a grove of ancient chime oaks is an ornately carved black basalt crypt. The great bronze doors are coloured a brilliant patina green and are covered in ancient writings of a long forgotten Seldruin dialect. They warn of the consequences of disturbing the sleep of the dead and of the evil that will be unleashed if the seals are ever broken. The vaults walls are covered with bas-relief seals embossed with the lifelike pictures of the vaults' occupant. Twelve white marble sarcophagi occupy the central chamber of the room, set about a circular seal of adamantine set within the polished black granite floor.

Sealed beneath the crypt rests Reluraun the Undying in his theurglass coffin floating alone in a domed underground vault. An extremely life like effigy of the warrior clutches Wyrmsheart, +2 Dragon Slayer Longsword Int 16, AL NG Detect Good/Evil 120', Detect Magic & Poison 50', Double damage vs dragons & dragon kin, triple damage vs green dragons. Heal 1/day.

Few folk penetrate to the clearing at the very heart of the forest where Reluraun lies in his tomb-which is a good thing, because the Elven hero is guarded by (at least) three Baelnorn, and a contingent of Watchnorns, who keep the living away from the tomb. They do this because the fearless warrior was twisted by evil magic in his final battle and is now a maddened dead spirit akin to a wichtlin. Reluraun wields an enchanted sword, hacking at anyone who ventures too near, More than once an insistent band of adventurers has seen the hero's blade burst through the chest of a Baelnorn who's sadly remonstrating with them to be gone, Then the sword darts about flashing and stabbing at empty air, forest birds, and leaping bunnies while its insane wielder screams wildly, wordlessly, and endlessly (a faint, far off sound that one warrior described as a "mournfully despairing whistle, like a kettle gone mad").

House of Long Silences

A façade of pale stone separates the echoing halls of this ancient manor from the surrounding stands of cedars and blue leaves. The House of Long Silences encompasses a nexus of two way portals, including links to an abandoned watch tower in the eastern reaches of the Trollbark Forest, the undercroft of the temple to Labelas in Mhिलamniir, the portal nexus beneath ancient Sharlarion, a Stone Ring in the Yuir Wood, a Tree Home in the far Shalhoond, a crypt in Myth Rhynn, a mountain top watch tower and nexus way-station in the Spine of the World, the Friendship Gate in Cormanthor, a basement beneath a brothel in Waterdeep, and a subterranean grotto beneath the Snakewood.



The ancient and foreboding 'House of Long Silences'

In addition a one-way portal from Evermeet exits in the surrounding woods. Lord Elorfindar Flosin whose lands encompass the area between Dagger Ford the Ardeep, has created a web of warding spells in the manor and surrounding woods that alerts in to intrusions.

In ages past this fortified manor house was the headquarters for a Knightly Order known as the Holy Armathors of the Sacred Song. The knight's sacred duty was to guard the portal network established the Illefarn as well as guaranteeing the safety of those who used it. Where ever a portal exited then there were Song Knights to greet them, (think knights Templar & Hospitilar without the political swagger). The current Master of the Illefarn/Ardeep Song Knight Chapter is Sir Elorfindar Flosin. He and his fellows keep a close watch upon the portal network here but no longer live in the house itself.

Flosin Estates

Halfway between the town of Daggerford and Ardeep Forest, Lord Elorfindar Flosin maintains a graceful, ridge side manor that dates back to the days of ancient days of Ardeep before it was absorbed into Illefarn. Tended by moon elf retainers in the employ of the House Flosin, the Flosin Estates encompass an expanse of lightly wooded land generally used for animal husbandry and the cultivation of rare native

plants. Elorfindar Flosin: Lord Elorfindar Flosin is a dignified sun elf with bronze skin, golden-blond hair, and green eyes shadowed with the wisdom of many years. Elorfindar wears magic Elven chain mail with a simple Elven cloak and carries his ancestral blade, Elfhost (+3 defending longsword). Although he does not mind the company of other races as much as many of his brethren do, the aging elf knight has other reasons for remaining behind in Faerûn. Few now realize that in the days of the Siluvanede, House Flosin gave rise to one branch of fey'ri. In penance for the sins of his ancestors, Elorfindar has taken it upon himself to guard the many portals in the House of Long Silences, which lies in the depths of Ardeep Forest. Elorfindar's gold elf wife remained with him in his self-imposed exile for six centuries, but she died more than two centuries ago, after presenting him with four children. Elorfindar has since taken three human wives from the Waterdhavian nobility and had several more children.

Kira Flosin

Elf female, 1st level magic user: AC 6; MV 12.; hp 6; #AT 1; Dmg by weapon; THACO 20; S 12, I 14, W 15, D 13, C 16, Ch 13; AL LG. Spells: 1st level: feather fall, jump, magic missile, shield.

Kira is the great-granddaughter of Sir Elorfindar. She has both Gold Elf and Moon Elf in her background. She is an acolyte of Tymora. Kira is a favourite of Bando the Lame and is never seen without the dice he gave her when she became an acolyte. She learns her magic from Sir Elorfindar's spellcasters, and her spells are from his spellbook. Her weapon specialties are mace and staff.

Aswansea Moondark

Elf female, 1st level cleric: AC 4; MV 12.; hp 5; #AT 1; Dmg by weapon; THACO 20; S 14, I 15, W 18, D 17, C 10, Ch 16; AL LG. Spells: 1st level: cure light wounds, bless, detect magic, light.

Aswansea always wanted to be a ranger, but she tended to fall behind on training hikes. She is proficient with longbow and great sword, specializing in long sword. Her parents are Moon Elves from Sir Elorfindar's household.

Crypts of the Deepening Moon

In the depths of Ardeep Forest lie the Crypts of the Deepening Moon—the royal vaults of ancient Ardeep—which are said to hold the remains of many *Laranlor's* and *Laranlas*, as well as the fabulous Elven artefacts with which they were interred. These rumours of great wealth draw many mercenary adventuring bands, some of which have been hired by Water deep's various noble houses to plunder the crypts. But since the crypts are guarded by a trio of moon elf baelnorns (Move) and a legion of watchnorns and green wardens (Move) that inhabits the surrounding woods, no such expedition has ever returned.

These tombs are built within several large barrows 200'' long by 50'' wide and 40'' high. A giant blueleaf, wierwood and shadowtop trees grows all over mounds completely blocking the entrances with their hugs roots. The tombs are all relatively intact save for the invasion of tree roots, and the vagaries of wind and rain. The warding magics are subtle and strong and the Green Wardens and Watchnorns guarding the barrows are very much aware and alive. Beings walking past the barrows or stopping by to pay respects at a small shrine near the entrance is ignored by the watchers but any attempt to dig is met with swift and brutal reprisal. Once past the entrance chamber and Mortuary chapel, large stone coffins flank a central open pathway of each barrow, their tops carved into life like effigies of elves of both sexes. This area is lit by a permanent amber continual light, emanating from now failing continual light lamps. At the far end of the path is a large mausoleum sealed with an arched stone door. It is within this chamber that the waiting

Baelnorn of each barrow reside. Most of the ruling nobles, and their family members are entombed within these barrows. Each was buried with the items they most prized in life. Family heirlooms or items deemed too dangerous were often also locked away with their former owners.

Each sarcophagus is enspelled to preserve its contents in life like rest. The intricately carved and detailed effigies upon the coffin lids reflect what should be found within provided that the seals are still intact. There are spell alarms and traps placed both on and inside each coffin. High Magic of a most potent and peculiar kind enshrouds the Crypts of Ardeep.

Condition of Sarcophagus

1. Unopened
2. Collapsed
3. Opened but undisturbed body dust and bone
4. Flooded
5. Covered in vines
6. Covered in tree roots & collapsed
7. Opened & empty
8. Unopened & empty
9. Unopened & contains undead (sword-wraith/death knight/banshee/Watchnorn)
10. Contents spoiled & rotten

Grave Goods

(roll 1d four times to determine contents, ignoring repeats or ridiculous rolls)

1. 2d20 pieces of jewellery (BV 20-20000 gap each)
2. 2d10 gems (50 – 50000 gaps each)
3. 1d4+4 objects de art
4. 1d2+2 magical pieces of jewellery
5. 1d2 pieces of magical clothing
6. 1d4+2 scrolls/books or other information recording devices
7. 1d2+1 Magical Items (The weird stuff)
8. 1d3+1 magical weapons
9. 1d2+2 pieces of magical armour
10. Nothing magical and plain & simple clothing.
11. Fine but simple clothing and cheap imitation jewellery
12. Something Special (roll 1d20)
 1. Spell blade (+1 to +5) NSA
 2. Storm Sword (+1 to +5)
 3. Other generic magical sword TBA by DM
 4. Intelligent Dagger (Int 14+1d4) Plus special powers TBA
 5. Other magical weapon (1. spear, 2. bow, 3. mace, 4. dagger +1 to +5, special abilities TBA)
 6. Elven Plate-mail of Command +5 (Immunity to normal missiles)
 7. Golden Orb
 8. Bracers (abjuration powers x2, plus 1d3 spell like powers 1/day each at 20th level)
 9. +1 to +5 Mithral Elf Chain of Ethereality
 10. Fully charged unique wand (invoker spell of 1st to 5th level)
 11. Fully charged staff (DM's choice)
 12. Fully charged Rod (DM's choice)
 13. Tel'Kiira Lore Gem
 14. Selu'kiira Lore Gem for a 21st to 31st level Selu' taar (AL LN/LE/LG)
 15. Brooch of Guardianship
 16. Unique Book or Tomb (DM's Choice)
 17. Spindle Lore/History Crystal (contains semi intelligent guide)
 18. Rare musical instrument (harp/lute/flute/drum/horn, magical – DM's choice)
 19. 2d4 Ioun Stones set as a Tiara or diadem
 20. Unique minor artefact of weird magical item

Tears of Aloevan

In a sylvan glen deep inside Ardeep Forest lies a mystical pool of water, found in an unearthly sylvan glen at the heart of Ardeep Forest, guarded by another worldly dragon. Within the clear waters of this pond is a portal that leads to a cloud of magic known as the Tears of Aloevan, which is located in a pocket plane. Once the Chosen of both Sehanine and Mystra, the moon elf queen Aloevan descended into madness, consumed by the silver fire that raged within her. Upon her death, her spirit was trapped in a nimbus of silver fire that prevented her from passing on to Arvanaith. Upon realizing her situation, seven clerics of Sehanine created a link between the natural world and the spiritual limbo in which Aloevan was trapped.

Throughout the intervening centuries, Sehanine's priests have laboured to ease the mad queen's torment by recreating the long-lost Court of Silver Fire within her pocket plane. But still the laughter of Aloevan (CG female ghost [augmented moon elf] Chosen of Sehanine/Chosen of Mystra wizard 19) is tinged with madness, and she clings to the vestiges of her sanity thanks only to her ever-present attendants. Passage between the two realms is restricted to solar eclipses. Whenever one of Aloevan's seven attendants is ready to pass on to Arvanaith, another cleric of the Moonlit Mystery travels to the Tears of Aloevan by way of the mystic pool to serve in her stead. Although many others have sought entrance to Aloevan's court, none have returned to tell the tale. No one knows whether anyone not called there by Sehanine has ever succeeded in entering.

Chalidar'nuan: Mist Dragon Guardian (Holy Servant of Sehanine) of the Court of Silver Fire

Mist Dragon Great Wyrm Priestess of Sehanine 31, AC -20 HD 46D12+288 HP 740, AL LG MR 50%

- +4 to saves vs all necromantic magics, immune to acid and fire, mist form at will, immune to disintegration and dragon control powers, all powers of a Specialty Priestess of Sehanine.
- Detect magic & Invisibility 240' (at will), Tongues, Detect Lie & Know Alignment (always active)
- Attacks +12 to hit: Claws 4d6+14 (x8), Wing Buffet 4d6+14 (x4), Tail Slam 8d6+28 (x2), Bite 4d6+14 (x2) per round of attack, Str 25 Int 22 Wis 23 Con18 Dex16 Chr19
- At Will – Fog Cloud, Ice Storm, Wall of Fog, Wind Wall, Solid Fog, Control Water, Control Weather
- 3/day: Summon 20 HD air or water elemental, cloud walk, teleport w/o error, shape change
- 1/day: Comet Swarm, True Sight, Improved Invisibility, Wall of Force, Legend Lore
- Breath weapon 24d6+24 HP dg 1/3 rounds.....

"The dragon has a finlike crest running down its spine from just behind its head all the way to the tip of its long, flattened tail. Its head is very broad near the neck, and it tapers to a long snout, giving it an arrow like shape. A pair of long barbells hangs from the upper lip and the end of the snout. The dragon has a heavy brow ridges over its eyes, two large horns rising from the back of the head, and clusters or hornlets at the base of the upper jaw. The scent of rain surrounds the dragon."

Combat

Mist dragons try to avoid encounters by assuming mist form and concealing themselves in fog or mist whenever they can. In a fight, they also hide. They use their caustic breath weapon against physically imposing foes. They prefer spells that confound and immobilize foes.

Breath Weapon (Su): Mist dragons have two types of breath weapons: a cone of scalding steam that deals fire damage and a line of caustic slime. Creatures struck by slime must make Fortitude saves or be sickened for 1d6 rounds plus 1 round per age category of the dragon.

Mist Form (Su): At will as a standard action, a mist dragon can assume a misty form. This power works just like a *gaseous form* spell cast by a character of the dragon's age category or caster level (whichever is higher), except as follows: The dragon loses its natural armour bonus, but gains a deflection bonus to AC equal to twice its age category. While in mist form the dragon is indistinguishable from mist or fog and gains total concealment when in any kind of natural or magical fog or mist. The dragon gains damage reduction 10/magic, or, if the dragon is old enough to have damage reduction already, its damage reduction increases by 10 points. The dragon can fly at half its normal flying speed, with perfect manoeuvrability. The dragon cannot use its natural weaponry or breath weapon, but it can use its spell-like abilities and spells.

(taken from 'Mist Dragons' by Skip Williams - <http://www.wizards.com/default.asp?x=dnd/mm/20031226a>)

While the largest temples of Sehanine are found on the Green Isle, in the Vale of Evereska, and in the woods of the Elven Court, the site most sacred to the Lady of Dreams is the Tears of Aloevan. Much like the dark elf Qilue Veladorn serves both Mystra and Eilistraee today, Aloevan was once the Chosen of both Sehanine and the Lady of Mysteries. The moon Elven queen's descent into madness and her eventual death was a tragic loss for both the Fair Folk and the other human and demihuman races of the region caused by her inability to control the silver fire that raged within her. Upon her death, Aloevan's spirit was unable to pass on to Arvanath and was instead enmeshed within a nimbus of silver fire that hovered between Faerun and Arvandor. To assuage the madness of their queen who had sacrificed so much, the seven chosen priests of Sehanine created a link between the natural world and the spiritual limbo in which Aloevan's spirit was trapped.

Circle of the Deepening Moon

This ancient circle of moss-covered standing stones dates back more than two hundred millennia, long before the waxing days of the Realm of the Deepening Moon. At one time, the boughs of Ardeep Forest sheltered the circle, but now the stones stand exposed atop a gently sloped, grass-covered hill. The only magic still within these stones is a keyed, one-way, variable portal leading to a random location within the underground forest known as Wyllowwood on the fourth level of Undermountain. The portal can be activated by stepping inside the circle while the clouds cast a shadow over them. Who originally built the circle and why has been lost to time, but the stones neither weather, or age. In earlier times this stand of stones was the heart of a druidic circle dedicated to the Goddesses of the Waters and Skies.



Here of old were the ancient fertility rites performed in secret away from the males guaranteeing a bountiful crop of new young elves to continue the generations. The current portal is a sick and twisted joke of Halasters, but only he finds it funny. In more ancient times the avatars of Angharradh (Sehanine), Selune, Deep Sashelas and Eldath have all appeared here to bless the increased fecundity of the women dancing there. A female of any humanoid species who pays homage to any of the above Goddesses, and who drinks of the waters gathered from the small spring that flows into a natural stone bowl in a nearby rocky outcrop, and who then dances and sings in heartfelt joy, will fall pregnant if she tries. Twins and triplets are not unheard of here and occur with much more frequency than would be expected amongst elves.

The River Dessarin

The cold, deep River Dessarin rises in the Star Mounts of the High Forest, then joins many other streams and rivers before flowing into the Sea of Swords. Its waters are navigable for much of its length. The river is home to the silver shalass—a fish that has become a delicacy across the North—as well as catfish, coldwater crabs, and small brown fish known as lout. In former times this river formed the northern boundary of Principality of Ardeep (and Shantel Othreier). It served as the main trade route to the Moonlands and western Aryvandaar. Leaf boats and barges would ply the river bringing passengers and goods to the many diverse communities of Elves who populated the northern lands. At interval of roughly one days travel up river, can be found stone quays and the remains of docks and way stations all along the river. These establishments often contained within a stone walled fortress, acted as way stations and passenger and cargo loading points.

Apart of barge wright facilities, guest houses, taverns, stables, stockyards, hostleries, warehouse, smithies and all the services needed to run the freight and passenger system could be found, keeping the disparate parts of the Elven empires together. Even today the hidden cellars and sturdy docks are often still in use. Many places were also stopping points for different portal networks, but travel by these was carefully regulated and often prohibitively expensive for the average merchant or traveller. Such stopping points would always house a detachment of Song Knights as well as local troops and barge and caravan guards.

The Selpir & the Glades of Silent Longing

This slow, quiet creek drains Ardeep River and South Ardeep River south of Zundbridge. Lizardfolk occasionally lurk in the mouth of its marshy source, but the merfolk who congregate in this area have largely driven the reptilian humanoids from the Selpir Marsh. Over the centuries, the waters of the Selpir have breached many of ancient Ardeep's tombs that filled the Glades of Silent Longing, the tract of land between the northern and southern arms of the Ardeep River. Overgrown and forgotten even by the Fair Folk and the Stout Folk, these tombs have yielded their smaller riches to the relentless water. Patient searchers can sometimes find such treasures in the streambed, but most of the more valuable treasures are still trapped in the now-submerged tombs.

The Glades of Silent Longing were once part of a Great Burial site for the Elves of Ardeep during its height as a vassal realm of 3 very different empires. The tombs here all follow a similar pattern. They are all built set into the sides of large earthen mounds some as high as 50". The internal walls and ceilings are slabs of poor quality marble or granite. The floors are either bare earth or paved with granite slabs. The entrances are narrow with a low ceiling and steps down into the tomb proper. Barrows are in groups of 10 to 20 earthen mounds that contain at least one body and its grave goods. Each mound is covered in ivy, with many fractured by tree roots and topped by shattered statuary. The mounds come in a variety of shapes. A simple dome is typical, but a complex geometric or animal shape is not infrequent. To the untrained eye,

even the most elaborate mound can look like natural hills, especially as most are overgrown with trees and weeds. A careful look often reveals a mound's true contours.

Delimbyr, the River Shining

This clear, cool, fast-flowing river runs more than a thousand miles from its headwaters in the Nether Mountains to the Sea of Swords. Its largely navigable waters are mint-sweet and safe to drink. The river is home to many szorp—brown, troutlike fish whose white flesh is quite tasty. In former times it served as the main trade route to Netheril and eastern Aryvandaar. Leaf boats and barges would ply the river bringing passengers and goods to the many diverse communities of Elves who populated the northern lands. At interval of roughly one days travel up river, can be found stone quays and the remains of docks and way stations all along the river. These establishments often contained within a stone walled fortress, acted as way stations and passenger and cargo loading points.

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It was upon the ruins or early site of these river docks that the later towns of Athalanter, Laughing Hollow, Loud Water and Lower Shining Falls were established.

Laughing Hollow

A choke point a few miles north of Daggerford where the dwarves used to flush away their mines waste Laughing Hollow on the north bank of the river is an eerie, shadowed area where fey beings reside. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect within a 1 mile radius of the Hollow. This is a place meant for elves, not men. The trees and brush are occasionally broken up by warm, light-filled glades and larger clearings holding small lakes. Some travellers report having seen and even spoken with a King of the Woods, King Melandrach “Leafspear” Wood Elf Male, NG, Fg 7/Druid 13 of Rillifane, descendant of the ‘Last King’ of Phalorm rules the Wood Elves of the Misty Forest, Laughing Hollow, Trollbark and Ardeep Forests. To travellers simply wishing to pass through, he’s said to be gruff and impatient at his worst. He has no time for treasure hunters. Pixies, hybsils, Wood Elves, Centaurs and other fey creatures live within the forest.



Wood Elves (3-6): AC 7; MV 12.; D/F 1/1/; hp 6; #AT 1; Dmg 1-6 (longbows or short swords); THACO 20; SA spells; AL N; XP 77. The Wood elves are subjects of Melandrach but are not inclined to like any strangers, including other elves. They follow the parties watching them closely. They aren't particularly afraid of intruders, and if attacked, the Wood Elves fight fiercely. If the intruders leave them alone and are cordial to them, the Wood Elves may help them later if called upon. Each carries a pouch containing rare herbs worth 3-18 gp.

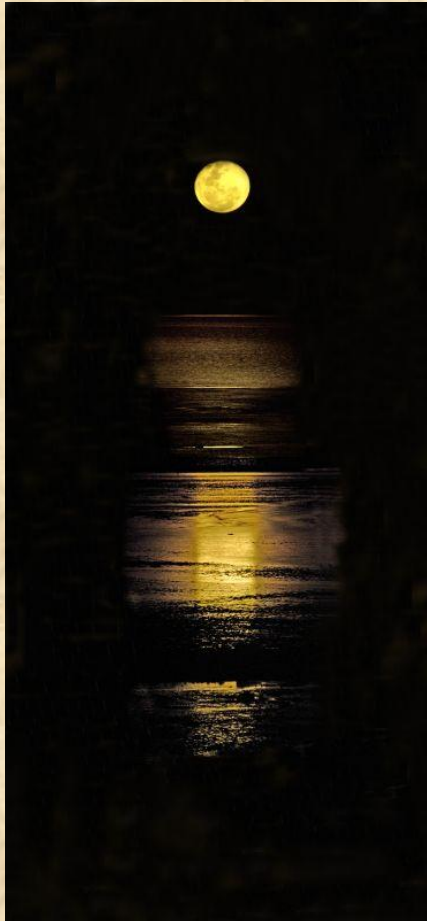
Centaurs (3-12): AC 5 (4); MV 18.; HD 4; hp 18; #AT 2; Dmg 1-6/1-6 (short bows); THACO 15; AL CG; XP 157. These centaurs are among the creatures entrusted with guarding Laughing Hollow. They challenge intruders and question them closely about their purpose. If there are no elves in the party, the centaurs accept no explanations and order them out of the area, They attack the intruders if they insist on staying. If there are elves in the party, the centaurs are more inclined to talk. If convinced of the intruder's purpose, the centaurs promise to tell the King of the Woods and will maybe help them in the future.

The Deeping Stream

This small, fast-flowing stream has cut a narrow but deep gorge along its route, which lies 100 miles northeast of Waterdeep and ends where its waters merge with the River Dessarin. Various creatures—including a long-established thirst of stirges—have scratched tiny caves and tunnels into the soft rock of the gorge. The stream itself is home to several colonies of Sylph, they appear as glowing fire-fly like lights hovering above the still pools that form in the summer heat. Their songs echo down the gorge, attracting many Elven lovers who come to hear their enchanting songs. Occasionally a Sylph will fall in love with a particularly comely mortal. This can be both a blessing and a curse as the Sylph follows the person everywhere, trying to entice them back to the Fey-Wild to live out their days.

Stairway to Selune (Rat Hills)

This barren, windswept pebble beach, with crashing waves that roll endlessly in the shallows is the location for one of the most remarkable sights seen along the sword coast. At the height of summer when the tides are at their lowest and the full moon is setting upon the horizon, a silver stairway appears. Legends have it that a gateway to Selune (the Moon) appears just briefly as the moon hits the horizon) For almost a mile out to sea, the seabed lies 5 or fewer feet from the surface of the water. In older days, ships used to beach here for repairs, and lumber barges pulled up at this spot for loading.



Stairway to Selune Mid-Summers Eve.

Stone Bridge

This massive stone arch spans the River Dessarin without ceremony or accompanying settlement, rising lonely and weathered in the midst of rolling grasslands without a road or building to be seen as far as the eye can scan. Built by dwarves 5,000 years ago to link the now-ruined Halls of the Hunting Axe with forgotten dwarven holds, it's a lonely reminder of ancient days. The Bridge was built to span the broadest imaginable spring flood of the Dessarin. It rises in a great arc, without supporting pillars, some two miles in length and 100 feet wide, reaching a height of 400 feet above the waters of the river (at normal flow). Equally impressive are the four pylon like sculptures, two flanking each end of the bridge, that rise 500 feet above the valley. Each weathered pylon depicts a grim, dwarven warrior waiting and watching. The dwarves explain the awesome size of the bridge. and its continued survival, despite armies clashing on it and mages hurling mighty spells to and from it over the centuries. To the fact that it is a temple to the dwarven god Moradin the Soulforger. It's true that some pious dwarves do make pilgrimages there, and at least once in times of darkness for the dwarves, Moradin appeared on the bridge.

The Sentinel Spires – Narkerym & Shilkerym (Helimbrar and Sar)

These peaks rise north of Ardeep, guarding the forest from the winds of the North. Mounts Narkerym & Shilkerym form the base line for a string of watch towers and signal forts that stretch from the Troll Hills all the way to the northern Sword Mountains. Each watch tower is home to a garrison of 20 warriors, an aerie of 4 to 6 eagle or hippogriff riders, and a unit of light cavalry. Each also houses stables, a smithy,

barracks for 50 troops, storage areas, an armoury, a small infirmary & Seldarine Shrine and mages quarters. Each tower is linked to the next via a keyed portal and topped by a signal fire visible from the towers to either side.

Sylphmoon Spire (Moon Tower of Elembar)

The Sylphmoon Spire, an ethereal spire visible only on the nights of the full moon was originally the home of the Sylphmoon Ar'Selu'Taar High Magic Circle, before the fall of old Illefarn and home to the Corselutaar of the city of Deepening Moon. Later it was gifted to the royal mage of Elembar by the rulers of Ardeep as the mage's official residence. The Sylphmoon Spire can be accessed via the Border Ethereal, but the magic-laden ruin is well guarded by the watch-ghost defenders, the ancient constructs that still keep watch over it, as does an ancient circle of baelnorns selutaar named 'The Watchers', who still call this Fey place home.

Hidden within a series of concentric vaults are the elders of the Sylphmoon Circle, 12 Selu'taar who took it upon themselves to preserve various aspects of lore that has since been lost down the ages. From the Malenti alteration magics of lost Artornash, the creation of Evermeet, the Exile of the Drow, the Dragon Shaping magics of Sharrven, from the creation of killing storms and city erasing spells, to the magic to create entire cities and complex portal nexi, the watchers wait for the Elves to construct world alter magics then move to preserve the lore, or in some cases prevent it from being used again.

There are 2 Gold Elves, 2 Moon Elves, 2 Dark Elves, 2 Green Elves, 2 Star Elves, and 2 Ghost Elves making up the current circle:

Kardathil Hune DEm HM 27, Dathlue Melarn DEf HM 29, Roccohrim Moonflower MEm HM 33, Astyrianna Omberdawn MEf HM 25, Tehlmar Moonglaemer GrEm HM 31, Yrlissa Audark GrEf HM 32, Ashskala Durothil GEf HM 34, Shalantha Amarillis GEf HM 32, Sirragoth Grimslayer GhEm HM 36
Kisurinda Raindancer GhEf HM 29.

The Sylphmoon Circle has many unwitting agents in the form of cunningly crafted and expertly enchanted minor useful magical items that appear as family heirlooms that often find their ways into the hands of powerful Elven individuals and are then passed down through the line. If they end up in a tomb or grave then a watcher agent will retrieve it before re-placing the item for another family member to find. This way the watchers have managed to infiltrate most of the major ruling houses and High magic Circles of the western realms. Most items remain dormant, or in a passive 'listening' mode, but if High magic is used anywhere within 1 mile then they become active, alerting their creator to the event.

The Hills of Dardath (Forlorn Hills)

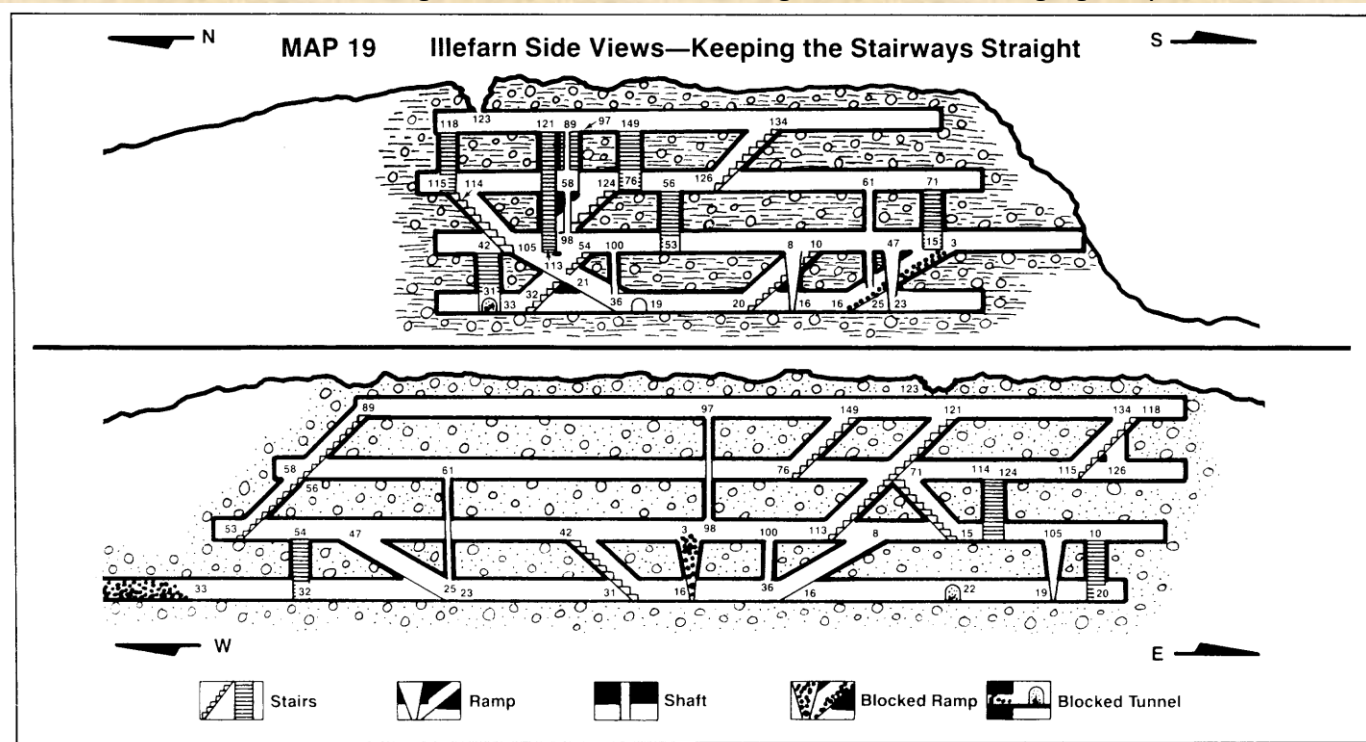
The slow collapse of dwarf-ruled Dardath in centuries past eventually gave rise to the name that the hills east of Ardeep Forest now bear. Also known as the Fallen Hills, the Forlorn Hills are cold and empty, home only to scattered flocks of wild sheep and the leucrottas and wyverns that prey upon them. Ruins and abandoned mines are scattered throughout the rolling landscape, largely hidden from creatures flying above by the shadows of sheltering tors and the cloying mists that rarely burn off before midday.

"There is one old legend attached to the Fallen Kingdom that still seems active today: the tale of the Ghost Dwarves. The ghosts of its first dwarven king and his bodyguard are said to still roam the lands. They were ambushed and slain by hired duergar in the heart of the kingdom while on their way to answer a (false) call for aid. The dwarves are said to still ride to aid those in need near the River Dessarin, from its mouth as far north as

Ironford. The Ghost Dwarves appear as shining white translucent figures in plate armour, on horseback and armed with great two-handed war axes as long as spears. They strike silently but viciously at orc-kin and other evil creatures only, and the bite of their phantom weapons visits the effects of magical fear and repulsion on their targets. Many travellers swear that the Ghost Dwarves have come to their aid, when they were attacked by ghouls, brigands, or goblin-kin raiders near the Dessarin.” (Dwarves Deep Pp 56)

Illefarn Mountain

One of the most important places in the Fallen Kingdom was Illefarn Mountain, located north of the area now known as Laughing Hollow. Here the dwarves delved and crafted, making the bright metal weapons and tools loved by the elves. The Laughing Hollow contained their stone quarry. From this they made the now-vanished halls of the Elven king. The main entrance to their city of Illefarn was located on the edge of the quarry. Men and elves who visited there could see the dwarves carving out great hunks of marble and granite and carrying it into the mountain. The original main entrance to Illefarn has been lost. The quarry is the home of the wild descendants of the elves who never went to the west, and they protect their home vigilantly from the inroads of orc and man alike. Once it was an important metal-mine and stone quarry for the dwarves of the Fallen Kingdom. It was the seat of King Devin in those long-ago days.



An internal view of Illefarn Mountain from Under Illefarn

Trollbark Forest

There’s scarcely a corner of Faerûn that does not have a forest, mountain range, or moor named for the trolls. Like the rest, the Trollbark Forest is thick with these monsters. The forest’s dense underbrush, thick twisting stands of ash, and many bogs make it a perfect hunting ground for monsters that can crash through thorny barriers and nests of poisonous snakes without taking permanent damage. There are several clans of Wood elves who call the forest home and have honed to a fine art their skills in hunting and killing trolls. Conversely the trolls tend to give the elves a wide berth, so an uneasy peace ensues. Still every now and again a young elf or troll goes out of their way to start trouble, and usually the elders of both groups are quick to stamp on the trouble maker.

The make-up of this primordial forest is very much like that of the Misty Forest further north, a mixture of conifers and evergreens that cover the lower slopes of the Troll Hills. In the dells and lower vales further north a mixture of shadowtop, duskwood, chime oak, wierwood and blueleaf trees make up the majority of timber species. Apart from trolls, Green Elves and a few hobgoblins, owlbears, wolves, red deer, boar, bears, leopards, a few tigers, and forest bison make up the bulk of the mega-fauna found in the forest. There are actually several Troll clans who vie for control of limited resources, but most agree that unless they are desperate or feeling suicidal, Green Elf is definitely not on the menu. Two Green and Moon Elf settlements can be found in the Trollbark, Silversgate and to the north in the Woods of Angharradh, Teu'tel'Ondathyr

Cities of the Ardeep



The Location of the Cities and Major Settlements of The Realm of the Deepening Moon

Deepening Moon – (Mythal)

Tree City and surrounding communities, Population: (Circa –675 DR, 25700) / (Circa 1344 DR 1400) (Moon Elves 65%, Green Elves 15%, Sun Elves 5%, Gnomes 5%, Half Elves 5%, Halflings 3%, Humans 2%)

Who Rules: The Current Regal Lord or Lady (Laranlor or Laranla) + Council of Elders

Major Products: : Horticultural products, fine weapons, armour, jewellery, wooden products & furniture, leather goods, horses.

Armed Forces: Standing army of 2500 troops of differing types who rotate through active and inactive service – 150 mounted scouts, 250 horse mounted armathors, 100 eagle riders, 150 hippogriff riders, the rest are mounted light infantry armed with Elven longswords, spears, long or shortbows and daggers.

Notable Mages: Current Ar'Selu'Taar, Sylphmoon and Shadowvale High Magic Circles.

Notable Churches: Shrines to all Seldarine, Temples to Sehanine, Rillifane, Corellon, Solonor, Aerdrie, and Hanali.

Important Features: The Crypts of the Deepening Moon, The Great Glade, Tree Palace of the Laranlor/Laranla, Swanmay Lake, Palace-Keep of the Aradoness, Market Glade, The Minstrels Dell.

Local Lore: The City of Deepening Moon has almost always been a bustling community of interlaced tree dwellings, grand halls, manor homes, palaces, open glades and gnomish warrens. A perpetual twilight encompasses much of the forest as shafts of sunlight pierce the blue-green canopy of chime oaks, wierwood, shadowtop and blue leaf trees.

The heart of the city has always been the Moonwood Palace, home of the rulers of Ardeep. A circular grove of giant trees some as much as 50' across, hollowed out and grown around internal chambers that house the royal family and their entourage. Moonwood Palace is made up of 4 concentric rings of trees that gain 50' in height as they move towards the centre. The outer most ring is made up of chime oaks filled with tree flets and home nestling in their upper branches, next come the blueleafs with their hollowed out trunks, winding stairs and glowing faerie fire festooned tree halls and homes, 50' above these trees tower the wierwoods of the outer palace, a series of web like bridges connects each of these giant, hollowed out tree halls, manor homes and platforms, at the centre is the truly ancient Shadowtop tree that towers some 500 feet above the forest canopy. From its lofty heights an elf can see almost 100 miles in every direction on a clear day. Hidden in its 100' wide trunk and nestled amongst its mighty branches is the palace of the Regal Rulers of Ardeep.

Deepening Moons Mythal: When first laid down had a diameter of nearly 5 miles, but as the forest has been cut down, so too has the circumference shrunk, and power of the mythal waned. The life of the mythal is tied to the wierwood and shadowtop trees, the fewer of these trees there are the less powerful the mythal becomes. If the numbers of these trees and the size of the forest were to ever increase, then so to would the power of the mythal that protects it.

Major Powers:

1. Elves and those who worship Sehanine heal at twice their natural rate and healing spells work at maximum efficacy.
2. Trees within the mythal are immune to fire, rot, disease and pestilence. They grow at twice their normal rates, and live for twice their normal life spans.
3. No giant-kin, goblin-kin or evil dragon-kin may enter the confines of the mythal. The mythal is sealed as if by a Forbiddance spell of Godlike power and can be sealed against all non-elves if need be.
4. Dark necromantic and death effects simply will not work within the mythal. Positive necromantic energies and those involving the creation of undead guardians who serve the people work at maximum effect.
5. Creatures with evil intentions or malice in their hearts feel great unease whilst within the bounds of the mythal and must make a wisdom check once every 12 hours or flee from the woods in nameless fear.

Minor Powers:

1. Permanent Feather fall in effect.
2. Permanent Fly in effect.
3. Permanent Protection from evil like effect for those who spend more than 10 days within the mythal's confines. This effect lasts for 1 day for each day spent within the mythal once a being leaves.
4. Laying on blue moss, or applying it to wounds allows the wounded or sickly creature to save vs spells to be fully healed within 24 hours. This kills the patch of moss that grows very slowly.
5. Darkness spells and spells with the shadow descriptor do not function within the mythal.
6. Weather and temperatures are always 1 category less in severity than that found outside of the mythal.
7. Plants heal from damage at twice their normal rate. Wooden items repair themselves over the course of several days if left untouched and in contact with the bare earth.
8. Scrying magics & powers simply do not work inside the mythal, neither does teleportation nor plane shifting, except through specific portals at gate-ways.
9. Saying a person's name aloud allows them to hear the next 30 words spoken in their minds as if they were standing next to the speaker.

10. A permanent “speak with animals” functions within the mythal allowing all to converse freely with their furred, feathered and scaled friends.

Currently the mythal is less than ½ a mile in diameter, and shrinking a few inches with every tree of power that is cut down and not replaced. The resident clan of Blueleaf Treants are attempting to rectify this problem.

[Laughing Hollow/Misty Forest \(Mythal\) – second seat of the later kings after the fall of Illefarn](#)

Tree City, Population: Circa -675 DR, 7500)/(Circa 1344 DR, 2650) (Green Elves 75%, Centaurs 10%, Moon Elves 5%, Gnomes 2%, Dwarves 3% , Halflings 3%, Gold Elves 2%)

Who Rules: The Green Regent who at times has been Aradoness, Regal Lord or Lady, or King/Queen during the Realm of Three Crowns. Currently Melendrach Strongbow and his Gold Elf wife, the daughter of Elorfindar Floshin, Aelyn Floshin, and their son Florfindyn.

Major Products: Forest products, horticultural goods, leather goods, herbs & medicines, bows & arrows, leather tents & saddler, minor wooden artefacts and some plantation timbers.

Armed Forces: 500 Green Elves armed with long or short sword, longbow, spear, dagger, long knife or bola. 300 Centaur cavalry armed with scimitars, light lances, shortbows daggers, javelins & throwing knives. The leader of the elves is Sylyndyrryl Moonspinner a lovely young woman who is so slender that she looks almost frail; she is far from it.

Notable Mages: The Green Warders: Circle of Magic Using Elves dedicated to the preservation of the Forest, often rangers, priests or druids of Rillifane or Eldath.

Notable Churches: Rillifane, Eldath, Solonor, Kheiron- God of Centaurs,

Important Features: The Palace of the Laughing Hollow, Cross Roads of the Fey Wild, Entry Point to the Seelie Court Realm.

Local Lore: Laughing Hollow is an eerie, shadowed place. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect. This is a place meant for elves, not men. There are obvious game trails and hunter trails that have been used by the Green Elves and other Laughing Hollow residents for hundreds of years. More than 1,000 years ago, Illefarn and Laughing Hollow were part of what is now called the Fallen Kingdom. This was a flourishing kingdom of Gold Elves, Moon Elves, and Green Elves with a substructure of dwarves who did most of the crafting and mining. The rise of several strongholds of evil spelled doom for the kingdom. Unable to match the sheer numbers of orcs, goblins, trolls, and other creatures generated by the forces of evil, the Elven king invited humans to settle the lands. The humans willingly allied themselves with the kingdom and fought long and hard against the evil creatures (except, of course, for those humans who decided their best interests were with the forces of evil). After an intermittent war lasting two centuries, the forces of evil were once again beaten back to the current site of Dragonspear Castle.

But when the dust had settled, the elves looked about and realized that much of their forests had been turned into human towns. Human craftsmen had generally supplanted the dwarves, and the land they had fought for was no longer theirs. Sadly, the elves moved far to the west to Evermeet Island. The dwarves have yet to replenish their losses from that long war and live mostly in seclusion. Today, little is seen or even known of the Fallen Kingdom in the lands of the Trade Cities. Humans tried to establish their own kingdoms, but the smaller kingdoms lasted just long enough to establish various hereditary nobilities, such as the dukes of Daggerford. They eventually disintegrated in dynastic struggles which left all claimants dead.

Melendrach, male Wild Elf, 7th level fighter, 10th level druid: AC 1; MV 12.; hp 65; #AT 1; Dmg by weapon; THACO 10; S 17, I 15, W 16, D 17, C 16, Ch 18; AL N. Equipment: Elven chain mail and shield, battleaxe +2,

long bow +3, dagger +1 (all of the magical equipment is of an old pattern, probably left over from the Fallen Kingdom).

Spells:

1st level: animal friendship, detect magic, entangle, faerie fire, locate animals, pass without trace

2nd level: charm person, cure light wounds, obscurement, warp wood

3rd level: call lightning, protection from fire, pyrotechnics

4th level: cure serious wounds, dispel magic

5th level: control winds, transmute rock to mud

[Green Glade \(Minor Mythal\)](#)

Tree Community Dedicated to all deities of the Seldarine & Seelie Court and surrounding communities, **Population:** (Circa -675 DR, 4550)/ (Circa 1344 DR, 250), (Moon Elves 65%, Green Elves 15%, Sun Elves 5%, Centaurs 5%, Faerie Folk 10%)

Who Rules: No One but the community recognizes the elders of each clan and tribe as being a voice to advise, serious disputes or decisions are referred to the current Laranla/Laranlor or Ardoness.

Major Products: Herbal products & cures, magical potions, toys, fungal wines, forest fruits preserves and jams,

Armed Forces: None, though the local inhabitants are more than capable of defending themselves and the place is full of nature spirits and the like.

Notable Mages: none

Notable Churches: none

Important Features: see entry on the Green Glade

Local Lore: The Great Green Glade is noted as neutral ground for all faiths and races with no evil in their hearts. The community of Green Glade is made up of the old, retired and infirm, for whom the rigours of the outside world no longer hold appeal. A place of perpetual twilight, the Green Glade is often the place where elves ascend to Arvandor with great celebration and ceremony by those who know them who gather to celebrate their lives in a manner befitting the elf in question. It is rumoured that even great "Elf Friends" who are celebrated here are offered the opportunity to journey to Arvandor at the end of their allotted time on Faerun.

[Silversgate - southern Trollbark Forest backing against the Troll Hills \(Mythal\)](#)

Tree City and surrounding communities, **Population:** (Circa -675 DR, 19600) / (Circa 1344 DR 3500), (Green Elves 75%, Moon Elves 10%, Sun Elves 5%, Dark Elves 5%, Forest Gnomes 3%, Half-Elves 2%)

Who Rules: Crown Prince or Princess (Desmra/Desmril) plus council of elders.

Major Products: Forest goods, gems, jewellery, bows, arrows, spears, good short & longswords, leather goods & armour, some plantation timbers, wines & ales,

Armed Forces: 1000 elves who are all armed to the teeth with blades, axes, spears, bows, bolas, javelins and the like. There is a core of griffon and eagle riders along with a family or bronze dragons who keep their green cousins in check.

Notable Mages: Grey Owls High Magic Circle: This is perhaps the last Green/Dark Elf community of Selu'taar

Notable Churches: Solonor, Rillifane, Sehanine, Eilistraee, Eldath

Important Features: Crystal Caves of Kha'ruhk -

Local Lore: Long before the fall of Miyeritar there was a community of Dark Elves living here amongst the Green Elves of southern Ardeep. When the Vyshaan duped the elves into casting down the Dark Elves, the community of Silversgate stayed, simply moving underground. They did not blame their cousins, and in point of fact, many of the Green Elves that inhabit the forest today have at least some Dark Elven blood flowing through their veins. Silversgate is located upon the steeply rising slopes of Mount Kha'ruhk, the

community itself is a tree city much like those found in the High Forest, though not as big as Teuveamanthaar, its trees and their homes are every bit as grand. The High Hall of the Princes of Silvergate is located within the Crystal Caves of Kha'rhuk, a deep and winding complex of gem filled caverns that houses much of the wealth of the elves. The Elves of Silvergate are as much at home in the airy and spacious caverns as they are within the trees of their forest home. Charged with looking after the Caverns, the Dark Elven community worship not only Eilistraee, but also her sister/mother Angharradh for keeping them safe from the predations of Ghaunadaur, Lolth and Corellon.

Silvergate is surrounded by a mythal that serves its community well.

Major Powers:

1. The settlement is only visible to those attuned to its mythal. Other creatures pass through the area like it was ordinary woodland.
2. A dimensional and scrying lock is set within the mythal's confines. It also operates like a Forbiddance Spell so the mythal can be locked to outsiders if the ruler so wishes.
3. High Magic still works inside the mythal and Dark Elves inside it are unaffected by the sun or bright light. Conversely they also appear as their normal (pre-descent) selves whilst within the settlement, but assume regular Drow features upon stepping outside the mythal's boundary (after Eilistraee's death, this is no longer an issue)
4. Evil outsiders, goblin-kin, giant-kin, troll-kin, humans and evil dragons just cannot enter the city. To them meeting the mythal is like hitting a wall of solid adamantine.

Lesser Powers:

1. Plants grow at maximum rate, fruit twice as well & live twice as long. Plants also heal quickly and are immune to fire, rot, disease pests and pestilence of all sorts.
2. A speak with plants and animals effect works through-out the mythal.
3. A permanent feather fall and levitate works for those attuned to the mythal.
4. Healing magics & power work at maximum efficacy and beings heal at twice their normal rate.
5. Water can never be fouled here and poisons turn to water as well.
6. A being can call into being ghost pipes, dancing lights and faerie fire upon command at a level equal to their HD/character level.
7. Twice a day residents can cast moonfire or magic missile, both function at 8th level.
8. Once per day residents can cast barkskin and shield at 8th level.
9. Twice per day a resident can cast create food and water at 8th level.
10. Residents are covered by a permanent protection from evil field that permeates the entire mythal.

Teu'tel'ondathyr– Located in the little patch of woodland between the Misty and Trollbark Forests.

Tree City: Population: City & surrounding communities: (Circa -675 DR, 11300) / (Circa 1344 DR, 3400), (Moon Elves 40%, Green Elves 25%, Sun Elves 10%, Gnomes 5%, Half Elves 5%, Halflings 2%, Centaurs 2%, Humans 10%)

Who Rules: The Council of Nine – Nine Elder elected for 5 years to represent the people.

Major Products: Plantation timbers, agricultural products, horses, cattle, deer, sheep, wool, meat products, wines & ales.

Armed Forces: A standing force of 500 mounted light infantry/cavalry made up of all the races of the city.

Notable Mages: Ar'chionthaar Turnbuckle a Dwelf of unusual magical talent (sorcerer 21), a variety of hedge wizards, witches and sorcerers who use their magic for the benefit of the community.

Notable Churches: Silvanus, Erewan (Chauntea), Rillifane, Eldath, Corellon

Important Features: The Lodge (Council of Elder meeting hall), Everdusk Mere,

Local Lore: Teu'tel'ondathyr has always been the agricultural heart of the realm. The city itself is more of a market town and service centre. The real heart of the community lies in its farms, livestock breeding

studs, wool growers, deer farmers, timber plantations, market gardens and orchards. It has survived wars, famine, pestilence, drought, storms, rampaging gods, High Magic, dragon attack, changes of empires and many other hardships. But through it all the hardy folk of the Plains of Corellon's Weeping have endured. Even today their farms provide much of the raw material upon which the Sword Coast cities need to survive. Second only to the Golden Fields for productivity these lands have retained their Sylvan character, even in the post Spell-Plague times. The reasons for this are simple, the people here are self reliant and largely self sufficient. They know when to fight and when to flee. Apart from their produce, they have nothing much worth stealing. When pressed they can flee into either Silversgate or to the Misty Forest and the Gathering place. The folk of Teu'tel'ondathyr are hardy, pragmatic and above all indomitable. More than 20000 years of history can't be wrong. Like in the dale Lands back east, you just never know who you will find living at the end of that country lane, or in that thicket or copes of trees.

Orlumbor and the city of Quentallis

Port City, Population: (Circa -675 DR, 21380) / (Circa 1344 DR, 1200), (Moon Elves 55%, Green Elves 20%, Sun Elves 15%, Half Elves 5%, Halflings 3%, Humans 2%)

Who Rules: The Speaker of the Seas: Ardeep's Admiral often a priest of Deep Sashelas.

Major Products: Ships, sailors, fish, fishing boats, nets, sea weed, pearls & mother of pearl, shell fish

Armed Forces: A fleet of 30 Swan Ships, plus assorted Drakkars and Gnars & Galleys. A force of 3500 sailors and 1500 marines dressed in hardened leather armour (AC5), armed with a variety of bows, sabres, cutlasses, broad swords, scimitars, spears, pikes, axes staves and the like.

Notable Mages: The Circle of Sea Mages: Selu'taar and wizards dedicated to weather and elemental magics to make travelling across the seas safer. At least 1 weather mage travels with each ship. They control the portals to the various mainland realms from which the elves retreated at different stages in their history.

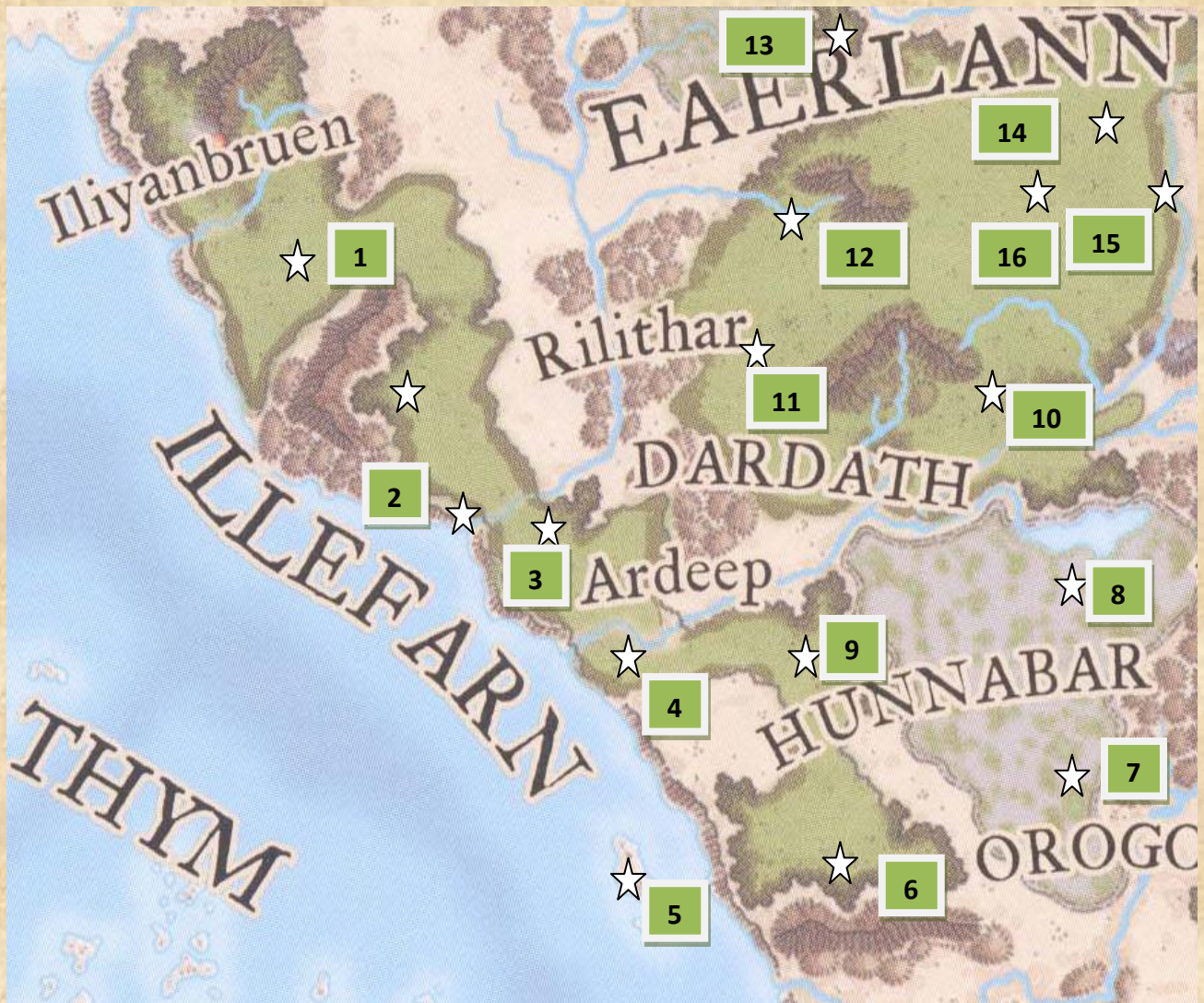
Notable Churches: Deep Sashelas, Aerdrie Faenya, UMBERLEE, Talos, Labelas, Corellon and Angharradh.

Important Features: The Speakers Palace, The Ship Wrights Yards, The Slip Ways,



One of the Coast-River Boats plying its trade .

Local Lore: Before the Sundering destroyed the original city, old Orumbor was home to the Master Shipwrights of Shantel Othreier. Even after the empires demise, the island served as a major naval base and migration point for elves travelling to and from the mainland and other Elven realms further south. In ancient times it was a rocky, tree covered island just off the Sword Coast, 300 miles south of the mouth of the Dessarin was perfect as a stop off and resupply harbour as Elven galleys plied the trade ways between Ardeep and the spice traders of Orishaar. It was the location of the moon elf city of Quentallis before it was destroyed during the Sundering. Afterwards the city was rebuilt but was never the same. Orumbor has a good natural harbor on its landward side. It is within that harbor, cut into the living rock of the island itself, that the docks and homes of the shipwrights of the island are found. These docks and caves date back to the times before the Sundering. The homes are cave-like complexes connected by tunnels and stairs, and the construction docks are seldom empty or deserted. Even today there is a healthy Green and Moon Elf community of merchant/sailors who ply the trade ways between the Sword Coast cities, and the distant Island of Evermeet.



Elven City Locations

- | | |
|---------------------|---|
| 1. Myth Iliannar | 9. The Gathering Place (Mistwood) |
| 2. Sharandar | 10. Lhuvael'tel' Ihuve |
| 3. Aelithaldaar | 11. Ar'selyndaar – City of the Sun Spires |
| 4. Deepening Moon | 12. Lothen - City of the Silver Spires |
| 5. Orlumbor | 13. Telardon – City of the Emerald Spires |
| 6. Silversgate | 14. Teuveamanthaar – Tall Trees |
| 7. Myth Arkherynmar | 15. Teu'telalu – The Elven Port |
| 8. Faer'tel'miir | 16. Mhilamniir |

Stoneturn Keep

“The House of Stone”

An elf calls the deepest wood his own
A human everywhere may roam
But a dwarf just wants a house of stone.

The Gauntlet

Stoneturn Keep is a huge square stone building whose interior bristles with trap designed to slay a wide assortment of creatures, built over a millennia ago by dwarves under the charge of Turgo Ironfist. The citadel was established to help defend what is now known as the Fallen Kingdom against tribes of attacking orcs, hobgoblins, bugbears, and troll. The dwarves excavated huge, multi-levelled storage granaries out of the rock and built above them a fortress cunningly crafted of fitted stones. The fortress came to be known as the House of Stone after an old children’s rhyme.

Although it is nearly as large as a small town, it seems to be a single building. It is built of massive carefully interlocked, granite, basalt and ironstone blocks dozens of feet thick. The exterior and interior walls are covered in slabs of exquisitely carved battle scenes depicting such images as Elven knights mounted on rampant fire breathing dragons, rearing war horses and dwarven warriors smiting a variety of goblinoids and giants. Most of the walls are honeycombed with a labyrinth of narrow passages. It is a disordered maze of rooms in various states of furnishing and repair roamed by monsters and undead. Many rooms have been pillaged or gutted by fire. These rooms are bare save for rubble falls and features too massive to steal. Such fixtures include colossal support pillars intricately carved with bucolic scenes from Phalorm and containing hidden niches, and statues depicting fearless, muscled armoured warriors, elves, dwarves, humans, minotaurs and orcs. (Some radiate alteration magics and appear amazingly life like). There are many hidden rooms, shifting walls, openings, doors and shafts that appear and disappear without warning. One chamber holds a forest made of silver chime oak trees, seemingly alive, chiming as their leaves rustle. Such metals banish tarnish when silver is touched to it but turn to dust when cut from the parent tree. The keep holds a wide variety of ever changing traps and monsters. Magical fields about the House represent many intermittently operating teleportation links that prevent accurate translocational journeys into or out of the House. Such attempts to enter or leave usually end in disaster, sometimes random destinations are achieved at other times ‘guests’ are transported into some of the deadlier traps within the keep.



The Turrets of Stoneturn

The Stonehouse has no garrison, except a few undead. It is roamed by many creatures who find their way up from the underdark via the caverns and passages beneath the keep. The surface 'open' rooms and internal courtyards are home to both ghouls and a large number of shadows and shadow wraiths but they seldom venture into the inner chambers unless pursuing prey. The inner chambers of the House are dusty, crumbling and empty, but the myriad interconnected rooms contain innumerable traps that make every step potentially lethal.

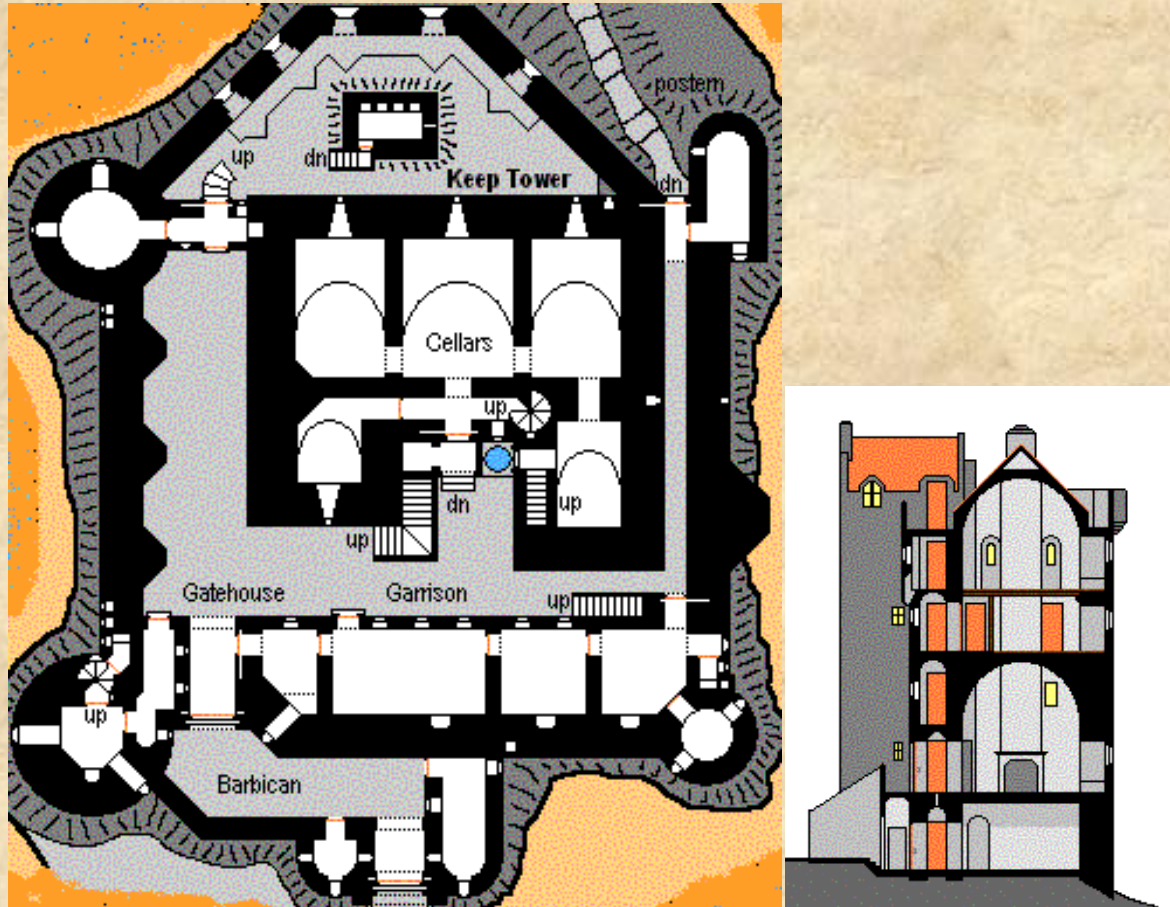
The Secret

Only the passages running inside the outermost walls, in the under-cellars, and the shafts linking these two levels are safe to traverse. The rest of the place is one gigantic orc slaying trap, built to give the vast orc hordes that sweep down the Dessarin some place to attack and be annihilated. The traps that adorn the House of Stone consist of stone teeter-totter blocks dumping those who step on them into deep, spike filled pits, filled with puddings and moulds, treadles that cause stone arms to spring forth with crushing force, huge double doors not attached to hinges that fall down on whoever pulls the handles, rams that burst across rooms when the concealing doors are opened, scything blades, resetting spear and crossbow traps, crushing walls that slam together and so on. Most traps are those of the brute force, smash 'em to bits variety that are designed to last for centuries.

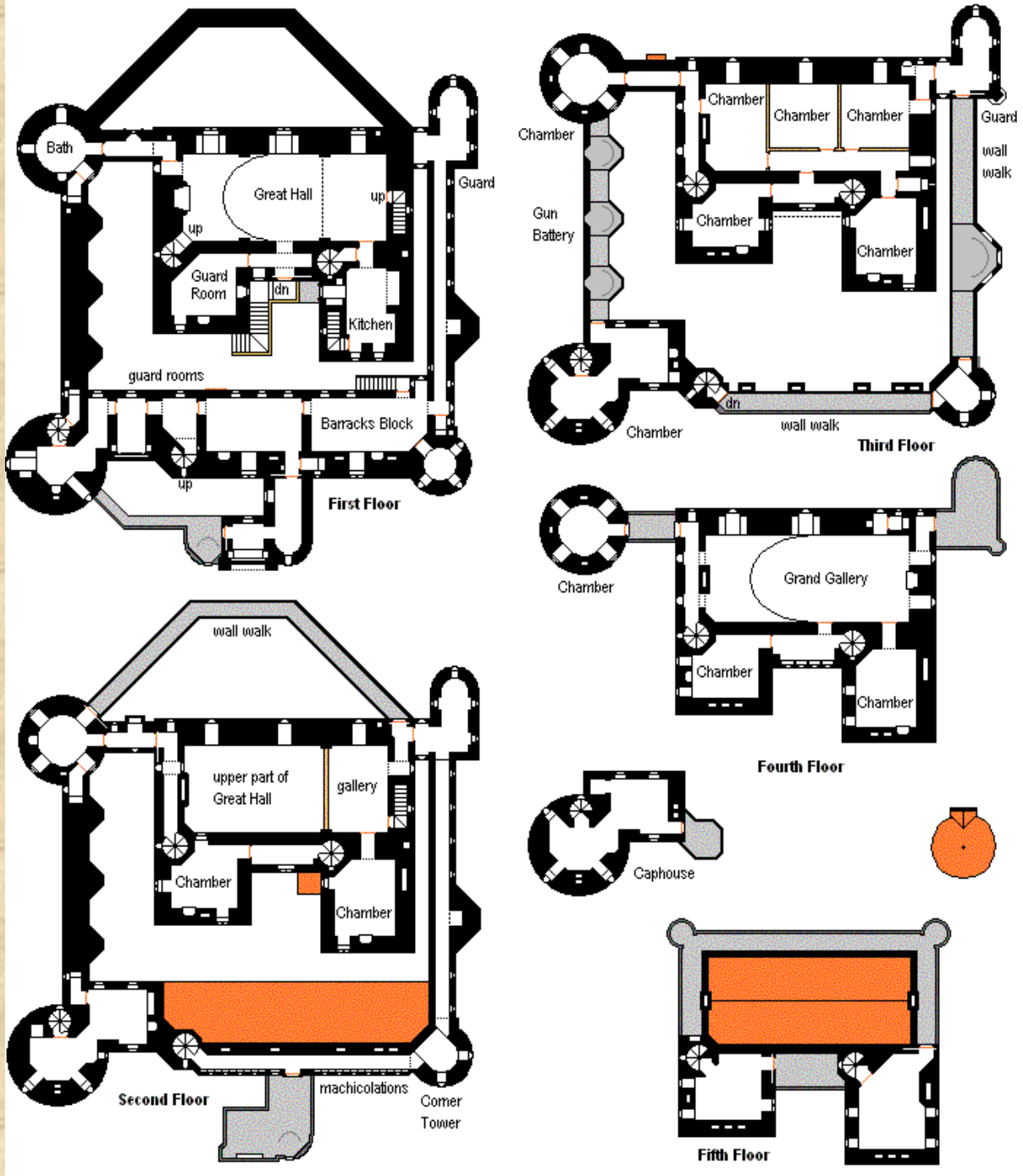
The History

The history of the House of Stone is long and bloody. The original name of the House was Stoneturn Keep. It was a modest fortress built to defend Stoneturn Well, a drinking water shaft that still exists at the heart of the fortress. The waters of Stoneturn Well spring from deep subterranean lake known as Asmaeringol. Whenever foolish intruders break into the adjoining caverns of the fortress, that level of the House is rapidly flooded. In the days when the kingdom of Phalorm flourished, and an approaching orc horde was

seen, fast moving Elven scouts and horse archers would harry such hordes then retreat to the house, their entry covered by axe and crossbow wielding dwarves. The orcs would pursue, crashing against the walls of the fortress as dwarves led the elves along subterranean ways known as the 'Long Run' to the surface in the middle of the Ardeep, miles from the Fortress. (Some passageways continued further, coming out near the entrance to the dwarven city of Mount Illefarn in the Laughing Hollow.) Humans and dwarves would defend the walls of the house, retreating to let the orcs storm inside. The orcs would rage ahead through trap after trap, until either they all perished or turned and fled. Then the defenders would be waiting for them, ready to pour down buckets of green slime, rain down spells and arrows, boiling oils and roll down heaps of crush logs. Portcullis could be dropped across the mouths of many courtyards to make them gigantic holding pens and killing grounds. If the orcs were foolish enough the fortress of Stoneturn could kill off the bulk of an unstoppable horde. Most importantly, an armoury for the defence of the kingdom is said to have been collected here, including weapons of powerful magic crafted by the elves and by the mighty smiths of the dwarves of long ago.

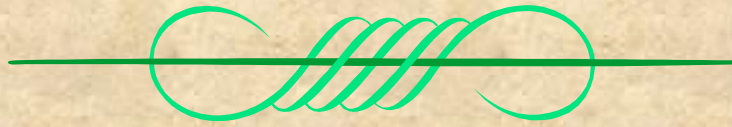


Ground Floor & Cross Section



Internal Views

Spells of the Ardeep Elves



Shadow Bolt

(Evocation)

Level: 2

Components: V,S

Range: 5 yds./level CT: 2

Duration: Instant.

Save: Special

Area of Effect: One creature

This spell creates a bolt of gray, shadowy force that leaps from the caster to a target creature. If the target is within range and visible to the caster as casting is completed, the bolt cannot miss. If not, the bolt is wasted. If another creature deliberately blunders into the bolt, it suffers the spell's full effects; the bolt vanishes after it strikes a living creature. Any being struck by a *shadow bolt* must make a saving throw. If it fails, the victim suffers 1d6 points of damage plus 1 point per level of the caster. On the round after the bolt hits, the victim is wracked by pain and suffers a - 1 penalty on Armour Class, saving throws, attack rolls, and ability checks. After that round elapses, the spell's effects end.

Slow spell

(Alteration)

Level: 2

Components: V,S,M

Range: 0 CT: 2

Duration:

Special Save: None

Area of Effect: Special

This spell can affect an area centred on the caster, another creature, or a stationary area itself. Whether this area is stationary or can move with the caster must be determined during casting. If used to affect an area, *slow spell* protects a sphere of 10' radius per level of the caster. A *slow spell* causes spells cast at a protected being or area to be delayed in taking effect, depending on the level of the mage who cast the *slow spell*. The magic won't take effect for one round if the caster is 8th level or less, for two rounds if the caster is 9-12th level, or for three rounds if the caster is 13th level or greater. A powerful caster can choose during casting to shorten the delay. (A 13th-level wizard can choose to cause only a one-round delay, for example.)

The delay can't be lengthened beyond three rounds by any known means. A *slow spell* has no effect on magic cast or wielded by the being it protects, but if cast on an area, a *slow spell* affects all magic in that area, from any source. Once cast, a *slow spell* remains ready indefinitely. It is activated by contact with appropriate magic. When activated, the *slow spell* delays the spell that triggered it and all others it contacts until its duration runs out. A *slow spell* lasts for one round per level of the caster, or two rounds after coming into contact with a *dispel magic* spell, whichever occurs first. A *slow spell* cannot be made permanent. Casting this spell requires any faceted gemstone (which is consumed in the casting).

Acid Bolts

(Evocation)

Level: 4

Components: V,S

Range: 60 yds. + 10 yds./level

Save: None

Duration: Instant.

Area of Effect: Up to two creatures

This spell summons two teardrops of flesh-corrosive force that dart forth from the caster's hands to strike their targets unerringly. Each target must be a single creature that the caster can see and distinguish from others during casting, though a bolt will follow a fleeing target out of the caster's view. It will dodge around obstacles and other creatures, even those who move to intercept it. The caster cannot aim the bolt at specific body parts, areas, or carried items. Any being struck by an acid bolt suffers 4d4 points of damage. Undead and nonliving objects (even wood and cloth) are unaffected by an acid bolt.

Rillifanes Revival

Alteration

Level: 4

Sphere: Plant

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: One plant/tree per level

Saving Throw: None

This spell makes sick and withered plants instantly healthy once more. Moulds and other growths are destroyed, spoiled fruit and blossoms are renewed, and non-beneficial insects and their eggs are banished. Flowers and edible plant parts can thus be created out of mere memories—but this spell cannot bring a wholly dead plant back to life. The spell also has a side effect. Creatures using magic or special abilities to masquerade as plants are instantly revealed in their true forms. Illusory plants melt away forever and magically altered plants revert to their true forms and natures, breaking any magical animations or controls. To sentient plants and plant like being such as Treants and Green Wardens this spell heals 4d10+2 hit points per level as well as establishing an empathic link between the plant and caster preventing it from attacking the caster in future unless it saves vs spells. The material component of a *plant renewal* spell is a drop of rain water or dew mixed in with oak tree sap and 3 drops of the casters blood.

Sapphire Shield

(Evocation)

Level: 4

Range: 60 yds.

Components: V

Duration: 1 round

Casting Time: 1

Area of Effect: One creature

Saving Throw: Neg.

This spell cloaks one chosen being in a flickering sapphire-hued aura, unless the target successfully saves vs. the spell, in which case the magic collapses and fails. A saving throw must be made regardless of the target's wishes. A sapphire shield protects the being it en-cloaks against all psionic attacks and psionically-caused effects, breaking existing psionic contacts and influences for the duration of its existence. It can't be

made to protect more than one being (even if its protected target is in direct physical contact with other beings) and can be effectively cast on the same being only once in any three-day period. If it is cast more often on the same being, it automatically fails, producing only a momentary wash of green radiance around the target creature.

Spell Shine

Alteration, Divination

Level:4

Range:0

Components: VSM

Casting Time:4

Duration: 4 rds/level

AoE: Special

Save: Special

This causes the casters eyes to glow a vivid blue, a manifestation that might alarms others. While a spell-shine lasts its caster can clearly see the extent and locations (including precise outlines of affected areas, sigils and other symbols), of magic recently cast or unleashed by a particular being. Such magical residues appear, to the casters eyes to glow a bright blue, standing out from their surroundings even in bright sunlight or complete darkness. (Seeing magical glyphs, symbols, sigils, runes or wardings in this way does not trigger them, but the usual disturbance triggers apply). Magic affecting only the target being, or cast on a creature or item, that has since been removed, leaves behind only a small swirling cloud, at the point of casting.

Though observations made by spell-shine sight might suggest the actions or path of travel or type on magic unleashed. A spell-shine persists without the need for in range continuous trail of magical spoor. The target creature must be one the caster has touched within the preceding 6 hours, and direct skin to skin contact must have occurred. Alternatively the caster must have possession of at least 3 drops of the targets blood, which are used in the casting. Spell-shine can only see magic worked in the immediate past (1 hour/caster level), persists and remains active through others castings, and can be ended at will by the caster. A prematurely ended spell-shine can't be reawakened, its magic exhausted.

Hanali's Dance of Knowing

School: Divination

Level: 5

Range: Personal

Components: VS

Duration: Instant

Casting Time: 1turn

Area of Effect: Personal

Saving Throw: None

You divine the relative direction and condition of another individual even if on another plane. You are able to sense their conscious state and are able through a mental link communicate to them 20 words plus up to 1 word per level. . During the casting of the spell, you think of your target as you dance rhythmically. You must have firsthand knowledge of your target for the spell to function. If the target is alive and on the same plane as you, the spell leaves you facing in the direction of your target. You also get an impression of the target's physical and emotional conditions (unharmed, wounded, unconscious, dying, and so on). (A more powerful version of circle dance)

Shadow Bolts

(Evocation)

Level: 5

Components: V,S

Range: 10 yds./level CT: 2

Duration: Instant+1 round/level.

Save: Special

Area of Effect: One or more creatures

This spell creates one bolt of gray, shadowy force per 3 levels that leap from the caster to a target creature or creatures. If the target/s is /are within range and visible to the caster as casting is completed, the bolts cannot miss. If not, the bolts are wasted. If another creature deliberately blunders into the bolts, it suffers the spell's full effects; the bolts vanish after they strike a living creature. Any being struck by a *shadow bolt* must make a saving throw. If it fails, the victim suffers 1d6 points of damage plus 2 point per level of the caster. On the round after the bolt hits, the victim is wracked by pain and suffers a -3 penalty on Armour Class, saving throws, attack rolls, and ability checks. This effect lasts for 1 round per caster level. The effects per bolt are cumulative to a maximum of -9 for an individual creature.

Greater Sapphire Shield

(Evocation)

Level: 6

Range: 90 yds.

Components: V

Duration: 1 round/level

Casting Time: 1

Area of Effect: 20' radius dome

Saving Throw: Neg.

This spell cloaks a area around the caster in a flickering sapphire-hued dome. A greater sapphire shield protects the beings it en-cloaks against all psionic attacks and psionically-caused effects, breaking existing psionic contacts and influences for the duration of its existence.

Sapphire Lash

(Evocation)

Level: 6

Range: 10 yds.+1 yd per level

Components: V

Duration: 1 round

Casting Time: 1

Area of Effect: One creature

Saving Throw: Neg.

This spell sends a shimmering blue ribbon at one chosen being, unless the target successfully saves vs. the spell, the being it lashes is stripped of all power points and the ability to use psionic attacks and psionically-caused effects, for 1d4+1 rounds. If struck again whilst without psionic protection the victim must save vs spells again or take 4d4+4 hps of mental damage from the pain the Sapphire Lash causes.

Lesser Binding Chain of Submission

Evocation

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Whirling chain of force

Duration: 1 round/ 2 levels

Saving Throw: Will negates

Spell Resistance: Yes

- The target creature is bound by the chain and cannot move unless they save vs spells to avoid it altogether.
- If the target was in midair (flying, levitating, and so on) when the chain took effect, the target falls to the ground as if feather falling.
- The chain prevents the target from changing form, including lycanthropic form changes, vampiric transformations, or *polymorph* or similar effects.
- The chain acts as a *dimensional anchor* upon the target.
- The chain deals 2d6 points of subdual damage per round to the target. When the targets hit points reach zero the target creature is stunned and unable to move for the duration of the spell.
- No magic functions within the chains, as a collar of denial. This means that the target cannot use any magic or psionics, but magic from outside the chains affect the creature normally.

The chain cannot be dispelled, but it is automatically destroyed by *disintegrate*, *Mordenkainen's disjunction*, or a *rod of cancellation*. *Material Component* A tiny bronze chain.

Roots of Time

School: Alteration/Time

Level: 7

Range: 100' + 20' per level

Components: VSM

Duration: special

Casting Time: 1 turn

Area of Effect: 10 yards radius per level

Saving Throw: None

The spell allows a wizard who has extensively studied a sight, to reverse the natural effects of time on a site. This means that the ravages of time can be reversed on objects and buildings of plant, earth, stone or metal based construction provided its deterioration was due to the effects of natural aging, weathering, erosion, fire, flood, earth quake etc. What cannot be reversed are the effects of destruction not wrought by the elements or acts of nature. So a rusty spoon or sword could be restored if it was destroyed naturally, by water and weather, but not if it was ruined by a spell. Eroded or over grown buildings can be restored but buildings destroyed by a giant, catapult or spells etc cannot.

The spells efficacy works so that the greater the level of the caster, the more time they can remove and the greater the weight of material they can restore.

- 100 years of time per level up to 20th and 10 cubic feet per level.
- 500 years of time per level 21st to 30th level and 1000 cubic feet per level
- 1000 years of time 31st level and up. 10000 cubic feet per level

The spell does not restore lost enchantments, writings, murals or art works, just the basic structure of an item. So a lost temple from the Eaelrann could be restored, but the frescoes adorning it could not, unless a separate prepared

casting of the spell was used just for this purpose. The material components of this spell are an artefact of similar age, a piece of the object, site, building being restored, and a bone of a creature who once possessed or dwelt in the site in question.

A thorough knowledge of the object/location to be restored increases the chance of success as the spell must be cast where the object was first created, or building for created or erected.

Waters of Arvador

School: Alteration/Necromantic/Protection

Level: 7

Range: Touch

Components: V, S, M

Duration: 1 round per level/Permanent

Casting Time: 1 Turn

Area of Effect:

Saving Throw: None

This spell transforms any liquid that is primarily water (even fouled water) in to sparkling cold water that is sweet to the taste and very satisfying. Imbibing even a single drop of *laughing water* banishes all weariness for a day, and exhausted creatures become alert and energetic. Swallowing a mouthful cures insanity, blindness, and disease and instantly destroys monster and animal internal parasites and their eggs from the body of the imbiber. Moreover, the drinker is rendered immune to all of these perils for 24 hours from the moment of swallowing. Even after the spell is ended the water source will remain fresh and potable for 1 year if not destroyed or diverted from its original source.

Binding Chains of Submission

Evocation

Level: Sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 action

Range: 50' per 2 levels

Effect: 1 Whirling chain of force per two levels

Duration: 1 round/ level

Saving Throw: Will negates

Spell Resistance: Yes

You create several chains of force that whirl into a loops around one creature per two levels creature of your choice, making a metallic rattling sounds as they do. The chains creates a binding ring surrounding the targets. If the creatures succeed on their saving throws, the chains fail to encircle and dissipate harmlessly. Otherwise, the chains surround the targets, with the following effects:

- The target creatures are bound by the chain and cannot move unless they save vs spells to avoid it altogether.
- If the targets were in midair (flying, levitating, and so on) when the chain took effect, the targets fall to the ground as is feather falling.
- The chains prevent the targets from changing form, including lycanthropic form changes, vampiric transformations, or *polymorph* or similar effects.
- The chains act as *dimensional anchors* upon the targets.
- The chains deals 2d6 points of subdual damage per round to the target. When the targets hit points reach zero the target creatures are stunned and unable to move for the duration of the spell.

- No magic functions within the chains, as a collar of denial. This means that the targets cannot use any magic or psionics, but magic from outside the chains affects the creatures normally.

The chains cannot be dispelled, but it is automatically destroyed by *disintegrate*, *Mordenkainen's disjunction*, or a *rod of cancellation*. *Material Component*: A tiny iron chain.

Continuous Slow spell

(Alteration)

Level: 8

Components: V,S,M

Range: 0 CT: 2

Duration: Permanent

Special Save: None

Area of Effect: Special

This spell is exactly the same as the much less powerful *slow spell*, except that its effects are permanent, can be controlled by the caster or one they designate. It can only be removed by a wish/miracle/disjunction or superb dispelling.

Trolls Bane Acid Bolts

(Green Elf Ar'Selu'Taar Specialty)

(Evocation)

Level: 8

Components: V,S

Range: 90 yds. + 10 yds./level

Save: None

Duration: Instant/2d4 rounds

Area of Effect: Up to 2 creatures per level

This spell summons two teardrops of flesh-corrosive force per level that dart forth from the caster's hands to strike their targets unerringly. Each target must be a single creature that the caster can see and distinguish from others during casting, though a bolt will follow a fleeing target out of the caster's view. It will dodge around obstacles and other creatures, even those who move to intercept it. The caster cannot aim the bolt at specific body parts, areas, or carried items. Any being struck by an acid bolt suffers 4d4 points of damage per round for 2d4 rounds. For trolls this spell is particularly nasty as they cannot regenerate the damage caused and must heal slowly at a rate of 1-3 hit points per day. Undead and nonliving objects (even wood and cloth) are equally affected by an acid bolt and must save vs acid or take structural damage if large, or be dissolved/destroyed if small.

Sehanine's Revealing Moonlight (High Magic)

Alteration, Divination

Level:8

Range:0

Components: VSM

Casting Time:4

Duration: 4 rds/level

AoE: Special

Save: Special

This causes the casters eyes to glow a radiant silver white, a manifestation that might alarms others. While the lasts its caster can clearly see the extent and locations (including precise outlines of affected areas,

sigils and other symbols), of magic cast or psionics unleashed by a particular being in a 50' radius up to 10 years in the past per level of the caster. Such residues appear, to the casters eyes to glow a radiant silver, standing out from their surroundings even in bright sunlight or complete darkness.

Through careful observation the caster can watch the actions or path of travel or type of magic or psionics unleashed. This information also gives the time of day, the season of the year, and the phase of Selune when the magic was used. When combined with Legend Lore and Contact Outer Plane, the caster can get extremely detailed knowledge about how the psionics or magic was created, what its effects were and even who unleashed it and the target or destination of the magic/psionic being wrought.

The caster must standing in the exact place the magic or psionics took place along with an item of significant age that is consumed in the casting. The spell persists and remains active through others castings, and can be ended at will by the caster. A prematurely ended spell-shine can't be reawakened, its magic exhausted.

Binding Chain of Fate

Evocation

Level: Sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Whirling chain of force

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You create a chain of force that whirls into a loop around a single creature of your choice, making a metallic rattling sound as it does so. The chain creates an oscillating ring surrounding the target at a distance of 5 feet (so all squares adjacent to the target creature are within the chain). If the creature succeed son its saving throw, the chain fails to encircle it and dissipates harmlessly. Otherwise, the chain surrounds the target, with the following effects:

- The target creature cannot leave the area defined by the chain. Other creatures can enter or leave the area (although they must succeed on a DC 15 Escape Artist check or a DC 15 Tumble check to slip past the chain).
- If the target was in midair (flying, levitating, and so on) when the chain took effect, the chain suspends the target in midair safely as if it had a solid floor on which to stand.
- The chain prevents the target from changing form, including lycanthropic form changes, vampiric transformations, or *polymorph* or similar effects.
- The chain acts as a *dimensional anchor* upon the target.
- The chain deals 2d6 points of force damage per round to the target.
- No magic functions within the chain, as if the chain defined the area of an *antimagic field*. This means that the target cannot use any magic, and no magic from outside the chain affects the creature.

The chain cannot be dispelled, but it is automatically destroyed by *disintegrate*, *Mordenkainen's disjunction*, or a *rod of cancellation*. *Material Component:* A tiny silver chain.

Tempest Cone

(Alteration, Evocation)

Level: 9

Components: VS

Range: 0

Duration: 1 rd per level

Save: None

Area of Effect: One creature

This spell creates a shadowy, upright cone of force surrounding the caster or one creature touched by the caster. The cone comes to a point a few feet above the recipient's head, and extends to the floor (or, if the caster is flying, falling, or otherwise removed from a solid surface, to just below the lowest part of the caster's body). The tempest-cone moves with the caster, and seems to be a faintly-shrieking, tumultuous chaos of whirling winds and shadowy clouds (hence its name). Its only effect is to 'drink' all magic coming into contact with it (including magical-item charges and spells cast by the caster it is protecting), and transforms them into *magic missiles*. The caster is unharmed by the whirling cone of winds (and is unaffected by all incoming spell effects); the *magic missiles* created by a *tempest-cone* whirl around the cone until hurled unerringly at targets within 140' by the being enveloped by the cone. The protected creature can hurl the missiles even if it isn't a spell-caster; a mental command is all that is needed. The missiles are identical in all respects to a *magic missile* spell.

A *tempest cone* creates two *magic missiles* per spell level absorbed, each doing 1d4 + 1 hp damage and flying unerringly at MV Fl 24 (MC: A). If the projectiles pass more than 140' from the cone, or are unused when the spell expires, they fade away harmlessly. Magical-item discharges for which no spell equivalent exists are considered sixth level for purposes of generating *magic missiles*.

Mass Binding Chains of Fate (High Magic)

Evocation

Level: Sorcerer/wizard 10

Components: V, S, M

Casting Time: 1 action

Range: 50'/level

Effect: 2 Whirling chains of force per level

Duration: 10 minutes/level

Saving Throw: Will negates (save at -4)

Spell Resistance: Yes (but at half strength)

You create metallic looking chains of force that whirl into a loop around a several creatures of your choice, making a metallic rattling sound as they do so. The chains create an oscillating ring surrounding the targets at a distance of 5 feet. If the creatures succeed on their saving throws at -4, the chains fail to encircle them and dissipate with a loud bang causing 2d4+4 hit-points damage. Otherwise, the chain surrounds the target, with the following effects:

- The target creatures cannot leave the area defined by the chains. Other creatures cannot enter or leave the area either.
- If the targets were in midair (flying, levitating, and so on) when the chain took effect, the chains at the discretion of the caster either suspend them safely as if on a solid floor or hurl them into nearest solid surface before letting them fall to the ground.

- The chains prevents the target from changing form, including lycanthropic form changes, vampiric transformations, or *polymorph* or similar effects. They also inflict great pain on creatures who try to change shape, forcing a system shock roll to maintain consciousness
- The chain acts as a *dimensional anchor* upon the targets and anyone else who touches them.
- The chains deals 4d8 points of force damage per round to the targets.
- No magic or psionics function within the chains. This means that the targets cannot use any magic or psionics, but they may be used upon the targets from outside.

The chain cannot be dispelled, but it is automatically destroyed by *disintegrate*, *Mordenkainen's disjunction*, or a *rod of cancellation*. *Material Component*: A tiny silver chain.

The Truth of Labelas (High Magic)

Alteration, Divination,

Level:10

Range:0

Components: VSM

Casting Time:4

Duration: 4 turns/level

AoE: Special

Save: Special

This spell works exactly the same as Sehanine's revealing Moonlight except for three conditions. The first is the spell gives exact knowledge on how to recreate the power used, including components, rituals, words, powers & prayers used etc, secondly the caster can track magic or psionics used in a 500 yard radius back 100 years per caster level. Thirdly the caster can teleport back in time to just before the exact moment that the power was enacted. This last one is fraught with risk for if the caster interferes in any way with the past then they have a 50% chance minus their intelligence bonus of being trapped in that time period for up to year as a ghost, stuck between time zones & realities.

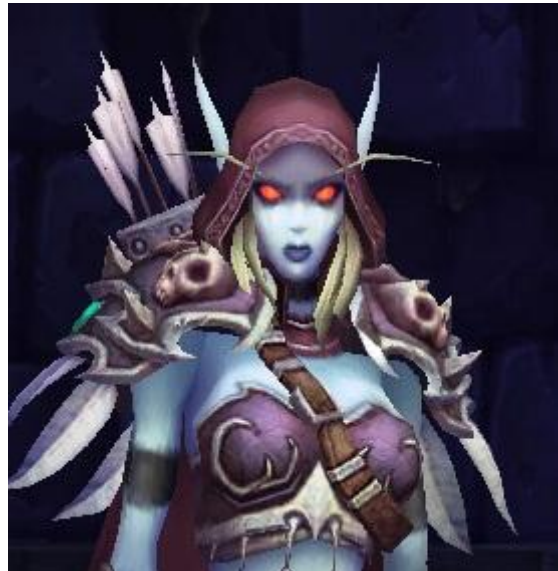


NOTABLES OF THE REALM



Watchnorn

CLIMATE/TERRAIN: Elven Tombs, Crypts, Ruins, Forests
FREQUENCY: Rare
ORGANIZATION: None
ACTIVITY CYCLE: any
DIET: None (magical energy)
INTELLIGENCE: very 12-16
TREASURE: nil
ALIGNMENT: Lawful Neutral/Good
NO. APPEARING: 1d4+1 or more
ARMOR CLASS: 0 or better
MOVEMENT: 24
HIT DICE: 9d12+24 (or better)
NO. OF ATTACKS: 2 or more
DAMAGE/ATTACK: claw 1d10+ strength
+ paralysis touch(or by weapon)
SPECIAL ATTACKS: Banshee's Wail
SPECIAL DEFENSES: Standard Undead Immunities &
Cannot be turned or dispelled + special
MAGIC RESISTANCE: 50%
SIZE: 6' tall
MORALE: Fearless (20, but not stupid)
XP VALUE: varies
Typical Statistics Fg 9 AL LG HP 90 Str 18+ Int 14 Wis 12 Con 16+ Dex 17+ Chr 13+
+3 Elven Longsword (1d10/1d10)+10 to dg str/sword/specialisation, +3 Elven chainmail, +1 ring, beluth of
paralysation, elf cloak, elf boots, amulet of esp, +2 dagger – detect evil 50' (glows blue), +1 Elven longbow,
25 arrows +1, quiver, 1d4+1 miscellaneous useful items.



<http://images3.wikia.nocookie.net/wowwiki/images/5/5a/Sylvanasnew.jpg>

Watchnorns are those Elven warriors who have yet to finish a duty or who have volunteered to extend their duty to the people beyond death. All Watchnorn are volunteers who must sacrifice themselves freely. Watchnorn are created through a powerful arcane or divine necromantic ritual. Typically, Elven characters choosing to pursue a duty which would extend beyond death voluntarily go through the process. The process is described as similar to that of a lich, but does not result in the fear oriented abilities attributed to liches. The ritual permits the character to retain all of its memories, personality, and abilities. In addition, the process alters a character's abilities, conferring many of the powers seen in other types of undead monsters, including paralysing touches and summoning other, lesser

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forms of undead. To become a Watchnorn, an elf must be of a non-evil alignment (usually Lawful Good). Baelnorn usually appear in the role of champions, guardians, and protectors of sacred places such as temples, sacred groves, burial mounds and areas where the elves do not want mortals to go.

Powers and abilities: Watchnorn like their Baelnorn cousins are able to project an image up to 3 times per day. This semi solid projection is able to talk to those it confronts and can wield weapons and any magical items as if they were really there. Some Watchnorn are spell caster or up to 9th level, after this they are classified as Baelnorn, and are able to cast personal spells only to affect the projection, thus defence and divination spells are allowed but attacking spell and those with a range beyond personal are not able to be cast through a watchnorns projection. 50% or any damage done to a projection is incurred by the Watchnorn. A Watchnorn with less that 25% of its hit points cannot project an image of any kind. The touch of a Watchnorn delivers chilling damage plus paralysis and against undead acts like a chill touch spell, causing fear (save at -3 or flee).

Watchnorn typically have all the abilities they had in life plus all of their undead advantages and disadvantages. They are usually equipped with the finest weapons, Elven blades +1 to +5, and the most functional armour (chainmail +1 to +5) and a variety of useful magical items such as beluths, wands, rings, rods, cloaks, boots, bracers jewellery etc to enable them to do their jobs. As an attack of last resort a Watchnorn may wail like a banshee. Doing so causes them to lose physical form, its use is indiscriminate so they rarely commit the act. Creatures within 60' save vs death or die, even those who save are struck by an antipathy effect that lasts for 24 rounds.

Watchnorn are immune to mind affecting spells and psionics, illusions, death magic, disintegration, poisons, electricity, cold and most necromantic effects. If reduced to zero hit points they dissolve into dust, only to reform 24 hours later. Watchnorn regenerate at a rate of 5 hp per hour whilst at rest. They can only be slain permanently if their duty is fulfilled, are commanded to do so by a high priest of the god they serve, or if the site or thing they are set to guard is removed or destroyed.

Embrae Aloevan

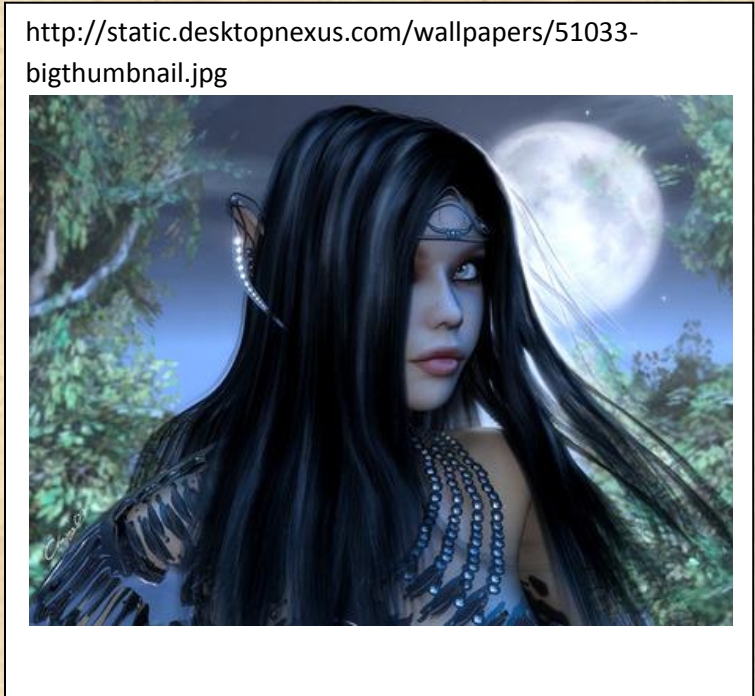
“George Krashos”

Carrying the silver fire is burden enough; the secrets of Mystra, and the cares of all the moral choices one must make regarding sharing or concealing them is another. Moreover, certain bodies—notably Elven ones—sicken or shrivel or are twisted into strange powers (newly-manifesting ‘wild talents’, or even uncontrollable wild magic effects when normal spellcasting is attempted) by directly holding a part of Mystra’s power for more than a month or so. The elf-queen Aloevan of Ardeep was one such victim. A kind, loving lady of slender—some non-elves described her as “frail,” even before her decline—beauty, known for her dancing and ardent lovemaking, Embrae Aloevan suffered the same fate as Elue Shandar, mother of the Seven; her vitality was burnt away from within, leaving her, at the last, a tottering husk. Although Aloevan was proud and regal, capable of fierce firmness when ruling required it of her, she loved physical intimacy with “he’s” and “she’s” of Elven, half-Elven, human, and even Halfling blood, and was quite capable of surrendering herself utterly to a human lordling in the morning, casting all dignity aside and indulging all of his whims, and then defying him from her throne, every inch a pillar of authority, on the same evening. In this, she was not capricious or whimsical, but sorrowfully steadfast in what she must do for her people and her realm, as opposed to what she did as herself. Not surprisingly, she was often forced to explain this; it is a measure of Embrae Aloevan that most who listened to her explanations heard her out to the end, and in so doing moved even from angry or ridiculing beginnings to a measure of respect (and often understanding and even acceptance) The truly noble (as opposed to noble of birth) humans who came to understand her also came to respect and often love her, and during her reign Aloevan was able to call on the services of many ‘unofficial’ human guardians of Ardeep.

She also served Mystra by spreading a lot of Mystra's power—in the form of aptitude for wizardry and magical 'wild talents,' in particular a bloodline still found in Waterdeep, Secomber, and Daggerford, of being able to 'feel' something of the nature of an enchantment by contact with it (an unreliable 'by images' identify and legend lore ability)—through her lovemaking, as if she imparted a gene or essence to those who lay with her although she never had children by them to pass things on in the usual way. The descendants of Alovevan's lovers, through other, later unions, exhibited magical powers as intended (Elminster believes) by Mystra. Alovevan's people did not think ill of her for consorting so freely, just as the folk of Silverymoon do not disparage Alustriel's 'court of love' and freely-given favours (witness her many sons) today."

Race: Moon Elf	Alignment: Neutral Good
Sex: Female	AC: varies
Height: 4'9"	Classes: Mage/Priestess of Sehanine
Weight: 75 lb	Levels: 19 15
Hair : Raven Black with streaks of silver	Hit Points: hmmm
Skin: Pale White	MR:50%
Eyes Sky Blue	Kits: High Mage/Specialty Priest
Age:???	Gods: Sehanine & Mystra
Name: Embrae Alovevan	

Str 9	Con 12
Int 20	Dex 15
Wis 21	Chr 19



Languages: Tongues at will
 Elvish Abilities and immunities,
 Chosen powers: regenerate 1 hp per turn, Immune to set spells, bonus spells, chosen and undead immunities and bonuses, mage sight, Infravision, Silver fire 1 every 70 minutes, Spell Immunities: Magic Missile, Web, Invisibility to Undead, Ice Storm, Cone of Cold, Undeath to Death, Prismatic Spray, Imprisonment, Time Stop.

She can become non-corporeal at will and in this form her AC drops to -10. Embrae possess an aura of fear that forces any living creature within 60 feet to successfully save vs. spells or flee for 5-20 rounds. Characters of 8th level or 8 HD are immune to this aura of fear. The touch of the Embrae Alovevan inflicts 1d10 points of damage from their deathly cold and paralyzes the victim unless the victim makes a successful save vs. paralysis.

She also possesses numerous mental powers:
 Clairvoyance: Sciences. detection; Devotions. psionic sense, spirit sense.
 Psychokinetic: Sciences. telekinesis; Devotions. control body, control wind, levitation, soften.
 Psychoportive: Sciences. teleport; Devotions. Dimensional door, dimension walk, time/space anchor.

Telepathic: Sciences. domination, ejection, mindlink, psionic blast (ultrablast); Devotions. awe, ego whip (aversion), contact (conceal thoughts), id insinuation (identify penetration), mind thrust (ESP), life detection, psychic crush (psychic messenger), send thoughts.

Embrae Aloevan in her undead state is immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, and death spells, and can only be struck by +1 magical weapons or by creatures of 6 HD or more.

In life Embrae Aloevan also possessed the powers of a High Priestess of Sehanine and a beginning Ar'Selu'Taar of the Sylphmoon Circle. Special Abilities of Star Singers of Sehanine.

Specialty Priestess: Starsingers of Sehanine

REQUIREMENTS: Intelligence 9, Wisdom 13

PRIME REQ.: Intelligence, Wisdom

ALIGNMENT: CG

WEAPONS: Bow, javelin, quarterstaff, sickle, sling, staff sling

ARMOR: Any

MAJOR SPHERES: All, astral, charm, divination, guardian, healing, necromantic, protection, summoning, sun, travellers

MINOR SPHERES: Numbers, thought, wards

MAGICAL ITEMS: Same as clerics

REQ. PROFS: Bow, bowyer/fletcher

BONUS PROFS: Astrology, navigation

- Starsingers must be elves or half-elves. While most starsingers are moon elves or gold elves, elves and half-elves of every sub race are called to be specialty priests of Sehanine's clergy.
- Starsingers receive a +2 bonus to their saving throws vs. death magic. This bonus improves to +4 on the night before, during, and after the full moon. It drops to +0 on the night before, during, and after the new moon.
- On nights before, during, and after the full moon, opponents' saving throws against spells and granted powers employed by starsingers suffer a -2 penalty. On the night before, during, and after the new moon, this becomes a +2 bonus for the opponent of the Starsinger.
- Starsingers may cast wizard spells from either the divination school or illusion/phantasm school. At 1st level, each Starsinger must choose one school or the other, and the choice of study is irrevocable thereafter.
- Starsingers can cast motes of moonlight (as the 1st-level priest spell) or sleep (as the 1st-level wizard spell) once per day.
- At 3rd level, starsingers can cast mirror image (as the 2ndlevel wizard spell) or infravision (as the 3rd-level wizard spell) once per day. If latter effect is cast upon an elf or half-elf who naturally possesses infravision, the use of this granted power increases his or her infravision to 120 feet.
- At 5th level, starsingers can cast detect spirits or starshine (as the 3rd-level priest spells) once per day.
- At 7th level, starsingers can cast commune or moonbeam (as the 5th. level priest spells) once per day.
- At 10th level, starsingers can cast dream (as the 5th-level wizard spell) or true seeing (as the 5th-level priest spell) once per day.
- At 13th level, starsingers can cast greater spelldream (as the 4th-level wizard spell detailed the Wizard's Spell Compendium, Volume 2) or Presper's Moonbow (as the 5th-level wizard spell detailed in Pages from the Mages or the Wizard's Spell) once per day.
- At 15th level, starsingers can heal (as the 6th-level priest spell) or gate or holy word (as the 7th-level priest spells) once per day.

Even as an undead spirit, Embrae is not-completely mad. Whilst she is caught in a painful conflagration of Silver Fire prior to 1385, after the death of Mystra, she is released from her torment, but stayed on as a Baelnorn of unusual powers and abilities. When confronted by strangers for the first time, she acts as if confused. 25% likely to interact normally with them for a 1d4+1 rounds, 25% likely to lash out wildly at them for 1d4+1 rounds, or 50% likely to ignore visitors completely acting as if they are just illusions, figments of her shattered mind, or more likely not even there for 2d4+4 rounds. She is capricious and unpredictable in her moods, she can be both helpful and cruel. Unusually caring and generous or ruthlessly harsh. The only way to control her is for the Blessed Seven to take the pain on her part and maintain the illusions in her demi-plane to ease her suffering.

Lord Elorfindar Floshin

Keeper of the House of Long Silences

Race: Sun Elf (Celadrin)	Alignment; NG
Sex: Male	AC:-10
Height: 6'2"	Classes: Fighter/Wizard
Weight: 185 lb	Levels: 17 16
Hair : Copper Blonde	HP: 141
Eyes: Brown	Kit: Dusk Blade – Blade Singer
Skin: Bronze	MR__%
Age:3600+	Gods: Corellon & the Seldarine
Name: Elorfindar 'The Patient One' of House Floshin	

Languages: Eight different Elvish dialects, Dhaerow, undercommon, common, Seldruin, giant common, Auld Wyrnish, several Goblinoid dialects and auld Dwarvish, Celadrin Gold Elf Abilities and Immunities, Duskblade-Blade Singer Abilities and penalties. (see Shantel Othreier kits & classes)

Str 18/93	Con 15
Int 19	Dex 18
Wis 13	Chr 16

Equipment : Elven chain mail +4, shield +2, Elven long sword of dancing, Elven long sword +5 defender named Elfhost (see below), longbow +3, sheaf arrows +1 (10), sheaf arrows +3 (3), arrows of slaying goblinoids (2), ring of protection +2, ring of wizardry (levels 4-5), a huge collection of ioun stones (one of each stone) & beluths, a staff of the magi (14 charges), and a luckstone.

Sir Floshin typically memorizes the following spells:

1st Level: colour spray, detect undead, hold portal, magic missile, sleep;

2nd Level: detect invisibility, invisibility, mirror image, web, wizard lock;

3rd Level: fireball, haste, hold person, nondetection, slow;

4th Level: dimension door, Evard's black tentacles, fire shield, ice storm, improved invisibility, minor globe of invulnerability, polymorph other, Rary's mnemonic enhancer, stonewall, wizard eye;

5th Level: Bigby's interposing hand, cloudkill, cone of cold, demi-shadow monsters, hold monster, monster summoning III, telekinesis, teleport, transmute rock to mud, wall of force;



http://images.epilogue.net/users/goldseven/c_gondolin_fin.jpg

6th Level: globe of invulnerability, guards and wards;

7th Level: reverse gravity.

Elfhost: Longsword, +5 Defender This long sword has been in Elorfindar's hands for as long as any human can remember. Goblins, orcs, and other enemies of the elves gave it the name of Elfhost hundreds of years ago. Its blade is made of mithral that never dulls or rusts, and a large ruby is set into its pommel. Elfhost is an intelligent weapon with a neutral good alignment (Int 17, Ego 22) that possesses the abilities of detect secret doors, detect gems, locate object (120-foot radius), heal (1/day), and teleport without error. Elfhost was created to defeat all enemies of the elves. To this end, it inflicts double damage upon all Goblinoid creatures. The blade speaks common, elfish, orcish, pixie, and can also communicate via telepathy.

The House patriarch of House Floshin, Sir Elorfindar Floshin, is an ancient gold elf (Ar-Tel'Quessir), well over three millennium old, who saw the rise and fall of Phalorm, the Realm of Three Crowns, now known as the Fallen Kingdom. He and his immediate descendants remain in the region, aiding the goodly races and adhering to the spirit of the treaty of the Axe and Arrow, as agreed by the founding members of the Kingdom of Phalorm, when they met in the Laughing Hollow many centuries ago. Elorfindar Floshin is a Gold Elf with a friendly interest in humans who decided to stay when most of the Fallen Kingdom moved out a thousand years ago. His father had been one of the elves instrumental in inviting humans in to aid the Fallen Kingdom and Elorfindar feels a family responsibility to watch over the humans. Sir Elorfindar's estate is between Waterdeep and Daggerford and he has served the humans of the Waterdeep area in his fashion for centuries. His Gold Elven wife Aelwynneth stayed with him in his self imposed exile and died two hundred years ago after presenting him with four children over six centuries. He has since taken three human wives from the nobility of Waterdeep and had several more children. Since he took up residence among humans, Sir Elorfindar has employed several Moon Elves in his retinue who have both bred among themselves and with humans. Many of both Elorfindar's and his followers children have stayed with the noble elf, but others have made their own way in the area as adventurers, soldiers, and even farmers and craftsmen. Sir Elorfindar has also always been a good friend of his close neighbour, the Duke of Daggerford. He no longer teaches magic, but his three magic- using children do, as do their descendants and his other followers. His four children are Filvender Lightfoot, a magic-user/ 18 fighter/thief, Shalendra Dare-all Floshin, a cavalier er , E l o r s h i n H i g h t h o u g h t Floshin , a cleric/magic- user in the service of Tyr, and Darfin Longwalker Floshin, a magic-user/ fighter and Elorfindar's heir. Elorfindar's unique heritage has given him a life span much, much longer than an ordinary Sun Elf (Eladrin???), such that his grandfather witnessed the signing of the Treaty of Harandross after the fall of Shantel Othreier. Elorfindar's ancestors are long lived, on both sides of the Ghael/Tannarric lines that the ancient Floshin pursued during the bloody and waning days of the fifth Crown War.



Ilitharath Moondark

Race: Moon Elf

Sex: Male

Height: 5'8"

Weight: 145 lb

Hair : Ash Silver

Eyes: Pale blue

Skin: Pale

Age:627

Name: **Laranlor Ilitharath Moondark**

Alignment; LG

AC:

Classes: Fighter/Wizard

Levels: 15 12

HP: 116

Kit: Blade Singer

MR__%

Gods: Corellon & the Seldarine

Str 15

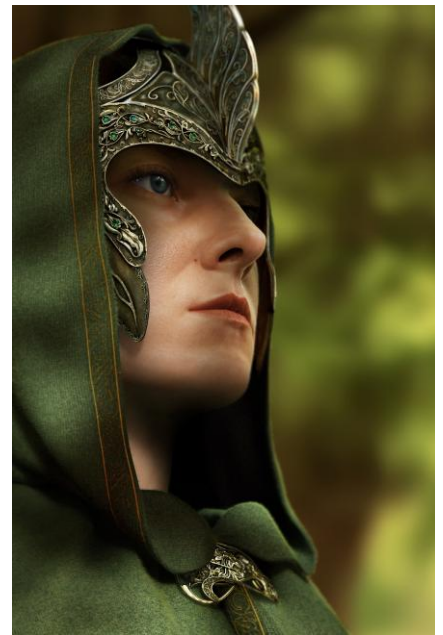
Con 16

Int 19

Dex 15

Wis 15

Chr 17



http://www.cgarena.com/freestuff/tutorials/maya/lastelf/the_LastElf_Piotr%20Fox%20Wysocki.jpg

Languages: auld elvish, Seldruin, Seldruin, orcish. Moon Elf Abilities and Immunities, Blade Singer abilities and penalties.

Ilitharath Moondark spent much of his youth fighting to keep his people free from the repressive yoke of Vyshaanti rule and occupation. When diplomacy failed, this normally regal and softly spoken elf was moved first to tears, then to anger, outrage, then finally steely resolve as he witnessed the terrible suffering and abuse both the Ilithyrii and Vyshaanti blackguards unleashed upon the land at his people. At first he and his people, the Moondark legions of Ardeep, fought alongside their progenitors, from Shantel Othreier. He fought at the battle of Gods Theatre and witnessed the mindless slaughter there. He watched the destruction of fortress, forest and city at the claws of the Ilithyrii demons and dragons, wept in horror at the destruction of Miyeritar and its myriad of peaceful cities and all the lost art and history that went with the deaths of 450000 Green, Moon, Dark, Gold and Star Elves. Ilitharath Moondark led a successful guerrilla campaign against the Vyshaanti for more than 60 years until he and his immediate entourage were brutally assassinated by a trio of Nycaloths known for their great cunning and destructive powers.

Olkiir'kerym +3 Elven lonsword of sharpness & dancing. AI NG Int 16 Starshine 3/day, magic missile 4/day at 12th level, heal 1/day, detect evil 120 yards at will. Wielder immune to electricity and magic missile

spells of all descriptions. Bonded to wielder...strikes dead any not nominated to wield it....similar in fashion to moonblades protection. Predates them by many thousands of years. Current whereabouts unknown.

+3 mithral Elven chainmail of command, +3 shield of missile reflection with rampant silver unicorn emblazoned on it (house symbol), +4 ring prt (+1 to save), ring of life, beluths of electricity and enemy detection. Staff of Miracles.

Tarospur Moondark

Race: Moon Elf	Alignment; CG(N)
Sex: Male	AC:
Height: 6'2"	Classes: Ranger
Weight: 165 lb	Levels: 15
Hair : Black	HP: 131
Eyes: Sapphire blue	Kit: Path Finder
Skin: Pale	MR__%
Age:251	Gods: Solonor & Sehanine
Name: Laranlor Tarospur Moondark	



http://hammershouse.net/Greyhawk/Ranger_Duer.htm

Str 19	Con 17
Int 14	Dex 18
Wis 11	Chr 12

Languages: auld elvish, Seldruin, Seldruin several Goblinoid dialects. Path Finder skills & abilities.

Tarospur Moondark led the resistance after the brutal murder of his grandfather. Leading a William Wallace like campaign against the Vyshaan occupiers, Tarospur Moondark managed to frustrate and infuriate many leading Aryvandaaran generals in his quest to free his land from the Vyshaanti. An elf of quick action, and not one to brood over much about the wrongness of his brutal actions, Tarospur's reign of terror filled many ordinary gold elves with abject terror. His name is still used to inspire fear in children who are warned that the demon Tarospur will take them in the night if they misbehave. The outrages placed at his feet were many and varied. He led only three set piece battles winning two. One at Nikerym at the foot of the Red Cliffs near present day Secomber, another way up near Telardon where he blew up a high mages tower and topped it onto the gathering Vyshaan forces, and three where he led his troops in a last ditch stand to save the city of deepening Moon from being sacked and burned by a horde of daemons led by three nycaloths, all in the guise of moon and green elf mercenaries from Orishaar.

In the end Tarospur became a victim of his own reputation. Even his own people began to fear him and his violent excesses. Such was the fear he engendered in others that when he found himself beset on the battle field by a fierce Green Elf warrior with glowing red eyes wielding a mighty axe, not one of his troops lifted a sword or bow to assist him. Thus when he died, all active resistance to Vyshaanti rule died with him.

Kaldor'aar +4 Scimitar of Quickness & Wounding. NSA, +4 Studded leather Armour of Flight (2hr, 18/C), Elf boots of Speed, Elf Cloak of Displacement, Broach of Shielding, Ring Prt +2, Ring of Fire Resistance, +3 Customised Elven Longbow of Distance "Kiirembyra" Int 16 AL NG Moonbow 1/day, magic missile 2/day both at 20th level, wielder immune to both spells. Staff of the Moonbow.



Reluraun Ardothyl

Race: Moon Elf

Sex: Male

Height: 5'11

Weight: 135 lb

Hair : Blue black

Eyes: opal blue

Skin: Pale

Age: 324

Name: **Reluraun Ardothyl**

Alignment; CG(N)

AC:

Classes: Paladin

Levels: 12

HP: 107

Kit: Knight Errant

MR__%

Gods: Corellon

Str 16

Con 17

Int 15

Dex 14

Wis 15

Chr 18

Extract taken from Dragon 270

Page | 79



Languages: auld elvish, Seldruin, Seldruin, several Goblinoid dialects, auld Dwarvish,

A fallen elf warrior named Reluraun (CE Moon Elf Ghost Fighter 12) whose spirit was twisted into a mad undead creature by evil magic during his final battle. Reluraun appears as two disembodied eyes and a pair of skeletal arms and hands that wield Reluraun's Hoarcut, a +3 Frostbrand Elven Longsword (1d10+3/1d10+3). Reluraun's tomb is guarded by no less than three baelnorns and maybe more. A warrior from Ardeep who died shortly before Aelinthaldaar was razed to the ground. Reluraun Ardothyl was killed in a duel with a Black Dragon Necromancer, and was buried in the crypt his spirit currently inhabits. Reluraun's spirit has become twisted and evil over the years. It is likely that lingering magic from the death of the evil Dragon Necromancer who Reluraun killed is what twisted his spirit. (LG Baelnorn Moon Elf Wiz 13/LG Watchnorn Moon Elf Fg 13-15), and his coffin floats alone in a domed underground vault. An extremely life like effigy of the warrior clutches Wyrmsheart, +2 Dragon Slayer Longsword Int 16, AL NG Detect Good/Evil 120', Detect Magic & Poison 50', Double damage vs dragons & dragon kin, triple damage vs green dragons. Heal 1/day.

In life Reluraun was a member of an elite band of knights who protected travellers as they journeyed along the different Portal Trails of Illefarn, The Holy Armathors of the Sacred Song. Song Knights for short. Knights were placed at the various points where portals exited. Their main chapter house within the Ardeep was the House of Long Silences. Reluraun was keeping watch at the portal stone in a two-story warehouse built on a flat stretch of exposed bedrock near the river (now the Lucky Lady Tavern in present day Daggerford), when he and his knights were attacked by a Black Dragon necromancer seeking to subvert the powers of the portal network for its own ends.

The dragon was slain but not without great loss of life and not before it had summoned a Night Walker. Reluraun sacrificed himself slaying the dragon and using his swords Healing ability on the Nightwalker instead of on himself. The resultant release of the monsters pent up necromantic energy, evil and rage, tainted Reluraun's spirit. So that now both are trapped in a never ending struggle somewhere between planes. Locked together in death, Reluraun's semi-mindless shade mixed with that of the Nightwalker returned as a Wichtlin like creature tied to the sword clutched to his chest. For Reluraun to find true peace, his body will need to be sanctified and cleansed. His remains blessed and the Nightwalker driven from its hiding place. Reluraun's sword must be removed from the tomb and destroyed, and the then unleashed Nightwalker disposed of. Only then will Reluraun be able to walk in peace beneath the boughs the great forests of Arvandor.

The only problems to solving this dilemma are the three baelnorns and half-a-dozen Watchnorn who guard his tomb to keep the Nightwalker from being unleashed. Freed from his curse Reluraun is likely to feel rather generous. The only way to keep him from going crazy is to recite the lengthy poem, "Voices of the Lost", so long as he can hear these words he stays calm and lucid, even if in great pain. Reluraun died knowing the poem, most Song Knights were minstrels or bards of some skill. Where the Holy Armathors of the Sacred Song, hid their collection of lore is anybody's guess, but it is yet to be found, and Reluraun not only knows where the Library is. He also has the key.

As a Spirit, Reluraun Fg 12 (Fallen Paladin) AC -10 HD 12D10+36 HP 136 AL CE At 1d10+8dg (x2), plus chill touch 1d8+12+ fear. +2 or better weapon to hit, MR 25%, Standard undead immunities, can become non-corporeal at will, Acts in a confused manner, 25% likely to attack intruders, 25% likely to attack his guardians, 25% likely to attack whatever is in front of him, 25% likely to ignore everything and just float their rambling & keening to himself. 1/day he can issue a death wail that slays all non=elves within 30' unless they save vs death, survivors and all living elves are hit by a repulsion/antipathy effect that lasts for 24 hours/ 144 turns.

Races of Ardeep

http://www.bjornhurri.com/characters/random/oldman_orc7.jpg

Forest Orcs

FREQUENCY: Rare

NO. APPEARING: 1-20 (20-200 in lair)

ARMOR CLASS: 5 or 6

MOVE: 12.

HIT DICE: 2 + 3

% IN LAIR: 35%

TREASURE TYPE: K, M on individuals; O, U in lair

NO. OF ATTACKS: 1 weapon

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: Back-stabbing, poison, surprise on 1-3

SPECIAL DEFENSES: Hiding, surprised on 1 in 8

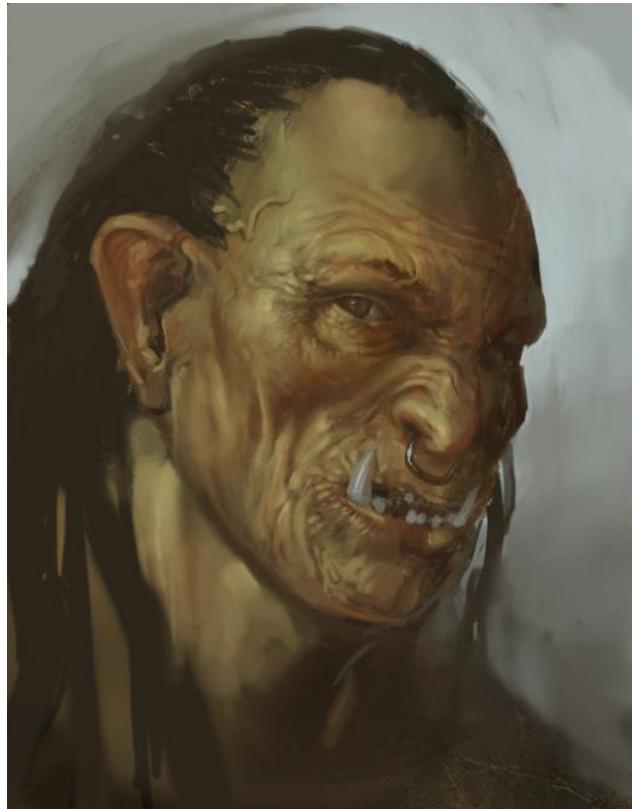
MAGIC RESISTANCE: 30%

INTELLIGENCE: Average 12

ALIGNMENT: Neutral evil

SIZE: M (6. tall)

PSIONIC ABILITY: Nil



Farhasi, also known as forest orcs, are a most powerful and cunning breed of orcs. They have developed limited assassin abilities which they use to the utmost advantage. When surprising any victim, farhasi have a 35% chance to kill by backstabbing. In addition, farhasi make a special sleeping poison from swamp plants and waters. They use this poison to coat their weapons (saving throw vs. poison at +2 or sleep for 2-12 rounds; one use only). Farhasi are extremely hard to find in the forests & woodlands and are surprised only on a 1 in 8 as a result. In addition, they have a 50% chance to hide in natural terrain. Farhasi surprise on a 1-3 in 6, and are typically armed as follows:

Weapons

Scimitar and longbow 30%

Scimitar and shield 30%

Bastard sword and longbow 10%

Bastard sword and spear 20%

Battle axe and longbow 10%

Farhasi wear a form of leather armour studded with scales (AC 6). Shield use betters this to AC 5. Farhasi like their hobgoblin cousins, have no problems with sunlight. For every group in excess of 15 farhasi, there is a leader and two assistants. Each leader and assistant has 18 hp, and because they are the strongest and

most cunning creatures of their group, also have a 50% chance to kill when back-stabbing. If 30 or more farhasi are encountered, the group includes a subchief (AC 3, 3 +4 HD) and 1-4 bodyguards (AC 4, 3 + 1 HD). This large group also contains a master farhasi (AC 3,4 + 2 HD) who has a 75% chance to kill when backstabbing. A master farhasi also has a 90% chance to hide in natural terrain and surprises on 1-5 in 6. Farhasi general travel through forests in small hunting parties composed of young males.

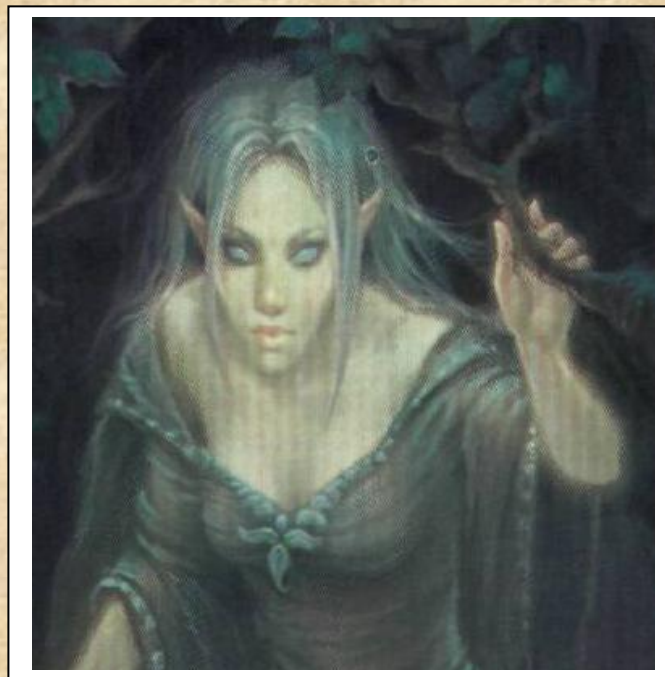
Farhasi have limited supernatural abilities: They have ESP 90', Infravision (dark vision) 120', moves silently and hide in shadows as a ranger of the same level/HD, and back stabs as a thief of the same level as its hit dice. Farhasi are resistant to magic and use it only with great reluctance. They hate Elven mages with a passion, but nature priests and druids have their utmost reverence and respect. They will never attack or despoil areas of great beauty, and have been known annihilate whole tribes of goblins, orc and trolls for doing just that. Ultimately they just want to be left alone, to live their lives as hunters and wardens of the darkest, most ancient forests on Toril.

Farhasi lairs contain females equal to the number of males. All females fight as well as the males but have a less-effective backstabbing ability (15% chance to kill when employing this tactic). Farhasi lairs also contain farhasi young (AC 8, 1 HD, non-combatants) equal to 150% of the males. In addition, each lair contains the following: a chief (AC 2, 4 + 5 HD), two sub chiefs, 4-16 bodyguards, 12-15 leaders, and 1-6 master farhasi. Farhasi chiefs always have the abilities of master farhasi. The farhasi s and wood elves are great rivals in the forest, and they often attack each other on sight. Farhasi look much the same as orcs, except that their skin tends to be greenish brown. Aspects of Malar, Chauntea, Auril and Torm are the farhasi deities of choice, they see Grumsh and his ilk as mindless barbarians only worthy of hunting down and roasting alive as a tribute to their own gods.



Ghost Elves

Ghost Elves dwelt on the fringe of Elven society. They made their homes amid the ancient roots of the forests of ancient Toril, arriving well after all the other races of elves. Thousands of years ago, during the Crown Wars, the ghost elves maintained their isolation and remained neutral in the great racial struggles. After the defeated Drow retreated into the Underdark, they schemed against their distant cousins and launched an attack on the Ghost Elves. The very shelter that had kept them safe became fiercely contested battlegrounds. The Ghost Elves were no match for the seasoned Dark Elven troops. They were virtually wiped out in the blink of an eye. The other surface elves were either unwilling or unable to aid their beleaguered kin, something the Ghost Elves have never forgotten or forgiven.



Help eventually arrived—from an unexpected source. As the defences of the last settlement were collapsing, an alien entity calling itself Thule appeared and offered to save the Ghost Elves in return for their service. Appalled by the slaughter of their people the Ghost Elven leaders agreed without second thought only to realize they were tricked later on. Thule revealed himself as the Archduke Thulikazt, a pit fiend of almost godlike power, and took the Ghost Elves to his home in the Nine Hells of Baator. There he enslaved them, slowly destroying their spirits and their strong connection with the land. For hundreds of years, they toiled for the archfiend, and thousands were slaughtered on the savage arena battles and pointless experiments for Thulikazt's pleasure. This is called "The Tempering" in Ghost Elven history.

Countless centuries passed and the archfiend grew lax, allowing his slaves to take up arms and join his forces in the Blood War. The Ghost Elves learned the arts of war and conquest from fiendish generals and hellish sorcerers. They became Thulikazt's elite bodyguards, drawing admiration and envy from other fiends. The Ghost Elves secretly contacted their master's enemies and offered to serve those lesser fiends in return for aid in destroying their hated master. Greedy for the service of Thulikazt's elite bodyguards,

they lay siege to Thulikazt's citadel only to find his mutilated corpse and a thank you note. Today Ghost Elves live on the Ethereal Plane. Their cities are usually built deep in woodlands and are at least partially underground. Due to their long captivity and the dangers their settlements attract, their society has a strong martial bent. A thousand years has not cooled the anger of the devils humiliated by the "Elven treachery" and even today seek they seek out the Ghost Elves.

Personality: They are wary; earning their trust involves many subtle tests and trials. Dwarves compare them to mithral: beautiful and delicate in appearance, but stronger than the hardest steel.

Physical Description: Ghost Elves have the same height and weight of elves but are frailer. They reach adulthood at 30 years of age and live to about a 100 years shorter than most elves. Shimmering metal grey hair and pale skin are nearly universal, with the occasional having jet black hair. The eyes are the most striking feature; they are like twin mirrors lacking with, iris, and pupil.

Language: Ghost Elves speak an archaic form of Seldruin mixed in with Infernal to create an almost incomprehensible dialect. So even if a being speaks both languages (highly unlikely unless they are extremely old or well read) other means of communicating with a Ghost Elf will have to be found.

Names: The Ghost Elves have abandoned the old tradition and have taken up a new one. All are given a first name, usually given by the parents. They earn a surname or "deed name" later on.

Male First Names: Griminnir, Kidsanat, Mendicalt, Peldraco, Quilvarin, Rhilianis, Stiragoth, Sirragoth, Tolduart, and Xelunixio

Female First Names: Akasa, Cherigi, Druilia, Ilrith, Kisurinda, Linseeri, Mistil, Sulista, Theriel and Tyrissis.
Deed Names: Beast-Tamer, Boltcatcher, Djinnfriend, Flamesinger, Raindancer, Mistskulker, Steelbiter, Stonecutter and Tunnelrunner.

Ghost Elven Traits: +2 to dexterity, -4 to constitution, +2 to intelligence (2nd E: +1 to dex, -2 to con, +1 to int), Mv 30(18), Immune to sleep effects (90% MR sleep & charm), low light vision, (Infravision 120'), +1 to hit & damage with shortsword & scimitar. Ghost elves glow with the brightness of a candle (5 foot radius) which can be suppressed at will.

Ethereal Power: A Ghost Elf can invoke her connection to the Ethereal Plane 1/day in several ways depending upon her level. This connection can only be accessed one time per day, but the range of powers available is cumulative.

1st Level: Slip Bindings; The elf gains a +10 bonus to Escape Bindings checks (the elf becomes translucent enough to slip free from physical restraints, slip through bars etc). This lasts for 1 round per level/HD.

4th Level: See Invisible objects and creatures (as per the spell).

6th Level: Blink (as per spell).

14th Level: Ethereal Jaunt (as per spell)

16th Level: Plane Shift

Ghost elves rarely leave their homes; their great cities on the Ethereal Plane seem enough for most of them. Those who do leave usually have long-term goals and plans that require them to be on the Prime for great lengths of time. Others are outcasts whose temperament harks back to the more care free day of before their exile to the Nine Hells. Ghost elves hate the Seldarine, but find great comfort in the worship of Moradin, they favour wizards, rogues and rangers and priests of any stripe are rare. Most Ghost elves are neutral in outlook (unaligned), though the full gamut of world views is represented in their Ethereal society.

(For full details of Ghost Elves consult Dragon #313 Pg 71-73, article by Keiran Turley)

Magic Items of the Ardeep Elves



Staves of Ardeep

These three staves were created by the early rulers of Ardeep to help safely guard the rights and freedoms of the people who settled within the realm's borders. Once there was one staff for each member of the Seldarine the Seelie Court, but over time each staff has fulfilled its purpose, so that now only these three remain. Each is made of intricately carved wiewood, inlaid with mother of pearl, bound with mithral wire set with precious stones. Each staff has carved into it in ancient Seldruin, certain prayers and invocations to the guardians of the realm. Each staff's "Fulfillment" is accompanied by calamitous peelings of thunder and rumblings of the earth as the piece of Arvanath that went into the crafting of the staff is returned from whence it came.

+5 Staff of Rillifane

- ❖ Transmute metal-wood, Liveoak, Wall of thorns, Transport via Plants – 2/day each.
- ❖ Turn wood, Anti-plant shell, Speak w/ plants, Charm plant, Neutralize plant poisons – 3/day each.
- ❖ plant growth, Tree- 4/day each.
- ❖ Goodberry, Barkskin, Pass w/o trace, Entangle, Faerie fire, Warp wood- 1/hour
- ❖ Summon wood warden – 1/10 day.
- ❖ Transform into 25 HD treant – once only before being lost forever.

+ 4 Staff of Aerdrie Faenya

- ❖ Faerie fire, Invis.-animals, Dust devil, Obscurement – 1/hour.
- ❖ Summon insects, Call lightning, Water breathing, Repel insects – 4/day.
- ❖ Free action, Air walk, Control winds, Rainbow – 3/day.
- ❖ True seeing, Aerial servant, Weather summoning – 2/day.
- ❖ Wind walk, Control weather – 1/10 day
- ❖ Transform into 25 HD air elemental – once before being lost forever.

+5 Staff of Sehanine

- ❖ Prot. Evil, Detect evil, Invis.-undead, Remove fear – 1/turn
- ❖ Know alignment, De- animate dead, Speak w/ dead, Neg. plane protection, starshine – 3/day each.
- ❖ Prot. evil, 10' radius, Tongues, Abjure, Dispel evil, Moonbeam – 2/day each.
- ❖ True seeing, Atonement, Magic font – 1/day each
- ❖ Holy word, Sunray
- ❖ Transform into Planetary serving Sehanine – once only before being lost forever.

Staff of Battle (Ed Greenwood - Dragon 173)

This staff is a +3 weapon that cannot be cut by any blade. Its magical speed enables its bearer to strike first in any round, and it attracts all missiles (even **magic missiles**) passing within 10' of any part of it. Such missiles avoid striking any living being but touch the staff and are absorbed harmlessly. If a **staff of battle's** attack roll (adjusted with its bonus) is 20 or greater, any armed opponent that it strikes must make a successful dexterity check on 4d6 or be disarmed, the opponent's weapon flying out of immediate reach (10+1d10 feet away). These functions are all automatic and continuous, and do not drain charges. A **staff of battle** can repel (as per the sixth-level wizard spell **repulsion**) all creatures within 10'. This power drains two charges per use and can be exercised only once every six rounds. The **repulsion** lasts for only two rounds, after which affected creatures are free to return. Once per day (144 turns), a staff bearer can designate any successful hit to be a thunder strike.

The decision must be made immediately upon the staffs striking of its target, and the blow instantly drains eight charges from the staff (insufficient charges will produce no result). A thunder strike can be heard as a deep, booming noise; it is a magical force sufficient to deal double damage to any opponent of man-size or smaller (no saving throw) and triple damage to all larger creatures. Any creature struck must make a successful dexterity check on 1d20 to avoid being thrown to the ground, and also make a successful strength check on 1d20 or be **stunned** for 1-3 rounds. If **stunned**, the victim reels helplessly; gains a -3 penalty to his armour class; is unable to attack, cast spells, or concentrate; and is liable to drop any held weapons or other objects unless a dexterity check on 1d20 is made for each. If used against nonliving objects, a thunder strike does one point of structural damage and forces any object struck (e.g., a door, sword, shield, or armour) to save vs. crushing blow at a -3 penalty or be crushed or shattered. XP Value 1,000

Staff of Miracles

These mage staves were once common, being made in Myth Drannor and elsewhere, but few know the secrets of their crafting today. When grasped and ordered, such a staff glows with a brief blue white radiance and allows a +4 bonus on saving throws for up to four beings touching it. This protection lasts for the round in which the staff is touched and the following round, and drains the staff of four charges each time this power is activated. A **staff of miracles** may **heal** (as the sixth level priest spell) once every 24 hours. This function drains five charges. The staff may also be used to **delay** death once every 24 hours. This function, which drains six charges, and permits a dead being, if touched within three rounds of death to be brought to 1 hp, despite any wounds, dismemberments, or even decapitation, (but only if severed member is brought into contact with the stump). Breathing, bleeding, and all life functions are magically halted for seven turns; if curative magic or other means are applied to the unfortunate being during this time, actual death may be averted. A system-shock roll may apply if the DM judges it appropriate in some cases.

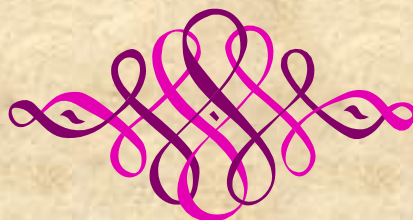
Once every 66 days, a **staff of miracles** allows the bearer one **limited wish**, at a cost of 12 charges (insufficient charges will cause failure of function). When this function is used, a roll of thunder will be heard overhead. The staff bearer is not aged by use of this power of the staff. The **limited wish** is akin to the seventh-level wizard spell. If death is involved, it cannot be directly caused by the spell, and it can only be undone or reversed for one creature. If the **limited wish** involves the undoing of acts, spells cast, words said, etc., it can only reach back into the immediate past to a maximum of one turn. XP Value 4,000

Staves of the Moonbow

Originally devised long ago in the early days of the northern city of Sharlarion the secret of the making of these staves was lost during the Crown Wars, Moon Elf explorers from Silverymoon rediscovered the lost art and took the secrets of their construction back to the city so that in modern times staves of this sort are most often found in the hands of Harpers and elves. Now-a-days the staves go by the name of Staves of the Moonglow, a miss translation from Seldruin into common of the staves original epithet. They are activated and deactivated by silent act of will combined with physical contact, and can be used by all races and classes of intelligent beings. At a cost of one charge per round of use, the wielder of a **staff of the moonglow** can **pass without trace** (as per the first-level priest spell), **find the path** (as per the sixth level priest spell), or have **free action** (as per the fourth-level priest spell). A **staff of the moonglow** can also (at a cost of one charge per round of use) be made to glow with a pearly, blue-white radiance. This light fills a sphere 30."In radius, centred on the midpoint of the staff.

Besides providing illumination for reading and other sight-related tasks, this radiance allows a **ring of shooting stars** located within it to operate as if it were underground, reveals the auras of all magical dweomers within its area of effect as amber **faerie fire** glows, and causes all undead within it to attack at -3 to hit. All magical inscriptions and **wizard marks** located within the **moonglow** will shine forth clearly and distinctly, even if normally **invisible** or magically concealed. Whenever a **staff of the moonglow** strikes an opponent, the bearer can elect (at a cost of two charges) to forego all physical attack damage in exchange for forcing the struck creature to .stay.. This power allows no saving throw and operates as follows: All creatures able to shift **out of phase** (into the ethereal or elsewhere), **blink**, or **teleport** (including related spells or creature powers, such as the **dimension door** ability of a boggle) are prevented from doing so for one round. In other words, for the round that follows the staff attack, they cannot escape by magical means and may be attacked normally by the staff wielder and his companions. Creatures not able to use such abilities or spells are merely **slowed** for the one round following the staff attack.

A **staff of the moonglow** operates as a +4 weapon when used under an open, moonlit sky. If used under a starlit sky or under a night sky in which the moon is concealed by weather, it functions only as a +1 weapon. Underground, it has no bonuses, except that in all locations and conditions, the strike of a **staff of the moonglow** does double damage to all undead; it also counts as .holy silver, and magical for attack purposes, and it affects trolls and other creatures susceptible to fire damage as though the physical damage of its striking were caused by flame. These staff properties drain no charges. XP Value 3,000



Specific Items Peculiar to Old Ardeep

Opalescent Pendants of Life's Last Memory (Albealass)

Created during the fading days of Shantel Othreier, these cameo like pendants inset with fiery green, red and blue opals are amongst the rarest of treasures found amongst the families of the Ardeep elves. Each pendant records the last moments of an elf's life before their spirit journeys to Arvandor. It does not record the physical pain, but does record all the thoughts, emotions, the sights, sounds, smells and physical sensations of the elf in the moments before their death. The pendant stores all the last moments of each wearer as it is passed down through the ages from generation to generation. Many have been used to record an elf's dying words, to capture their killers, to take in a last look at family and friends, and to record an elf's last thoughts, songs, arts and ideas.



Examples of early Albealass Pendants

The pendants will only operate for an elf of the same blood line as one of the previous owners. So once created they bond to a particular family. Simply wearing one will not activate it. The elf in question must sleep with the pendant around their necks for at least one cycle of Selune, where they will dream many of the last moments of their ancestors, from the first to the last. This can be a bitter-sweet experience for the elf but ultimately a rewarding one. Each memory is experienced at first as a vivid dream, but later with experience the wearer can call up an individual moment just by concentrating.

Another property of these pendants, and one that makes them all the more valuable and sort after, is the pendants ability to project a 3D illusion of the memory as seen through the eyes of the wearer of the pendant at that time, even if the wearer was blind or in the dark. This function allows others to experience to sights sounds and smells of the elf's last moments, but not the mental and emotional aspects.



Moonglow Mail (Adamantine & Mithral Surcoats)

Made of the finest alloy of everbright Mithral and Adamantine, the secret of the manufacture of Moonglow Mail stayed with the smiths of Dardath and Ardeep working together. The mail is light (15 pounds), and extremely strong, it never tarnishes, is immune to rusting, and highly resistant acid, fire and disintegration (+5/50% to item saving throws). Its other qualities make it almost immune to piercing attacks, and the ease with which it picks up enchantments.



(http://gadgets.boingboing.net/2008/10/30/9080_chain_mail_shirt_combo.jpg)

Specifically Moonglow mail gives off an inner glow whilst under moonlight, the effect is similar to a moonlight spell, but whilst the armour is worn the wearer benefits from unique properties.

- The wearer gains dark vision up to 120' or if already possessed then it is increased by 60'.
- The wearer is immune to the venom from spiders and any form of slumber effect even if it be from a potion or gas.
- The wearer is immune to fear and fear effects even from a dragon.
- The wearer gains + 1 bonus to saving throws against fire, acid and disintegration attacks.
- The wearer is immune to damage from normal sized missiles such as bolts arrows and spears, from heavier missiles such as ballista bolts, lances and the like the wearer suffers only half damage. Magical missiles and spells effect the wearer normally.

Such is the strength of Moonglow mail, its armour rating is anywhere from +3 to +6. Suits are generally custom made, becoming family heirlooms, they are almost never given away as gifts and Elven and dwarven families will go out of their way to recover them.

Coronet of the Warden Lords



Both the realms of Shantel Othreier and Illefarn maintained a series of watch towers upon their borders. In command of each of these towers was a Warden Lord. The Commanders Coronets were designed to allow instant and detailed communication between the different Warden Lords along a particular chain of forts and towers. All the coronets of a particular network were linked so that one lord could communicate with all the others in such a way as to not cause them to suffer sensory overload.

Coronet Powers:

- Network Telepathy providing clairvoyance & clairaudience to the receivers of the message from the coronet.
- Real time ability to see and hear what another Warden Lord is witnessing.
- Ability to ignite the signal fires that sit atop the highest point of the watch tower.
- Ability to control the access portals that link the different towers and their parent keeps and castles.
- Twice per day the coronet also allows the wearer to use true sight, ESP and tongues all at 24th level of ability.
- The wearer is also protected as if wearing a Green Stone Amulet, this does not interfere with the coronet's other functions.
- A Coronet wearer is immediately aware if another Coronet wearer dies or is incapacitated in some way, they can tell the distance and direction of the wearer's location at the time of their death, and can see what the wearer sees at their time of death.

Moonsilk Cloaks of the Eagle Riders

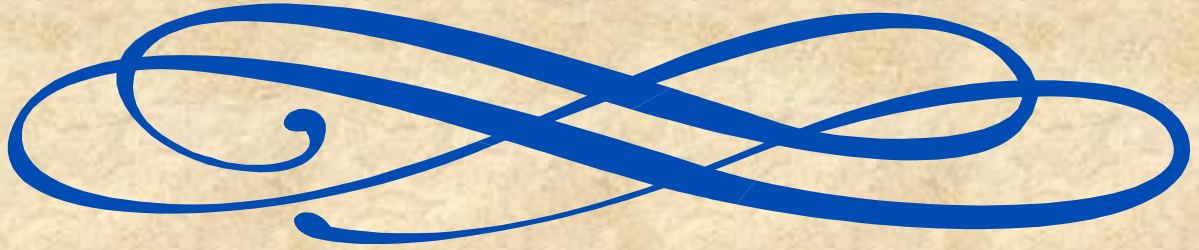


These Moonsilk cloaks are woven to protect Giant Eagle riders from the worst of the hazards that make flying such a risk business. They are made to fit individual riders and are often dyed with emblems or colours of the elf's clan or military unit. A full length wrap-around, hooded cloak with waist belt and face mask. The powers of the cloak are as follows:

- The wearer is immune to extremes of natural heat and cold, and gains a +2 bonus to saves against attacks based upon these elements.
- The cloak prevents the wearer from being struck by lightning, but does not make them immune to electricity.
- The cloak gives the wearer low light vision (or extends into darkness vision if the wearer already has it)

- The wearer is unaffected by wind and air based magics.
- The cloak provides a constant feather fall effect even if the wearer is unconscious.
- 1/day the cloak wearer can use blink and levitation to quickly mount or exit the dragons back.

The wearing of these cloaks was seen as a status symbol but were not restricted to Giant Eagle Riders. These were just the first of several groups to make use of them. Other wearers such as dragon, griffon and hippogriff riders had their own designs, colours and cloak styles, but the essential materials and Moonsilk weaving was the same.



The Art of the Ardeep

The Horns of the Far Elf Realm

(Really by Ed Greenwood from Dawn Tree part II)

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

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

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

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

*Find it I must
In it I trust*

Braceldaur,

my life I bind to thee.

Mohannes Braceldaur, -1597 DR.

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