The Realms of Eaerlann

715 DR

By Paul Simpson

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Eaerlann, The Guardian Realm of Ancient Secrets

Overview of the Realm

Eaerlann is a powerful nation composed primarily of Wood Elves and Moon Elves that has endured for nearly six thousand years. It exists in the northern and eastern portions of the High Forest, along the western banks of the River Shining, the Delimbyr. The realm is bound by the eastern part of the High Forest, from Turnstone Pass, in the north to the Shining Falls in the south. Its border runs north across the Delimbyr River, taking in the Talon Hills, and the woods of the Far Forest. This shared border with Ammarindaar then runs across the northern Graypeaks, before running down the western bank of the Delimbyr until it reaches the Shining Falls.

Eaerlann was founded in the ruins of Aryvandaar in –4,700 DR, by nobles from Sharrven, who were worried that the ambitious nation of Siluvanede would repeat the mistakes of Aryvandaar, and spark a new Crown War. As such, Eaerlann was founded to stand vigil against the Siluvanedenn and to stand watch over the hidden secrets of Aryvandaar. Now in its waning years its population has began to dwindle as its residents leave for Evermeet or join the newer realms appearing along the Sword Coast. Many Eaerlanni cities consist of hollowed-out trees and platforms connected by dozens of slender rope bridges. Each major settlement holds at least one tree-temple dedicated to the elven gods. Bards liken the lands around the River Shining to a lush garden—where natural beauty is carefully pruned to produce an almost supernatural paradise, fields are exceptionally fertile and farmers raise outstanding vegetables. The meadows are bedecked with wild flowers throughout most of the year. The forests are the province of fey, centaurs, and unicorns.

The realm of Eaerlann is governed by a High Council made up of representatives from all of the major settlements and cities of the realm, along with representatives from each of the Cor'selutaar of the various cities, the major temples, the Ahk'Faern and the Ahk'Velahrn. It is presided over by the Coronal, who represents the will of the people and balances the decisions of the council against what s/he considers is best for the realm. The Coronal is considered the representative in Eaerlann of the will of the Seldarine, and is seen by many ordinary people as their

voice in the political games of the High Council. Advisors to the council come from Ascalhorn, Ammarindaar, Siluvanede, Silverymoon, Sharrven, Illefarn, Evereska and Evermeet. Whilst they have a voice, they have no voting rights, and must rely on the other council members to get their wants and needs addressed.

The current Coronal is Eaer'ythinn Starsong, a former Cor'selutaar of Teauveamanthaar, who took over from his aunt when she was killed facing down the 'Thundering Horde" in 52 DR. His long and peaceful rule has been marked by the admittance of Netherese refugees into Ascalhorn, the granting or permission to begin the retreat to Evermeet, particularly by Gold Elf clans from Siluvanede, the laying of the Mythal over Glaurachyndaar, and the resettlement of refugees from Myth Drannor after its fall. Eaer'ythinn's enlightened rule has marked a golden age in the history on this ancient and eldritch realm. Despite the setbacks suffered by 'The People", Coronal Starsong people hope will rule for many years to come.

History of the realm

–9000 DR, The Fifth Crown War ends. The elves of Aryvandaar abandon the High Forest.

–8400 DR, A few sun elves return to found Siluvanede in the northwestern reaches of the High Forest.

–7600 DR, Moon elves and a few sun elves disaffected with Siluvanede's growing elitism found Sharrven in the southern reaches of the High Forest.

–5300 DR, The elves of Siluvanede erect a *mythal* in the city of Adofhaeranede and rename it Myth Adofhaer.

–5000 DR, Survivors of House Dlardrageth, a clan of demon blooded sun elves, flee from Arcorar to Siluvanede.

–4800 DR, The Dlardrageths subvert several powerful Siluvanedenn sun elf houses and, by encouraging demon-elf crossbreeding, create the fey'ri. The fey'ri houses conceal their secret heritage and come to wield great power in Siluvanede.

–4,700 DR, by nobles from Sharrven, who were worried that the ambitious nation of Siluvanede would repeat the mistakes of Aryvandaar, and spark a new Crown War. The city of Glaurachyndaar atop the ruins of Sharlarlion, the old capital of Aryvandaar to keep safe the ancient Vyshaanti secrets found buried there deep within Sharlarlion Tor.

–4,550 DR, the tree city of Teauveamanthaar, founded on the present day site of Talltrees, was named the capital city of the nation of Eaerlann.

–4,500 DR, the Eaerlanni went to war with Siluvanede. With the aid of Selu'taar from Arcorar, the Eaerlanni discovered the secret lair of Sarya Dlardrageth, underneath the settlement of Ascal's Horn. The patroness of House Dlardrageth and her sons were captured, and a few other Fey'ri were ferreted out and killed. In retaliation, House Dlardrageth used its political influence to have the leading houses of Siluvanede call for war on Eaerlann. Thus, inadvertently, Eaerlann had sparked the war that it had been founded to prevent. Known by some as the "Sixth Crown War", the Seven Citadels' War pits the forces of Siluvanede against the forces of Eaerlann.

–4,400 DR, Eaerlann pressed into Siluvanede, causing the Siluvanedenn to resort to a gambit that would eventually spell destruction for their nation. Trekking into the ruins of Aryvandaar, the Siluvanedenn opened several caches of ancient magic and weapons, and began equipping their soldiers and magicians with these weapons and spells of Vyshaanti origin. Upon discovering this, the realm of Sharrven entered into the Seven

Citadels' War, allying themselves with Eaerlann. Their reasoning was that the Seldarine themselves had condemned the Vyshaanti, and by reopening their hidden caches, and reintroducing Vyshaanti weapons and spells into the world, the Siluvanedenn needed to be stopped, lest they become a Vyshaantar Empire of the present.

–4,300 DR, the Siluvanedenn were no longer able to stop the forces of Eaerlann. Eaerlann forcibly annexed the nation, imprisoning most of the Fey'ri leading the nation to its doom in Nar Karymhoarth, the Nameless Dungeon. Siluvanede would remain an insignificant vassal realm of Eaerlann until the nation's fall. Upon discovering the deceit of the fey'ri, untainted Siluvanedenn 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. The Seven Citadels war ends with the defeat and annexation of Siluvanede, by Eaerlann.

–4100 DR, Shield dwarves settle the Graypeak Mountains founding the Kingdom of Ammarindar.

–3900 DR, Delzoun, the great Northkingdom of the dwarves, is founded.

–3,845 DR, the Elves of Eaerlann began discreetly observing the fledgling nation of Netheril. After fifteen years of observation, the Elves formally approached the Netherese Humans, with promises of teaching them the secrets of Mystra's Art. Accepting, Therion of Gers becomes the first student of the Eaerlanni Elves, and the first Arcanist of Netheril.

–3,655 DR, Orcs poured forth from the Spine of the World Mountains. Along with the Elves of Illefarn, the Eaerlanni and the Netherese fought shoulder to shoulder, to send the Orcs back to their mountain homes.

–3,533 DR, a group of Netherese explorers entered into ruins from ancient Aryvandaar, and returned to their home with a very special prize in tow: The Nether Scrolls. Using the knowledge that The Nether Scrolls granted them, the Netherese began relying less and less on the magics that the Eaerlanni were teaching them. Eventually, they completely abandoned their Eaerlanni tutors, in favor of the power The Nether Scrolls gave them. This, obviously, caused some friction between the two nations. It is possible that the two nations could have butted heads in a highly volatile and destructive war, but certain issues arose that eventually caused Eaerlann to take a new course of action.

- 3520 DR, The elves of Eaerlann began quietly assisting the small bands of gnome refugees who arrived on their borders.

–3150 DR, the ruins of an abandoned Vyshaanti fortress (below what later becomes the Citadels of the Mists), are given over to gnomish refugees as a clearing house.

–2,770 DR, the Elven realm of Sharrven shattered and fragmented, when an explosion of the monster population in the area- secretly arranged by the Fey'ri who continued to exist undiscovered in Eaerlann- caused frequent and destructive monster attacks to depower Sharrven's government. Survivors of the fallen realm migrated primarily to Evereska, and Eaerlann. The sudden population influx, coupled with the possibility that something attempt to destabilize Eaerlann's government, caused the Eaerlanni Elves to retreat within themselves, maintaining a neutral outlook on other nations, as not to incur the wrath of any nation during the tumultuous time.

–2387 DR, thanks in part to the diplomatic efforts of Eaerlann's ambassadors, and all of Netheril's gnome slaves are emancipated.

–1700 DR, the gnomes are forced to erect additional wards around the ancient armory and abruptly ceased using it as a central way station of the Trail of Mists. One or more of the bound demons that had long guarded the legacies of the Vyshaantar Empire had managed to escape the former armory's lower catacombs and only the desperate

action of a small band of forest gnome and moon elven adventurers managed to keep the unbound demons from escaping the upper catacombs as well.

–897 DR, King Olaurin, greatest hero-king of Ammarindar, is slain by the deep dragon Erthungaron.

–550 DR, *Year of Glistening Dust:* King Azkuldar III of Ammarindar secretly creates the Xothol, an arcane college charged with guarding against the increasingly antagonistic Netherese.

–339 DR, Netheril, the Empire of Magic, falls. The body of the momentary god Karsus falls to earth in the eastern region of the High Forest.

–372 DR, the Elves constructed Ascalhorn, a fortress to protect their frontier. The fortress of Ascalhorn would have likely grown and developed a more militaristic presence had Karsus not cast his fabled spell, and Netherese society had not come crashing down, literally.

–334 DR, *The* dwarves build Besendar's Blockhouse on the site that will become current-day Everlund. dwarves begin the slow abandonment of Ascore.

–333 DR, the Elves of Eaerlann more or less conceded Ascalhorn to Netherese refugees, who claimed to have forsaken the ways of their ancestors, and were hungry to learn the magic of the Elves once more. While this concession would make sense at the time, it would ultimately spell doom for the Elven nation, centuries later. dwarves begin the slow abandonment of Ascore as the Narrow Sea dries up.

-298 DR, The city of Karse is built in the High Forest.

-287 DR, The city of Karse falls victim to the begrudging followers who believe the god Karsus is a sham.

–111 DR, Delzoun is devastated by countless orc assaults that also destroy other kingdoms of the North. The elves of Iliyanbruen, Rilithar, and Eaerlann unite to shatter the strength of the orcs and halt their rampage into the High Forest and Dessarin Valley.

–104 DR, The dwarves abandon Besendar's Blockhouse.

–100 DR, The underground realm of Delzoun falls to Underdark creatures. The dwarves' surface citadels survive the attack and remain in dwarf hands.

1 DR, The dwarves of Ammarindar complete Citadel Yaunoroth.

52 DR, An enormous orc horde, matched in size only by the "Black Horde" centuries later, pours of their caves and captured dwarf holds in the Spine of World Mountains, Nether Mountains, and Ice Mountains. The attackers become known as the "Thundering Horde" due to their extensive use of Warg Riders and enslaved stone giants. Two additional clans move northward out of the High Forest. The dwarves of Delzoun are crushed beneath the horde, with only a few scattered halls and citadels remaining. The kingdom of Delzoun is destroyed. Amongst the ruins created during this time include the loss of Koligswinter (renamed the Dungeon of the Ruins), Vaarcutt (now known as the Hall of the Four Ghosts), and ForgeHoln (now named the Strong Hold of the Nine).

The halfling settlement of Honig's End, now over 5,000 strong and covering more than 20 square kilometers, is utterly destroyed by the horde. The surviving inhabitants scatter across the north and never again will a sizable halfling settlement exist in the North. The inhabitants of Griffon's Nest are also slaughtered by the hordes; less than 100 gnomes survive the massacre. Flintrock is also destroyed, though the majority of inhabitants escape to the safety the deeper tunnels before the gnome wizard Pizt Keenears brings down the entrance on top of himself

and the onrushing horde. The surface structures of Flintrock remain abandoned for over a century before reconstruction begins. The elves of Eaerlann manage to stem the tired of the horde, thanks in large part to the aide of the treants of Turlang and the silver dragon Al'thesatuva. However, the elves losses are great and this marks the beginning of the end of the kingdom of Eaerlann.

275 DR, The elves of Eaerlann, weary of near constant warfare with the hostile orcs and creatures of the area begin a slow withdrawal to Evermeet.

515 DR, Humans from Ascalhorn resettle Besander's Blockhouse and rename it Everlund.

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

671 DR, The Castle of Illusions construction is completed, and travelers become frequent between Ascalhorn, Everlund and Silverymoon as trade opens up with the dwarves of the North.

694 DR, The first divinations and portents of doom arrive via Darcassan, the diviner of Windsong Tower; he tells the Elders of Windsong Tower of the signs, but they keep the knowledge from the public to prevent a panic. Given the climate of distrust and factionalism, this news is also kept secret from the Council, as it is uncertain where the threat to Myth Drannor's security lies. The Circle of Flames and the wizards of Windsong Tower begin spiriting magical items and tomes (including the Scrolls Ardentym and the Keryfaertel) to safety. Many end up in Ascalhorn and Silverymoon in the trusted hands of colleagues there (in the cases of wizards not moving there themselves), though some wizards take off with their secrets for parts unknown over the next twelve years.

711 DR, The Weeping War begins on the Feast of the Moon with the Northern Massacres campaign as the Army of Darkness engages many elf patrols and destroys many elf villages and clan enclaves.

712 DR, The Weeping War continues through the year, resulting in the deaths of many heroes and the collective Harpers at Twilight. There are four major campaigns this year, and Myth Drannor nearly falls prey to the Army of Darkness.

714 DR, Myth Drannor falls.

766 DR, Construction complete on the High Mages' Keep of Silverymoon. Whilst the Brothers of the Black Hand, a cadre of Bane-worshipping evil wizards exiled from Ascalhorn, steal powerful magical items from Silverymoon, including High Mage Ederan's Staff of Silverymoon, the chain mail Glove of Taarnahm the Vigilant, and Tasmia's Necklace. Their safehouse in Ascalhorn proves the Black Hand's undoing as it falls to wizardry and baatezu manipulations, and the Hand's slayers confiscate the stolen items.

820 DR, The Arcanist Wulgreth summons the first devils to Ascalhorn.

846 DR, The Bloodfang Orc Horde pours down out of the Nether Mountains, besieging Myth Glaurach it is destroyed with little loss of life to the defenders.

864 DR, Orcs of the Nethertusk Horde, armed with information passed to them by the Branded King, Malkizid, and aided my Fey'ri sorcerers from Lothen overrun Myth Glaurach. Many of the city's residents flee to other elven realms via the portal network hidden beneath the city. Five Selu'taar remain behind to seal the portals, and bring destruction upon the orcs and their demonic allies by using a modified version of Toldines Killing Storm, thus sealing up the lowers catacombs and portals for the next 500 years.

880 DR, The first tanar'ri are summoned to Ascalhorn late in the year.

882 DR, Ascalhorn falls, corrupted from within by baatezu, and becomes known as Hellgate Keep. The mage Jaluster dies at the hands of the baatezu, but the bard Maerstar recovers his Orizon. Whilst later in the year, refugee mages and others from Ascalhorn form a small tent city within the walls of Silverymoon. A starving orc horde nearly overruns Silverymoon, but the city is saved by the sacrifice of High Mage Tanalanthara. The elven realm of Eaerlann falls, pressured by the influx of refugees from Ascalhorn and the loss of many elves during the years of trying to prevent the demonic takeover of Ascalhorn. Many elves migrate to Evermeet, leaving only a few scattered villages and settlements throughout the High Forest. Moon elves of Eaerlann also come to Ardeep and re-constitute that elven realm. The arrival of the elves brings about a tentative alliance between them, the humans of the Delimbyr and the dwarves living under Mt. Illefarn as a response to the horrors of Hellgate Keep. This alliance quickly dwindles as the refugee elves of Eaerlann withdraw from the pact due to anti-human sentiment among their number, and this short-lived period is a pale shadow of Phalorm. Sages however, in their confusion, label this alliance as the Fallen Kingdom, a name properly attributable to Phalorm, the Realm of Three Crowns. The dwarven realm of Ammarindar falls. Ammarindar's sister realm of Oghrann falls soon thereafter, and the survivors occupy the Far Hills.

883 DR, After a mild winter spent in mourning over the loss of their Lady Wolf, Silverymoon elects the humble Tanisell the Cloaked, a human originally from Ascalhorn, to become High Mage (the "Cloaked Lord of Silverymoon", as a popular ballad called him). Wulgreth of Ascalhorn flees Hellgate Keep to the ruined city of Karse. The Dire Wood is created when he is slain by Jhingleshod whilst attempting to tap the immortal power of the dead god Karsus. Upon his death, Wulgreth of Ascalhorn is transformed into a lich.

884 DR, The dwarves of Citadel Sundbarr come to the aid of a group of human refugees, led by Prince Simberuel Astalme, fleeing the fall of Ascalhorn. The humans are offered a home in the abandoned surface portions of the citadel and over time rebuild and re-found the settlement of Sundabar.

885 DR, Everlund survives the fall of Ascalhorn and is ruled for a time by Sarvukul's Swords, a human adventuring band from Tethyr.

886 DR, Wards are established around Hellgate Keep by the Harpers, to strip the tanar'ri of their gating abilities.

890 DR, The demons beneath Hellgate Keep begin tunneling to bypass the Harpers' wards.

1369 DR, The Harpers destroy Hellgate Keep. The surviving daemonfey of House Dlardrageth are freed after millennia of imprisonment. The High Forest expands under the direction of Turlang the Treant.

1371 DR, The Silver Marches is established. Forces from the Scourged Legion secure Northpeak.

1372 DR, Daemonfey occupy Myth Glaurach.

1374 DR, The daemonfey Sarya Dlardrageth frees the fey'ri imprisoned within the Nar Kerymhoarth. Her army of orcs, ogres, and fey'ri is defeated by the elves of the High Forest and forces from Evereska, Evermeet, and Silverymoon.

The Geography of the Realm

The realm of Eaerlann occupies the upper reaches of the Delimbyr Vale, an area of land that surrounds the Delimbyr River. also known as the Shining River. and its tributaries. The Vale reaches as far south as the western-most borders of the South Wood to its headwater in the Nether Mountains. Deep, dark, and enigmatic, the High Forest is inarguably the greatest forest in Faerun, since it has resisted the woodsman's axe for untold centuries. The sylvan woods expanse covers more than 500 miles from its southern edge near Secomber to its northern reaches at the foothills of the Nether Mountains.

Climate

Much of the Delimbyr Vale like the majority of the North has a subarctic clime. Long, bitter winters typically last from mid Marpenoth to late Tarsakh, with temperatures dropping to -30° F and rarely climbing past 40° F. Frequent blizzards blanket the land in snow drifts (often 10 feet deep) that isolate communities from one another. In the mountains, temperatures approach arctic iciness, while the forests shrug off the worst effects of winter (some woods, like Neverwinter Wood and the southern High Forest, never feel winter at all). Rivers freeze over with ice thick enough to support wagons and draft teams between Uktar and early Ches. Summers in the vale are short, but hot, temperatures climb to 100° F, which along with high humidity and hot sirocco winds from the Anaurach keeps it warm enough for most anyone (if not uncomfortably so at times). Precipitation normally takes the form of rain, but hail, sleet, and snow are common. Summer is the time for wizard weather, when unpredictable, even magical, weather patterns occur in the vicinity of the High Forest. The cloud cover over the Vale seems eternal and unbroken. Partially sunny days are common, but a day without clouds north of the Shining Falls is difficult to conceive and usually worth noting.

Wildlife

The wilds are a hunter's paradise. Mundane creatures of all descriptions and sizes usually escape an adventurer's notice, yet they are vitally important to rangers, druids, barbarians, and others who live off the land. Majestic elk wander the forests, hills, and fens, as do deer and moose. Huge herds of forest shaggun (shaggy bovines, use buffalo statistics) range the central plains and hills, often competing with the less aggressive domestic cattle herds for pasture while at the same time providing both food and tests of courage for the Uthgardt. In the far north, reindeer travel in thundering herds (often followed by tundra tribes), while the white-coated mountain ram commands the lofty peaks. Huge sometimes deadly wild boars lurk in the forests; they.re fine eating, but often at the steep price of men's lives. Small animals abound everywhere: rabbits, squirrels, red foxes, mice, bats, water rats, prairie dogs, beavers, weasels, and ermines. Common bird life includes game birds like the pheasant, grouse, quail, duck, and geese, and song birds are present in all shapes, colors, and sizes. Fish is the staple of many towns. The succulent shalass. found primarily in the Dessarin network. is a brown, trout-like denizen of the Delimbyr and Unicorn Run. Each spring, salmon run up the River Shining to spawn. Finally, there are the predators. The mountains are home to the agile red tiger, or snow cat. Wolves are almost everywhere, and bears are common in forested or mountain areas, The Delimbyr Vale is also home to many unusual beasts as well, better known as monsters.

Teuveamanthaar

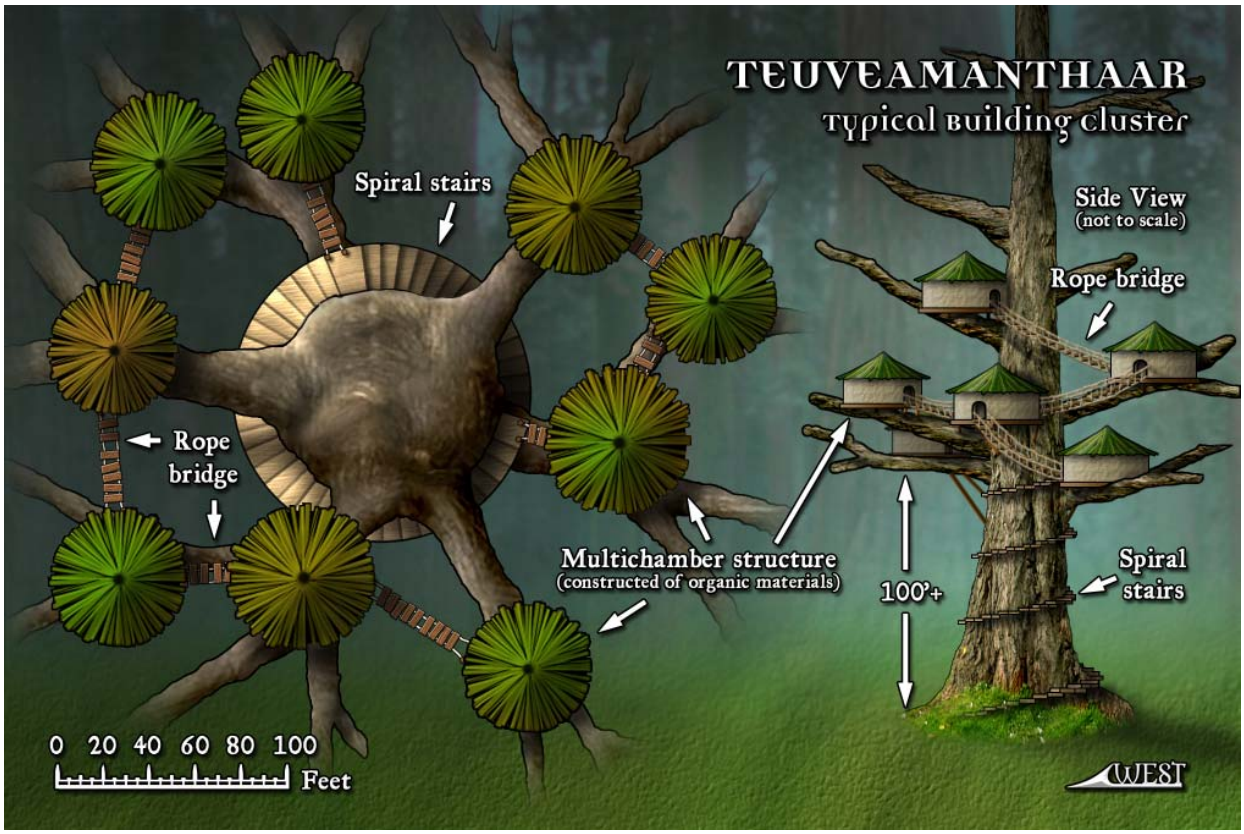
Elven Tree-City & Capitol of Eaerlann

Teuveamanthaar (Large Tree City): AL CG 5,000,000 gp limit, Assets 100,000,000, Population 65; Mixed (40% Moon Elf, 40% Green Elf, Half Elf 5%, Human 5%, Shield Dwarf 5%, Halfling 5%, Other 5%)

From its founding circa –4,500 DR, the elven tree-city of Teuveamanthaar is the capitol and largest city of Eaerlann, the moon elven realm within the northern and eastern reaches of the High Forest amongst the ruins of Aryvandaar. Built atop a steep-sided ridge, Teuveamanthaar is known for its soaring oak trees, which tower over the rest of the forest like hill giants to human youth and whose trunks are said to be the width of most northern human villages. Teuveamanthaar is also known as Tall Trees, and the city's ancient trees are amongst the oldest of the High Forest.

The majority of buildings of Teuveamanthaar lie high above the forest floor, linked by a network of magically warded and preserved rope bridges. Only a handful of rope ladders lead down to the ground, and they are normally drawn up into the trees. Ancient *wards* dating back to the earliest days of Eaerlann protect the Tall Trees settlement from magical and non-magical fire, the danger of lightning strikes, and the threat of rot and disease. The inhabitants of Teuveamanthaar have created fabulous dwellings from hollows painstakingly shaped into the trunks and branches of the great trees as they grow. Far above the forest floor, rope bridges criss-cross the distance between the massive oaks and lead into masterfully shaped living chambers inside the trunks.

The city itself is made up of several key locations spread over a large area of the forest slopes stretching along the valley upon which the city rests.



Architecture

With the exception of a few ground-built shelters, Teuveamanthaar is exclusively an arboreal community, built within some of the thickest foliage in the High Forest. Grand buildings high above the ground were built by members of various elven clans. Residents of these tree dwellings are never more than a few moments from the forest floor. The few ground dwellings in the city are extremely well built, and in some cases, very well hidden. Some are carved out of the base of colossal oak trees, being careful not to kill the tree in the process. These dwellings often lead to small underground chambers that store perishables for the community, or the treasures of individual clans. Others are built out of quarried stone (often marble or some other elegant flagstone) imported from Myth Glaurach. These dwellings are for the infirm or the very young.

Magic Use within the City

Sy'Tel'Quessir mages are rare whilst Teu'Tel'Quessir mages dominate those found within the confines of the city. No human mages are permitted to practice their arts within the city's limits, being directed to Myth Glaurach, the great Wizards Colleges of Ascalhorn. The wild and impetuous nature of the green elves makes them unlikely to

practice wizardry. Even those raised away from the natural environs of the Sy'Tel'Quessir grasp only the most simplest of magical techniques. Instead the Sy'Tel'Quessir rely heavily on priestly magic, specifically druidic magic. Elven druids are rare except among the Sy'Tel'Quessir. While there are always instances of priests of other elven gods, druids of Rillifane Rallathil are by far the most common. Though they never live within the villages themselves, druids are part of every Sy'Tel'Quessir community. In the name of Rillifane the druids adopt Tel'Quessir communities within the city, watching over and protecting them with their magic. These druids watch over warriors on patrol, officiate over births, escort elderly to the Vale of the Lost, and maintain a balance of nature in the High Forest.

The Teu Tel & Sy'Tel'Quessir learn to use magical weapons and from an early age, but they are much more likely to rely upon the finely crafted bows and swords of their weapons makers that are of near magical quality without being enchanted (+1 to hit and damage). In the years following the coming of the Netherese it has become common for the elves of Tall Trees to possess magical potions, scrolls, and other minor magic for defense.

Religion

The most commonly worshiped elven deities of the Tall Trees are Rillifane Rallathil, Sehanine Moonbow and Corellon Larethian. Rillifane is the more highly venerated of the three, with Corellon being paid homage as he who gave birth to the elves, and Sehanine being the Patron Goddess of the Moon Elves. Rillifane has always been recognized as the patron of the Sy'Tel'Quessir, protector of the woodlands and guardian of the harmony of nature. Shrines to Rillifane cannot compare to the embellished temples of the other Eaerlanni cities but instead often comprise a single tree in the forest. The druids of Rillifane choose a grand oak tree and carve a small canary in the trunk, two feet from the ground. Such trees are never chosen at random, but usually appear to druids in dreams or other visions. Should a shrine be defiled, the dedicating druid (or the nearest worshiper of Rillifane if the druid is dead or unavailable) instantly knows of the action death. Deep in the Heart of Tall Trees Vale are Teumyshaaril, the Tree Temple to Rillifane Rallathil, The Grove of Winding Waters, the Temple to Corellon, and Ru'Iannahar, The Temple to Sehanine.

The Mythal

Ere the fall of Netheril, when the Eaerlanni elves ruled the High Forest, there appeared a hamadryad skilled in sorcery whose mastery of the Art was said to rival that of the most accomplished elven High Mages. The Hamagess, as she is sometimes known, is said to have sprung from the heart of a Turlang, the first wood nymph born of a Treant and not an ordinary oak tree. Turlang and the Hamagess ruled the High Forest as king and queen for over a millennium before the fall of Ascalhorn in the Year of the Curse (882 DR) threatened the High Forest with the taint of the Abyss. The Hamagess is said to have given her life to form a living mantle around the High Forest to shield it from infestation by the twisted vegetation of the Abyss. [5] Although her death was an occasion of great sorrow for those races that live in harmony with the great woodlands, it is said that the Hamagess' songs still drift through the Woods of Turlang each autumn, whispering words of comfort and magic to her mate. If her breath touches a brilliant yellow leaf in the process of drifting to the ground from the limb of a long-slumbering Treant, it leaves in its eddy a leaf of pure gold inscribed with the workings of a rare or unique spell. Through these Leaves of Gold the forest can be defended against looming threats to its existence.

The living mantle that envelops the High Forest is somewhat akin to a powerful ward or minor mythal. While it stands, vegetation native to the Lower Planes, such as viper trees, cannot grow within the borders of the High Forest, and the taint of fiends from the Lower Planes cannot corrupt any plant that grows within the confines of the great woods. Ancient *wards* dating back to the earliest days of Eaerlann protect the Tall Trees settlement from magical and non-magical fire, the danger of lightning strikes, and the threat of rot and disease. Magical fires burn

out after one round, and fire spells above 2nd level will not function at all. (The Dire Woods are believed to be an exception of sorts to these restrictions.)

Places of Interest In the Vale of Teuveamanthaar

The Sunglade

The Sunglade is an important site in the Vale of Teuveamanthaar. This magical site, and it is magical, for it has been enchanted to resist the ravages of time is dedicated to Labelas. It contains two sets of concentric circle stone menhirs. The outer circle has rocks that are up to twenty feet tall. These stones, which number twelve, are marked with ancient Espruar runes dedicating each stone to a particular member of the Seldarine. The inner circle has rocks that are about six feet tall. These tones, which number ten, are marked with faded Espruar runes dedicating them to the members of the ancient Seelie Court. Only four of the symbols remain, as the others have faded away. Like all of the Fey Places in the High Forest, one can teleport to other locations using the magical menhir in the Sunglade. It is said that one may even teleport as far away as Evermeet.

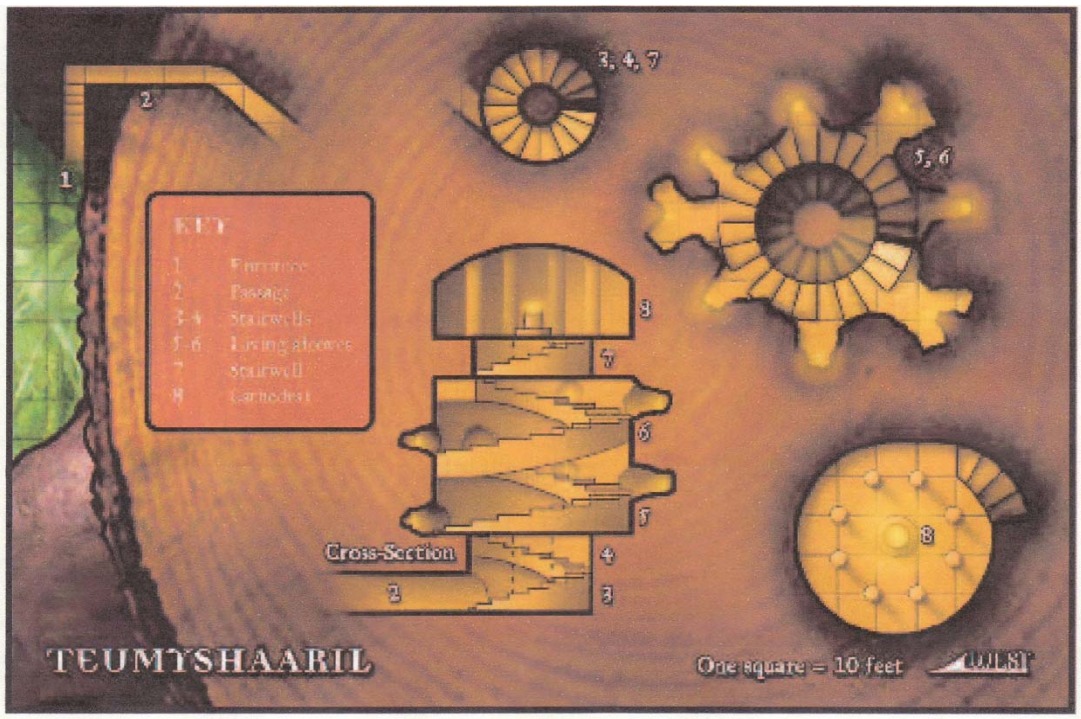
Stardark Palace

This grove of 24 gigantic (high magic enhanced) Redwoods, towers nearly 500' above the forest floor, spiraling staircases wind their way up 200' to the lowest levels of the palace which takes in 100 smaller chambers, flets, and tree homes as well as the larger Star Speakers Hall, High Council Chamber and the throne room set near the very tops of the tree circle. Each tree is 50' wide and houses many extra dimensional spaces within its trunk. A circle of 12 landing platforms radiate out from the palace ring allowing giant eagles, griffons and dragons of large size or smaller to land in safety. There are aeries for 24 giant eagles and their riders based in the very top of the palace. At night the trees are lit by faerie lights that twinkle like multi colored stars when seen from below. The palace is a city unto itself with the day to running of the city taking place here. A vast administrative and military complex of giant shadowtop and redwood trees surrounds the central palace, each joined by rope bridges, wooden walkways, and the like. The palace itself houses around 1200 people whilst the surrounding tree complex holds another 2500. This includes residence for administrators, counselors, scribes, smithies, stables, shrines to the Seldarine, and quarters for all of the attendant staff and their families. Also house here are the household guard which includes contingents of Eagle Riders, Coronals Knights, Knights of the Sun, Knights of the Crescent Moon and the Royal Regiment of Teuveamanthaar, made up of members of the Ahk'Faern, Ahk'Velahrn and court based Armathors.

Teumyshaaril

In the heart of the ancient forest deep inside the Vale of Teuveamanthaar, a great oak broods, sheltering the forest floor and even the other trees of the forest beneath its massive canopy. The trunk of this tree is as wide as a small hamlet, and its crown soars as high as a hill top. Hidden inside is Teumyshaaril, an ancient temple dedicated to Rillifane Rallathil. (See seperate booklet fpr moor details).

Hall of Trees: This grand arboreal dwelling serves as both a common hall for the residents of Teuveamanthaar and as a meeting place for the Council of Trees. Not as far from the ground as other tree structures, the Hall of Trees is the largest of all tree structures in Teuveamanthaar. Though not elaborate at first, the Hall of Trees has become the object of creativity for many young artists practicing their trade. Several wealthier clans with young artisans donated precious metals and jewels to show off the skills of their young. Though not as exalted as some of the structures of Myth Glaurach, citizens of Teuveamanthaar view it as a crowning achievement to their dedication to the People of Teuveamanthaar.



The Great Elm

High Mage of Teuveamanthaar: Though unremarkable when compared to the tree dwellings surrounding it, the home of the Grand High Mage is far from ordinary. The High Mage's residence is guarded by powerful spells, the passwords to which are known only to him and a few select apprentices. Other portions of the building, those containing secrets and treasures, are warded against all but Grand High Mage. The interior of the structure is twice as large as the exterior resulting from a variation on a distance distortion spell that actually affects physical matter. This also makes the residence large enough for some the High Mage's apprentices, those more advanced in the Art, to room with him. Others (if any) live in a small structure nearby.

Ahk'Velahrn School of Arms

Swordplay, archery, unarmed combat, and other forms of warfare are taught diligently in and around this large tree dwelling. Second in size only to the Hall of Trees, the School of Arms is supervised by some of the most prominent warriors in Teuveamanthaar over the years. These instructors are typically officers in the Eaerlanni military whose families live in and around Teuveamanthaar because of births among their children. Instructors serve terms as long as 20 years before returning to their clan.

Every type of weapon used by the elves of Teuveamanthaar (and a few exotic weapons from far off lands) can be found in the School of Arms. Few of them are magical, since impetuous students often .borrowed. these items, which more often than not resulted in their loss. There also is the popular argument that weapon skills should be taught without the aid of magic, to sharpen students. expertise at an early age.

School of Corellon's Arts

Elven philosophy, music, song, and assorted artistic skills are a primary part of elven culture in Teuveamanthaar. While there have been places elsewhere that were more learned, none devotes more time to educating young elves in said skills than School Corellon's of Arts. Like the School of Arms, this institute has many different

instructors, depending on their residency in the city. For many the School Corellon's of Arts has become a place for elderly artisans to pass on their knowledge before departing for Arvandor.

Sehanine's Silver Blooms

Not all schools in Teuveamanthaar are for education. Like many races (though elves hate the comparison), children need time to have a childhood.. This is where Sehanine's Silver Blooms come into play. Here elves can have fun interacting with other elves, learn history through the artistic storytelling of the elderly, and at the same time learn beneficial skills such as climbing, swimming, and learning of the animals and plants of the forest. Prior to the age of 20, young elves spend considerable time at these schools. Beyond that, much of their time is spent at the other institutes, to learn some of the more advanced teachings they need for adulthood. The schools are run by parents (usually female) and local elderly who take great joy in the shaping of young elves. There has never been a shortage of tutors for these schools.

Ahk'Faern School of Magic

Given the elf's high aptitude for magic, all youths spend a minimum of one year at the School of Magic whether or not they are destined to become wizards. This is done primarily by moon and gold elves; few green or aquatic elves ever set foot in the school. Here young elves learn the basics of magic and determine if they have any aptitude for the Art. Those already accomplished wizards with exceptional aptitude upon their own request are immediately taken for testing for their potential to use High Magic. The tests are arduous and deadly, failure brings at best a swift death or at worst a lingering existence as a wizshade, watch ghost or worse.

Temple of Corellon

Much like Corellon's marble tower in Arvandor, Teuveamanthaar's temple to The Protector is a beautiful white oak of purest alabaster that reaches high into the trees. Located at the heart of the vale in the Winding waters district, the temple to Corellon is the largest ground structure in Teuveamanthaar. The clergy of Corellon is the second largest in Teuveamanthaar, its numbers ranging from 20-40 at any given time and consisting of both genders. The parents of elven children in Teuveamanthaar often send their young children to the Temple of Corellon, even if they are not devout worshipers of the creator of the elves. Most of these lessons are for youth from the ages of 15 to 20. Green, moon, and a few gold elven families feel that, because Corellon is the leader of the elven gods and is said to be the father of the elven race, he should be revered by all in Eaerlann.

Tree of Life

Near the center of city, not far from the Temple of Corellon, is the largest tree in all of Teuveamanthaar, The Tree of Life. This ancient alabaster barked oak has stood tall and proud since the coming of Corellon's avatar thousands of years ago, and is said to be a vessel for the great god's spirit when he wishes to look upon his children in Teuveamanthaar. Aside from being an enormous tree (with a 100-foot diameter), there appears to be nothing extraordinary about it at first glance. The tree emanates no detectable magical or spiritual power that anyone has been able to find. Nevertheless, many rumors and legends surround the Tree of Life. The one most widely believed is that the large oak is the father of all treants in the woods of Eaerlann. Should the Tree of Knowledge ever perish, the treants would not rest until every elf in Faerun was dead. Another legend says the spirit of all trees in the High Forest is held within this one oak. If it were to die, then all the trees in the High Forest would perish. The Tree of Life gained its name hundreds of years ago, when it became apparent that elven children paid more attention to their teachers and retained more information when sitting beneath the great oak. Some of the most important lessons taught to the young elves of Teuveamanthaar are learned beneath the Tree of Life. Also, elven druids have often stated that they've reduced the prayer time for their spells to one-half while sitting in the shadow of the Tree of Life.

The Secret

The Tree of Life is powerful, but not only because of its origins, or because of what it symbolizes. In and of itself, the Tree of Life has many powerful magical effects. The tree itself acts as a permanent Gate to Evermeet. If one were to walk up to the tree once, and speak the proper phrases- that, thus far, is not public knowledge- and step into the tree, they would suddenly find themselves in Corellon's Grove, on Evermeet. The Tree of Life also exudes an intangible aura of goodness for at least a mile radius. This aura repels and dispels Demons, Devils, and other evil, extra-planar creatures.

The most important benefit is the fact that the Tree of Life allows for the casting of Elven High Magic, without any harm, as on Evermeet. So long as a Selu'taar performs a High Magic ritual within 10 miles of the Tree of Life, he/she is not drained, as is what happens when High Magic is used in all other places, aside from Arvandor and Evermeet. The Tree of Life began its existence as an Elder Treant, whilst still conscious it has become restful and contemplative over the eons, and sees its role as that of teacher and Elder Guardian to the trees of The High Forest. Turlang is its oldest surviving child.

Rainbow Falls

Set on the floor of the Vale of Teuveamanthaar, this ancient place is dedicated to Hanali Celanil. The place is scared to all elves, but is especially important to young lovers, or those elves renewing the vows. It is said here that those elves, or half elves who bath in the waters beneath the falls will be blessed by Hanali, Sehanine and Labelas. It is true that wounded, cursed, sick or ailing elves have their ailments completely cured by bathing in the

waters under the light of a full moon. Offerings of beauty, or heartfelt prayers and vows offered up whilst under the falls, can sometimes see Hanali's blessing by having all blemishes, scars and deformities removed and the elfs charisma raised by 2 points. Babies brought to be blessed within the waters of the Rainbow Falls, are said to gain an extra 5d20 years of youthful life if their parents dedicate the child to the protection of the people and this blessing extends to the child being immune to all aging effects as well.

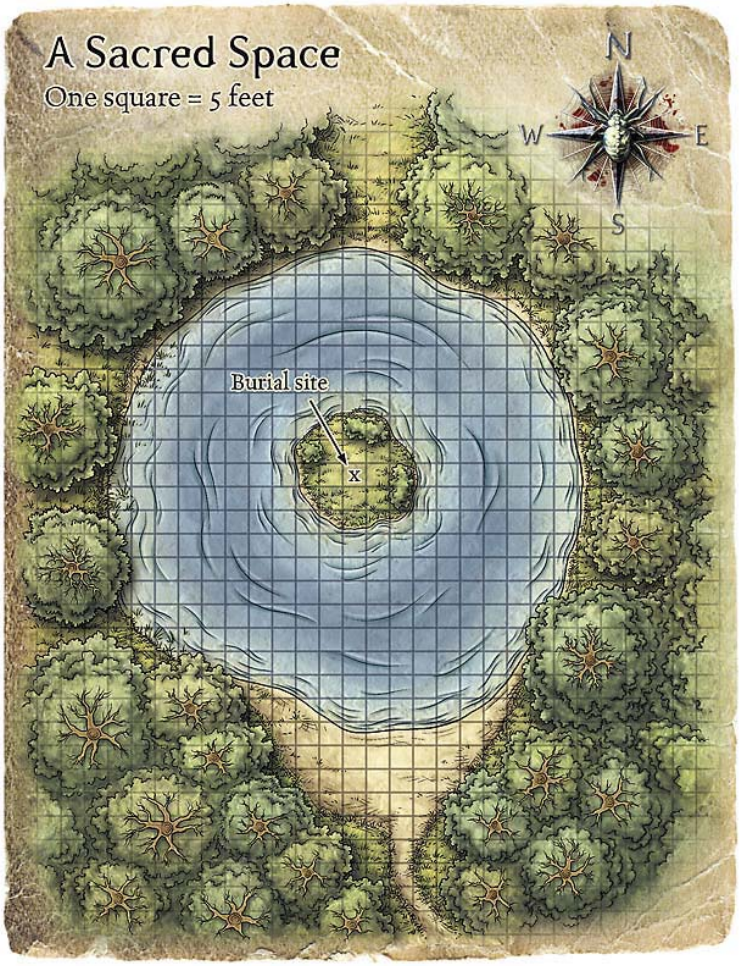
Each blessing can only be recived once in an elfs life, and form part of the coming of ages rituals within Teuveamanthaar's society.

The Vale of Memories

Here long ago an orc horde led by giants, and a green dragon came out of the mountains and a terrible battle was fought. Thousands died. Since then the place has become one of reverie and solemnity for the Elves of the High Forest. It is where the Elves of Eaerlann come to bury their dead, here amongst the heroes or bygone ages. The floor of this vale is still littered with the moss covered bones of intruders and invading armies who have sought to plunder the hidden wealth of the great Aryvandaaran and Eaerlanni houses. The place itself is heavily warded with repulsion magics, and the guardians are a mixture of Banshees, Baelnorn, Watch Ghosts, Watchnorns, Reverend Ones, and other assorted restless spirits of invaders who find no rest beneath the boughs of this haunted vale.

The area is regularly patrolled by troops from Tall Trees along its borders. Entry into the vale is reserved for those burying their dead. Looters and creatures not of the natural woodlands are attacked and destroyed without mercy. It is said that ancient treants, now transformed into flesh mulcher trees stand silent guard throughout the Vale of Memories.

The Founders Isle



Plants Peculiar to the High Forest

Dream Leaves

Dream Leaves are often used in Green Elf rituals and ceremonies, most commonly vision quests, and to make contact with their animal spirit guides. A few other Druidic circles around the Realms also use these leaves for roughly the same purposes. In a few metropolitan areas, like Waterdeep, or Baldur's Gate, Dream Leaves are also used by the rich, as a novelty, and by the downtrodden and disenfranchised, to escape reality for a brief period.

The plant itself grows about ankle high, in heavily wooded areas, under, or next to large trees. The plant consists of a central stem that is more akin to a vine than anything else, roots, a small bud at the top, and leaves that slowly grow over the course of the year. The central stem is reddish near the roots, and progressively gets greener and greener the further up you observe. It is quite thin, only being about a finger length in diameter. The bud at the top of the stem, which looks like a tiny, rust-colored acorn, is prickly, as to attach itself to anything that brushes against the plant. When the seed is mature, it grows a small five-petal red flower, which attracts animal life to it. The roots of the plant do not dig very deep into the ground. If multiple root tendrils are ingested, they actually induce nausea and vomiting (DC 5).

The small leaves that grow towards the bottom of the plant are green, with a yellow stripe going down their center. The leaves are roughly heart-shaped, with the tip facing outwards, although some variation exists from plant to plant. The plant is hardy, and does not hibernate during the winter, although it grows very slowly during this time.

The leaves of this plant are cultivated. They are dried in a variety of methods, depending on who harvested them, and then crushed into small flakes. It is in this form that their potent hallucinogenic effects can be tapped. Once the Dream Leaves have reached this point, they are considered a drug by most authorities.

Dream Leaves causes a sentient being to hallucinate, hear things, and feel a constant wave of vertigo and euphoria at the same time. Many describe the sensation as being in a dream, which is where the name is derived from. Those who are under the effects of Dream Leaves feel sluggish (-5 to Reflex Saves and Dexterity checks) and muddled (-5 to Intelligence and Wisdom checks). When used in excess, the drug becomes addictive, although when used sparingly, it does not (DM's digression).

The common method used by Green Elves is to pour the shredded leaves in an open brazier, and lighting a fire underneath. This is done during many of their religious holidays, as well as coming-of-age ceremonies. Soon afterwards, the smoke from the brazier fills up the enclosed space, affecting those who breathe it in. Alternatively, a person can stick their face next to the brazier, and inhale deeply, taking in the smoke from the Dream Leaves. In both cases, the hallucinogenic effects begin in a few minutes (1d6 minutes), depending on how hardy the individual is (DC 10 every Round until failure), and last for an hour or two (2d6 X 10 Minutes).

Sometimes, the chopped up Dream Leaves are put into tea bags, and can be brewed as tea. This is the method preferred by the rich, who are experimenting with the drug, because it is not overt, as other methods. When the brew is imbibed, the hallucinogenic effects begin in a few minutes (1d4), depending on how hardy the individual is (DC 10 every Round until failure), and lasts two to three hours (3d6 X 10 Minutes).

Finally, drug dealers often sell the poor and disenfranchised Dream Leaves rolled in paper. One end of the paper is lit with a flame, and burns. The other end is put to your lips, and inhaled from. The hallucinogenic effects, when "puffed" begin in a few minutes (1d6 minutes), depending on how hardy the individual is (DC 10 every Round until failure), and last for about an hour (1d6 X 10 Minutes). On the black market, because that is only where Dream Leaves are available from, a single tea bag containing Dream Leaves costs about 25 GP, and a single "puff stick" costs 5 GP, though prices fluctuate with availability and time of year.

Sehanine's Kiss

Sehanine's Blush is the name of a flower that grows in the Vale of Teuveamanthaar .It is a wildflower that grows in dark places, such as in the shadows of large rocks, or trees, or under a thick forest canopy. Sehanine's Blush is a vine, growing very low to the ground, in long tendrils. The plant grows slowly, but when it does grow, it creeps around to expand as much as possible.

When a vine reaches maturity, it begins to flower. Mature vines are easy to differentiate from immature vines. Mature vines are a blue-white color, while immature vines are a fresh green color. The small flowers that bud on mature vines are crimson, some of which have blue and white flecks on the petals. The center of these flowers contains sweet smelling white pollen.

On nights of a full moon, when moonbeams shine down upon these flowers, the pollen within goes through a remarkable magical metamorphosis. The ordinary white pollen begins to glow a soft, milky white luminescence.

If the pollen is extracted from the flower during the night, after the pollen undergoes this transformation, it continues to glow, and exhibit these unusual characteristics. If the pollen is not extracted, it returns to normal upon the setting of the moon, and the rising of the sun.

The pollen, in this form, is known as Sehanine's Kiss. Not surprisingly, due to its origins, the pollen has magical properties. Numerous magical properties, actually. It takes only a few ounces of the powder- enough to fit in a small vial- to activate any of the pollen's numerous magical properties.

When sprinkled in water, or food, the pollen purifies it, like the Purify Food and Drink spell. The taste the pollen leaves in the food or drink, a slight sweet taste, is very faint. When someone who is poisoned ingests the powder, it detoxifies them, like the Neutralize Poison spell. When the powder is sprinkled in an open wound, it heals the person who was injured (2d6 HP).

Vials of Sehanine's Kiss are commonly available in Teuveamanthaar. Most vendors who sell the pollen package it in two-ounce vials, which is enough for one personal use. Those who sell it to larger institutions, such as academies, or temples, sell it in larger quantities. Two-ounce vials sell for 100 gold pieces each, four-ounce vials, which contains enough pollen for two dosages, sell for 200 gold pieces each.

Leaves of Gold

Autumn's turning yields leaves of gold,
A mantle fit for woodland kings.
Wood nymphs weep cold tears of sorrow,
And yet the fair Hamagess sings.

commonly recounted poem
attributed to Mintiper Moonsilver
Year of the Moonfall (1344 DR)

Oft confused with the Nether Scrolls, the Leaves of Gold are obscure magical phenomena believed to be unique to the northern High Forest, specifically the region of the woods that lies near the city of Everlund and is commonly known as the Woods of Turlang. The Leaves of Gold take the form of living oak leaves fashioned of pure gold, each of which is inscribed with the runes of a single wizard's spell. No more than a dozen such gilded leaf-scrolls have been recovered in a single season, and each has been found near the base of ancient tree believed to have once been a great Treant in centuries past.

Golden Leaves of the Vale of Teuveamanthaar

Ere the fall of Netheril, when the Eaerlanni elves ruled the High Forest, there appeared a hamadryad skilled in sorcery whose mastery of the Art was said to rival that of the most accomplished elven High Mages. The Hamagess, as she is sometimes known, is said to have sprung from the heart of a Turlang, the first wood nymph born of a Treant and not an ordinary oak tree. Turlang and the Hamagess ruled the High Forest as king and queen for over a millennium before the fall of Ascalhorn in the Year of the Curse (882 DR) threatened the High Forest with the taint of the Abyss. The Hamagess is said to have given her life to form a living mantle around the High Forest to shield it from infestation by the twisted vegetation of the Abyss. Although her death was an occasion of great sorrow for those races that live in harmony with the great woodlands, it is said that the Hamagess' songs still drift through the Woods of Turlang each autumn, whispering words of comfort and magic to her mate. If her breath touches a brilliant yellow leaf in the process of drifting to the ground from the limb of a long-slumbering Treant, it leaves in its eddy a leaf of pure gold inscribed with the workings of a rare or unique spell. Through these Leaves of Gold the forest can be defended against looming threats to its existence.

The Hamagess' Staffsprout

(Wiz6; Alteration)
Range: 0
Components: V, S, M
Duration: Special
Casting Time: Two rounds per branch created
Area of Effect: One wooden rod, staff, or wand
Saving Throw: None

This spell affects only wooden rods, staves, and wands of magical construction that are usable by wizards and have more than two charges remaining. This spell or similar variants can affect such items at most once per thirty days.

When cast upon such items, *the Hamagess' Staffsprout* spell causes small branches to sprout along the length of the target. At most one such branch can be created for every two levels of experience of the caster, although less can be created if desired. The number of branches is further limited by the number of charges in the targeted item, as explained below.

As chosen by the caster, this spell directs a single spell effect from the target magic item and the corresponding number of required charges to unleash it into each created branch. (Note that the effects of breaking the original item, such as the *retributive strike* power of a *staff of power*, a magical attack and damage bonus, or any other effect not powered by charges cannot be directed into a branch.) Each branch can then be broken off and employed as a single shot magical item capable of unleashing only the chosen spell effect at the cost of the siphoned charges. Once cast, charges siphoned off into branches by this spell cannot be restored (although it remains possible to recharge the original target if normally possible). The use of this spell always expends one more charge than the total needed to power the effects imbued in all of the branches, regardless of the total number of branches created. In addition, at least one charge must remain within the original magic item after the casting. As such, the number of available charges limits the number of branches that can be created.

Once created, each branch has a unique word of activation, as specified during the casting by the creator. Each branch must be used within twenty-four hours of its creation or the magic fades and the charges are lost. A branch cannot be recharged, and its spell effects function at the same level as the original item.

The material components for this spell are the magical rod, staff, or wand to be targeted and a green (just broken off) branch from a tree of the same species as that was used to fashion the wooden item. That tree must have grown for at least nine years while in contact with an item bearing an enchantment, either among its roots, stored in a hollow within it, or that the tree has grown around. Also, the tree must have been in continuous contact with that enchanted item at the time the green branch is broken off.