

Myth Drannor's Sites: Past, Present, and Future.

Althen Artren's Collected Writings

This essay is a description of the keyed locations of Myth Drannor as they appeared in the various sourcebooks, boxed set, magazines, forum messages, and my own material over the years. Please be aware that I do not have a complete library of works that include Myth Drannor; there will be some differences between this guide and other published material. (For example, I do not have the Pool of Radiance module, so the info on the building that adventure plays in will be incomplete.) I have done my best to include references from all sources I have.

For differentiating sources, I have used citations to denote where the information can be found. My own writing will appear in italics to differentiate it from the published material. I have altered some text due to the cut and paste of the Adobe file did not create an exact character-to-character translation.

"If we are to survive as is the Peoples' right, one Coronal must vow to unify the tribes of this great land. One Coronal must unify sun and moon, sky and sea, earth, tree, and root, and his promise to all is long-lasting peace and strength in unity" (CEoE p.27).

The real tragedy of The Fall wasn't that thousands of beings lost their lives in the Weeping War, that was tragedy plenty. Nor was it that the most beautiful city in Faerun was thrown down to dust and rubble; it was that the trust between the races, which took so many centuries to build and nurture, was so easily destroyed in so short a time. We should remember this so as not to repeat our father's and grandfather's mistakes.... We also need to understand that no race should ever try to stand-alone. Faerun is a great tapestry, and each person is a thread. Remove enough threads from the tapestry and the entire tapestry falls apart.

Althen Artren under the Tree of Knowledge in Semberholme giving a history lesson to school age children of many races, including half-elves, a half ogre, and a half-dragon. Ches 12, 1378 DR.

Major Streets & Byways

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

Common Pathways: These paths are merely footpaths worn into the ground and are often worn-bare dirt or heavily trampled undergrowth or grass. Most of these are unnamed and hardly even mapped; they operate more like unnamed alleys in more urban sites. *After 800 DR, occasionally the crumbling piece of bone or rusting piece of metal can be found along these paths. Rarely, a useful item will be discovered.*

Corduroy/Wooden Parquet Pathways: These roads, among the mercantile areas and those of up-and-coming wealth rather than old, established nobility, are carefully laid-out parquet-wood pattern roads. Their elaborate design features are not easily discerned except at high-sun or with other light to see the patterns of wood grain in the layout of the wood panels and tiles.

Gravel Pathways: These gravel paths are magically empowered (and permanently set) to arrange the subtly colored gravel in comforting patterns. Not even rampaging armies can disturb the delicate design unless the magic upon the path is dispelled first.

Paved Stone Roadways/Pathways: The richest and most important roads in the city are all paved in white marble; while that remains a constant, the curbsides provide an easy guide to the wards of the city: Cormanthor uses green marble curbs and stepping stones; Sheshyrinnam brackets its stone streets with a golden-hued marble; the blue marble curbs of Kerradunath also are often carved or lined with statuary; and the curbs in Dlabraddath are not marble at all but granite embellished and carved by the dwarven craftsmen of that ward.

Skyways: These walkways among the higher levels of Myth Drannor serve to link the tree dwellings or provide alternate access to areas other than the forest floor. While few are officially named due to their short spans from a tree home to a nearby business or from one shop to another, there are a few major web-works of ramps above the ground that are major avenues of traffic. Within the western city wards, the walkways above the forest floor are almost all 5-foot-wide solid crystal, wood, or magic ramps arcing from tree to tree, and the lack of hand rails or supports make them a nervous proposition for any less agile than an elf. Other areas, especially the eastern Dlabraddath ward, have suspension bridges among the trees; most link small spans between the trees and over the ground routes, though a few link a multitude of ramps and ground routes and stairs to allow someone to travel from one end of Myth Drannor to the other without setting foot on the ground. (CEoE p.68)

Skyways: As of 1356 DR

All the skyways within the city have been destroyed unless crafted through High Magic, due to the level of devastation visited on the city during the Onslaught of the Weave on Alturiak 22 in 713 DR (FoMD p.24), the final campaign of the Weeping War starting on Kythorn in 714DR (FoMD p.38), and the several hundred years of neglect, wild magic surges, and destruction by adventuring companies and rogue monsters also played a part in the devastation. .

Skyways: As of 1375

The Crusade has started building rope suspension bridges between strategically important tree/buildings around the city. However, this above ground road system is nowhere near as complete or as complex as before The Fall. A tree road exists from the Cormyrean Embassy at building C15 (#123, the old Dahast estate) through the trees to the road north of the north-entrance of Castle Cormanthor. Another tree road runs between the new barracks at building K7 (#11 the old Irithlium) east to the next eastern barracks at building K15 (#10 the old Tyrintar's Hall) and north to the road near south-entrance of Castle Cormanthor. Others will be discussed and constructed as the population of Myth Drannor grows through the years and new trees are planted when rubble is cleared out.

Axol's Run: (Common/Dirt) This short path was named after a halfling who fled the Guild of Naturalists' Hall (D31, #18), and the fire elemental dogs that nipped his heels helped initially clear this path from Gondrim's Ride to the southern clearance of Candledance Way.

#93 Bellshield Ride: (Paved Stone)

#90 Berduin's Ride: (Paved Stone)

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

#96 Candledance Way: (Gravel)

#88 Danglestar Street: (Paved Stone)

#95 Darthil Street: (Paved Stone)

#89 Dragoneyes Street: (Paved Stone)

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

#84 Eldansyr's Ride: (Paved Stone) Eldansyr's Ride is a long winding street that continues around the northern and western edge of the city. Its meandering length ran from Blackstar Tower (C16, #70) west and south to House Symbaern (K2, #19) where it met Withercloak Street; the southern arc of this perimeter road from the Symbaern villa around and up to the Street of Song later became known as the Srinsee's Stroll.

Gardners' Ride: (Gravel) Picking up Eldansyr's Ride at Blackstar Tower (C16, #70), this outer-arc path winds through some of the many flower, vegetable, and herb gardens tended by the servants and commoners throughout the city. At Jalbaerth's Tower (D42, #75), the gold-white gravel path gives way to the distinctive blue-black gravel of Gondrim's Ride.

Gondrim's Ride: (Gravel)

#82 Halidom Street: (Gravel)

Kurvhan's Way: (Common/Dirt)

The Manysteps: (Skyway-Wooden Suspension Bridge & Wooden Stairs & Ramps) This linked group of four bridges among the higher trees and dwellings of Diabraddath has no links with the ground other than through the ground connections and entrances of other businesses.

Still, despite this inconvenience, the bridge-stairs and ramps and landings provide easy access to over 30 businesses and rowhouses serving as dormitories for students of the Six Tyrl Towers (D25, #12). *This skyway was destroyed in the Weeping War.*

Moonopal Way: (Common/Dirt)

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

Naocon's Ride: (Wood/Parquet)

#99 Phelindra Street: (Gravel)

Scabbard Street: (Wood/Parquet)

#94 Scatterhorn Street: (Paved Stone)

Shandol Street: (Paved Stone)

#80 Sixstar: (Paved Stone Intersection) This meeting of six stone pathways (including Shandol Street, the Street of Song, and Dragoneyes Street) is a standard meeting place for nearly anyone in the city. Many benches line the grounds around Windsong Tower (S16, #42), where many wait to rendezvous with others. The magical signpost at the exact center of the Sixstar provides directions and distances of other locations about the Realms by replying in flawless elvish (or the native tongue of the seeker). *Due to the strategic importance of this intersection, there is a great deal of remains from both sides at the Sixstar. Numerous battles were fought here as each side was able to retake the position multiple times. (RoMD Card)*

After 1356DR, one of the stones in Sixstar has been lifted up and reveals an underground complex that leads to a buried underground level under the surrounding buildings.

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

Srinsee's Stroll: (Paved Stone)

#100 Street of a Dozen Dreams: (Paved Stone)

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

"The street that curves along the southern western side of Castle Cormanthor, between it and the Speculum, was known as the Street of the Evening Star. Today, its path is clear: from the great heaps of rubble that swallow one end of it, in the destroyed area at the center of the city, to a much smaller band of destruction at its northern end. A still-splendid building rises on the other side of that rubble, its empty windows still staring down the length of the street" (CGtMD p.18).

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

Street of Sorrows: (Gravel)

#87 The Stroll of Minstrels: (Paved Stone)

Suldar's Walk: (Gravel) This long, meandering path is one of the quietest, most peaceful walks in all of Myth Drannor. From Berduin's Ride to Halidom Street, this white-and-green gravel path provides a beautiful stroll past Glyrryl's Pool. (K25, #1)

#86 Sunblade Street: (Paved Stone) *Legend has it that a intelligent sunblade of ancient construction lays in wait under the paving stones of Sunblade Street, awaiting a time to find its new wielder and work against a future great evil.*

The Talltangle: (Skyway-Crystal, Magical Ramp) These crystallized ramps, including one invisible (and warded) magical arc leading into Castle Cormanthor, are among the oldest of the skyways of Myth Drannor. There are nearly twelve different levels of skywalks and ramps among the petrified trees and stone villas of Cormanthor, and the landings where they link have become courts of a sort with folk gathering there to trade news and gossip in the early morning. Some elderly natives can be found up on the same benches on these landings every day, either arguing with their comrades or providing directions and advice to those who stop and chat. *All of these skyways were destroyed during the last campaign of the Weeping War. They were destroyed by the fierce magical battles that raged around Castle Cormanthor and because of the magics unleashed by the baelnorn that joined the battles after infernal forces entered the city.*

Temple Shadows Ride: (Wood/Parquet)

Torek's Arc: (Skyway-Crystal Ramp). *This skyway was destroyed in the Weeping War.*

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

Two Hooks: (Common/Dirt & Skyway) This shortcut from Darthil Street to Kurvhan's Way is a dirt path that parallels the path of a wooden suspension bridge running west toward the Onaglym. The bridge normally runs about 40 to 60 feet above the ground, but as it passes over this area, there are two metal protrusions along either side of the bridge as it dips to within 10 feet of the ground; with a running jump and a grab at the hooks, a spry person can clear the eight feet and grab the hook to pull herself onto the bridge here. *The skyway was destroyed by Coalition forces to slow down a large division of yugoloth reinforcements who were advancing to the front lines. As a result, under the debris will be large bones left over from the battle and the occasional magic item that escaped destruction.*

Walk of the Sevenwing: (Wood/Parquet)

#92 Withercloak Street: (Paved Stone) While the sites are many and magnificent in Myth Drannor, visitors miss quite a few sites as they look only for buildings or the largest awe-inspiring towers. In truth, much of Myth Drannor's wonder is in its simpler things. The best way to learn and see all of the City of Song is to take it slowly, walking for a tenday about the city and stopping often to sit and watch the life and the wonder around you. You'll be amazed at what you'll find; below are some of the more obvious landmarks and sites of interest, followed by the primary key and breakdown of Myth Drannor. (CEoE pp.68-69)

Burial Glen

To the north of the Westfields is a small glade, the Burial Glen, a cemetery for the city. Crypts in the Burial Glen are done in many styles of architecture, from pillared and domed mausoleums to elaborate pyramidal tombs surrounded by plinths to barrow-like mounds of carved stone. Smaller tombs take the form of caskets surmounted by statues depicting the fallen. The least of the grave markers are headstones atop a grave, the stone holy symbol of the deceased's patron god; the deceased's name is carved along with dates of birth and death along the outer edge of the thick stone, and attendants to the Burial Glen maintain it such that the names are never obscured by mud or grass or debris. Obviously, this is the primary burial place for the City, though by studying its tombs and graves, one finds that it was of infrequent use until the Opening. The variety and opulence of all the graves leads many to believe that only the rich are buried here, though all have a place here if they wish. Magics among certain tombs like the Sepulcher Sylvan (a stone arbor crawling with gray roses) or the Crypt of Air (a blank grassy knoll cornered by four glass plinths) allow access to small interdimensional burial spaces with the proper command words, allowing nearly unlimited burial space (a feat later duplicated in Waterdeep's City of the Dead). Largely, only the gold elves among the Tel'Quessir inter their dead in ceremonial fashion, and most of the elder Houses of gold elves have burial crypts beneath their villas. Thus, more than half of the tombs here in Burial Glen are either for gold elves of lesser nobility or less-affluent families. Still more tombs are for those elves or other persons whose lives were given heroically in the service of Cormanthyr and Myth Drannor. Many small heroes' crypts dot the open fields, often topped by a statue of the hero in full glory. Among the largest and most famous of these tombs is Warriors' Gate. (CEoE pp.69-70)

As of 714 DR

Due to the fiends' relentless pursuit of elven magic, numerous tombs of the dead were violated during the First Sieges from Alturiak to Ches 712 DR (FoMD p.23). The dead were animated and made to attack the city. After the city fall, in the year 718 DR, the undead were destroyed by the elven patrols assigned to keep the outside world out of Myth Drannor. The remains were put back to rest and the tombs resealed. However, the dead have not forgotten their desecration.

As of 1346 DR

"Baatezu first appeared in ruined Myth Drannor at the behest of priests of Bane sent by the High Interceptor (who sought magic to increase his power, in his struggle to overthrow Manshoon and Fzoul of the Zhentarim, and regain control the Zhentil Keep's clergy of Bane. The priests enlisted wizards to help in their exploration of the ruins, but some of these dark mages were secret agents of the Zhentarim, and manipulated the priests into agreeing to the summoning of baatezu to fight the fearsome monsters of Myth Drannor (which then included the Phaerimm in the dark depths and several feuding but not yet fully-grown dragons on the surface). The wizards then intended to confine the baatezu to the city, but otherwise letting them roam freely, devouring the priests if they wished. This occurred, and the wizards hastily withdrew...The Knights of Myth Drannor came in their battle-might to the Burial Glen (Year of the Prince), and destroyed the gate in a battle that saw the destruction of four pit fiends, a dozen or so gelugions, many "outcast" baatezu from Avernus, and evil dragon consorts of Tiamat." (CGtMD p.69)

"In spring of the year of the Bloodbird (1346 DR) after two years of careful exploration of the ruined city by Banite agents, the Eighth High Interceptor of Bane, Szchulan Darkoon, ordered the creation of a portal from the Warrior's Gate to Avernus, the 1st level of the Nine Hells. The Dark Lord's followers intended to call forth a limited number of baatezu to deal with the demons and yugoloths still lurking in the ruins, dating back to the Weeping War. Their plan went awry when Malkizid, the Branded King, intervened, causing the portal to remain open and allow hoards of devils to enter the Realms. Myth Drannor was quickly overrun with devils, but the Banites erected a 2nd sphere of magic encircling the mythal, keeping the legions of the Nine Hells bound within the city's ruins" (Dragon 359 pp.102-103).

As of 1356 DR

"Around the gate (which, despite its name, contains no magical gate at all) stand a dozen tombs large enough to house a band or family, as well as many smaller crypts, monuments, and markers. Magic keeps the overgrowth at bay here, but has not stopped undead from lurking. Elminster warns that magical traps still guard many of the tombs-and created some of the undead, from tomb robbers who were alive when they arrived in the Glen.

Crypts in the Burial glen represent all sorts of architecture, from domed, pillared mausoleums to barrow-like mounds of carved (now cracked) stone. Smaller tombs take the form of caskets surmounted by statues depicting the fallen. Most of these stone forms have been vandalized by the baatezu, who still delight in crushing humans they meet in the ruins by flying over them and dropping a stone statue from aloft" (CGtMD pp.18-19).

Within the Burial Glen, there laired a corpse gatherer (MM2 pp.51-52) that had spontaneously animated after the Elves called the Retreat. The energies left over from the Weeping War sank into the soil, coupled with the magic that escaped from Avernus when the portal opened, mingled with the wild magic surges that took place at Godsfall brought about the rise of this creature. The movements of the creature have destroyed part of the underground tunnels between the Warrior's Gate and the Throne of Thought. The tunnels have collapsed up to a third of the way to the Throne of Thought, and the rest of the tunnels are haunted by incorporeal undead. At this point, Pirlfel Haladar (CG baelnorn Wiz 22/Arc2/ EHM3 em) and Thesel Haladar (NG Wiz 19/Arc3/EHM 6 ef), 2 baelnorn of House Haladar stir in their secret dungeons within the Burial Glen (CEoE p.114) They deem the corpse gatherer an affront to nature and seek to destroy it, but are not sure on how to destroy it and leave the remains and souls of the dead elves in peace without spawning them into individual zombies. So for now, the baelnorn wait and experiment with necromantic magics while they try and find a solution to this problem. Anybody who comes along and destroys the corpse gatherer without disturbing the individual elven souls will receive the gratitude of the baelnorn and great gifts for their service to the elven people.

As of 1375 DR

The Fey'ri army destroyed the corpse gatherer when it invaded Myth Drannor in Mirtul of 1374 DR. The gatherer kept attacking Fey'ri forces when they went on patrol in the Burial Glen. The individual zombies fled after the destruction of the parent creature, but a great many were destroyed by the attacking forces of Fey'ri and outsiders. After this, the baelnorn readied to leave their crypt to fight the Fey'ri hoard from plundering the city and disturbing more of the crypts. However, they received a divine messenger from Corellon Larethian to be patient and wait for the right time. The Crusade forces arrived later in the year and the baelnorn left their hidden crypt and provided spell help to the "Dalelander's army" who has the weakest of the spellcasting support personnel of the Crusade and who were "attacking south through the northern ruins of the city from the Burial Glen to the Gyr" (Final Gate p.326). The rest of the zombies from the corpse gatherer were slowly destroyed as the Crusade worked to make the city safe and habitable again. The baelnorn introduced themselves to the elven commanders after the coalition disbanded and offered their services in the restoration of Myth Drannor. They served as High Mages, supplemental spellcasters for the army, and acted as wizard teachers.

By the Srinshree's return in 1377 (GHoTR p.158), these baelnorn will have set up a new wizard school by reopening the Windsong Towers with other surviving baelnorn, and several members of the Army such as Althen Artren and Taglian Durothil (see below) to strengthen the magical power of the military.

The Burial Glen was expanded to include the remains of those Crusade members who died in the Reclamation and the following war with the Black Network. Every soldier's remains that were found, be they Sembian, Dalesmen, or Elf received a burial with honor and an enchanted wooden plaque that spoke of their deeds when touched. All Crusade members that fell in the previous battles before Myth Drannor were taken to the Vale of Lost Voices for burial there. Finally, for those who had no remains left but were known to be lost in battle received a place on the Stone of the Valiant. This memorial is a 40' tall square tetrahedron of moonstone that stands on the eastern edge of the Burial Glen. It has been enchanted by High Magic to be impervious to all damage outside of the engraving process (and other epic level magics). The name of each being who lost their lives fighting has been etched in gold upon the surface. When a particular name is touched, the name will glow with golden light for a minute. That light will burn itself onto any surface it touches, so that loved ones may create memorials or tattoos of their fallen.

Tomb: The Warriors Gate

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

Inside this tomb of fallen akh'velahrn soldiers and officers, there are four one-way *gates* known only to senior officers of the Akh'Velahr. Standing in the center of the tomb beneath the pinnacle, the traveler speaks the command word, and then turns and walks toward one of the four wings. Each direction is a separate *gate* leading to major outposts for the armies (near the Darkwoods, Sembholme, the Tangled Vale, and the buried remnants of Moander at Darkwatch-"this gate was destroyed in the Two Gates Fall battle in Flamerule of 714DR" (FoMD p.40). Unknown even to the Akh'Velahr Arms-Major, the Coronal and the High Mages of Cormanthyr know of secondary command words that allow these *gates* to also act as two-way gates leading directly to Evermeet-"this gate was also destroyed in the battle of Two Gates Fall in Flamerule 714DR" (FoMD p.40), Evereska, and Ascalhorn (and one last site to be determined by the DM). (CEoE p.70)

Building/Dwelling Types

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

A: Ground Dwellings

These are artificially constructed buildings at ground level with possible underground chambers that do not exceed the levels above by half. In other words, this is the standard building of the Realms but not a standard for elves. Made from various materials, most often wood or stone (or a mix of both), ground dwellings (before Myth Drannor) were either larger, grand buildings like temples or small homes for the rare non-elven settlers or for elves of very advanced or very young ages. This type of dwelling also can include natural hollows in rough terrain above ground, such as hill or mountain caves, though only if the cavity lies above the majority of the surrounding land. Another rare ground dwelling is a hollow around or partially beneath ground level within a tree trunk; despite its link to the tree, this is still considered a ground dwelling rather than a tree since it is immediately accessible from ground level.

B: Tree Dwellings

The tree dwellings of the elves are quite often artificially constructed treehouses resting on platforms among the branches or against the tree trunk(s). Some tree dwellings are

magically created and are actually living trees arcanelly hollowed and shaped to create the dwelling. In either case, the dwellings are never closer to the ground than 20 feet, and some have their lowest levels hundreds of feet further up into the tree canopies; thus, Cormanthyr tree dwellings are very difficult to spot unless you know where to look and what to look for. They may be reachable by ropes, stairs, or magical means, including flight.

C: Burrow Dwellings

Almost exclusively N'Tel'Quess dwellings, burrow dwellings are subterranean sites built with more than 70% of their space underground. Mapped locations often simply mark the opening leading into the dwelling, and it can be anything from a stairwell leading underneath a facade building, a smaller ground building which has far fewer rooms above than the many more below, or even as little as a dead tree with a split trunk providing access to the subterranean site. As might be expected, many burrow dwellings have low ceilings, tight quarters, and most often are constructed of stone (or magically altered soil and root work, etc.). Of course, as is nearly the norm here, Myth Drannor's under buildings hold as many surprises as do those buildings above.

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

Building/Dwelling Classes

1: Minor

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

2: Major

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

3: Grand

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

4: Fortified

This class of dwelling has additional protection for its owners and patrons beyond that which keeps out the weather. Fortified-class buildings could have hired guards, additional exterior and interior doors with trapped locks, a curtain wall surrounding the property complete with guards and gates, etc. In fact, some places could be considered fortified simply by their massive stonework construction and their basic defenses, not any noted desire to secure an area by force. In general, a fortified dwelling is one that has taken extraordinary methods to prevent the entry of anything or anyone without an owner's or patrons' knowledge. As a general note, most if not all locations are closed and often locked when not in business or their inhabitants not in residence. They are protected by their owners or basic hirelings when not open for business or other purposes. Fortified places always have structural, magical, or other extreme and expensive measures to protect locations from harm or theft. As a general rule, Grand buildings are all considered Fortified, though the nature of such defenses are commonly magical in nature and quite often hidden and mysterious. Grand structures also marked as Fortified are nigh-impregnable without an extended siege or extremes of force or magic in play.

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

Dwelling Generation Tables

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

Step 1: Dwelling Type.

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

1-3 Tree Dwelling

4-5 Ground Dwelling

6-7 Adapted Tree Dwelling*

8 Burrow Dwelling

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

Step 2: Dwelling Size

Determine number of levels in the dwelling (in stories of height or levels of depth, depending on its type as an aboveground or subterranean dwelling):

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

1 One level;

2 One level, fortified;

3 Two levels;

4 Two levels, fortified.

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

3 One level + one level above/below-ground;

4 One level + one level above/below-ground, fortified;

5 Two levels, no above/below-ground structure;

6 Two levels, no above/below-ground structure, fortified;
 7 Two levels + one level above/below-ground structure;
 8 Two levels + one level above/below-ground structure, fortified;
 9 Three levels, no above/below-ground structure;
 10 Three levels, no above/below-ground structure, fortified;
 11 Three levels + one level above/below-ground structure;
 12 Three levels + one level above/below-ground structure, fortified;
 13 Four levels, no above/below-ground structure;
 14 Four levels, no above/below-ground structure, fortified;
 15 Four levels + one level above/below-ground structure;
 16 Four levels + one level above/below-ground structure, fortified;
 17 Four levels + two levels above/below-ground structure;
 18 Four levels + two levels above/below-ground structure, fortified;
 19 Five levels, no above/below-ground structure;
 20 Five levels, no above/below-ground structure, fortified;
 21 Five levels + one level above/below-ground structure;
 22 Five levels + one level above/below-ground structure, fortified;
 23 Five levels + two levels above/below-ground structure;
 24 Five levels + two levels above/below-ground structure, fortified;
 25 Six levels, no above/below-ground structure;
 26 Six levels, no above/below-ground structure, fortified;
 27 Six levels + one level above/below-ground structure;
 28 Six levels + one level above/below-ground structure, fortified;
 29 Six levels + two levels above/below-ground structure;
 30 Six levels + two levels above/below-ground structure, fortified;
Grand Class Dwelling: Roll 1d6 to determine the number of buildings and/or separate parts of each Grand dwelling; then either roll on the Major Dwelling Class table for each separate building/part or roll 1d12 for a singular building and check results below:

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

Singular Grand Building

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

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

Step 3: Dwelling Conditions.

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

1 Vacant; Derelict, in need of trimming (if a living dwelling);
 2 Overly worn and badly in need of repair or attendance;
 3 Well-worn and in heavy daily use, with evidence of recent repair work or trimming with more minor work needed;

- 4 Well-kept and clean, in good, healthy condition;
- 5 New or pure condition, freshly decorated or carefully maintained;
- 6 Currently under creation, construction, or extensive repairs and/or shaping (includes dwellings with recent damage).

Step 4: Dwelling Function.

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

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

The Tour Key

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

Tag # Location Type: Location Name

Building Class/Type & # of stories. Note that building complexes with multiple dwellings may only note the highest/ lowest levels of the collective dwellings, whether it is a tower with one level of keep below or a three level keep with a four-level cellar. Extra information is here; much of this text either references other chapters for more on the place in question, NPC's that frequent this location, and any details not immediately evident or those most memorable to many patrons.

Location Terms

Bath Hall- Public bath-house with minor entertainment facilities

Business- Place of business; examples include Common Goods (Food, supplies, bulk items, many products under one roof) and Specialties (store with one type of product, like barrels, rope, leather goods, etc)

City Building- Place for the Coronal's, armathors' or public use

Dancing Hall- Open Hall for dancing and music with tavern facilities

Dining Hall- Restaurant with limited entertainment

Festhall- Place of entertainment with dining, dancing, and inn facilities, and escorts

Gate- Magical-transportation site of varying size and access; these are classified as public (open use, non-keyed) or private (restricted use to certain groups, keyed), and all are noted if they are one or two-way gates

Guild Hall- Guild Headquarters (many also act as Business)

House- Privately owned abode of noted/wealthy person

Inn- Tavern with beds and meals provided

Library- Public (or private) storehouse of knowledge

Market- Market areas; marked as Open (courtyard for market stalls) or Closed (enclosed area for established specialty shops/businesses)

Noble Villa- Complex of buildings owned by noble family or clan

Row House- Multi-story building with rented living space above and a business on the lowest story

Tavern- Establishment for drinking with some food

Temple- Singular place of worship or confined complex

Warehouse- Storage for saleable/raw goods

Wizard's Domicile- Tower or home of wizard (danger imminent)

Wizards School- Place for education of spellcasters under apprenticeship system (CEoE pp.64-68)

The first number for the map notations will be keys from the full color poster map of Cormanthor Empire of Elves (TSR 1165). The second number will be the key from the poster maps in the Ruins of Myth Drannor (TSR 1084) box set, and the keyed locations I have included from my own game. Both of these numbers will be in parentheses after the name of the building they mark. Each location should have notes as to their current status in any or all three time periods for DM's who play in different eras:

714 DR: Year of Doom

1356 DR: Year of the Worm (The Seizing)

1375 DR: Year of the Risen Elfkin

These years are used for these reasons. Cormanthor, Empire of Elves and The Fall of Myth Drannor accessory covers the Myth Drannor/Weeping War in detail, fates of specific structures can be easily found, so 714 DR is used as one of the time markers. The Ruins of Myth Drannor box set is set in 1356 DR, and these are the next most current full set of published maps we have of Myth Drannor. Finally, 1375 DR is used because of the Map found in Dragon #359 gives what structures are still standing in a canon sense. I have done the best job I can in cross-referencing all the maps with the descriptions given in the various Realms publications I possess. Please feel free to post messages on the forums for discussion and dissection.

Tags Placement of Location

B Byway: street, walkway, bridge (in all sectors)

C Cormanthor location

D Dlabraddath location

K Kerradunath location

S Sheshyinnam location (CEoE p.67)

Castle Cormanthor

C4 (#8 RoMD)

City Building: Castle Cormanthor

As of 650 DR Year of the Falling Tower

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

This structure contains the oldest buildings of Cormanthor and Myth Drannor, though not all of its construction runs the gamut of Cormanthyr's history.

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

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

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

And it was this time that the Rulers. Blade did shimmer, and sheer sunlight erupted from the hilt in a wave that engulfed the whole of the forest. All Tel'Quessir felt the touch, the call, the summoning to the Place of Promise the Coronal did swear. The trees glistened with magic long forgotten, as the Trek to Destiny led the elves to their leader. When the People of Cormanthyr stood before him, the Coronal and his Council wove High Magic about this place, cleansing it for its great purpose. When the Coronal bent to draw the Rulers. Blade from the hill, it grew and rose rather than yield the blade. Up it grew, a magnificent tower of gleaming white til the Coronal touched the sky above the green. His blade now free from the tower summoning, Kahvoerm proclaimed to his People, "Look upon the Rule Tower and know this land and its laws are destined!" (CEoE p.27)

When the Coronal Khavoerm drew the Ruler's Blade from the soil and raised the Rule Tower, Castle Cormanthor began to take shape. The later raisings of the Art Tower and Blade Tower created the three major towers and further High Magic

saw the creation and growth of the Elder Castle, the crystal-and-stone keep to link the three as one. In all, the walls of Castle Cormanthor are 40-60 feet thick and rise as high as 300 feet above the forest floor (the top of the Rule Tower). Over the course of the next five millennia, Castle Cormanthor grew in fits and starts, adding small outer towers or supplement buildings. An orc horde attack incurred damage to the outbuildings and the massive blockhouse called Gargoyles Grim in the Year of Silver Wings (-249 DR); after that, the young warrior, kérym, and Coronal's heir Eltargrim Irithyl convinced his father to rebuild the structures as a unified part of Castle Cormanthor. Within two decades, the Lower Castle was completed. Physically covering more ground area than the Elder Castle, the Lower Castle did not rise to the heights of the older structure, and its roof (partially connected to the Great Keep) provided an upper rampart courtyard for the Coronal and his Court to enjoy the best of summers days out under open sky. The courtyard the castle walls enclosed provided drilling grounds for the armathors and armies and stable areas for horses. As always, the Elder Towers contained the primary postings and command offices of the Akh'Velahr and the Akh'Faer. The Blade Tower uses three of its levels as armories and one of its cellars even contains a full smithy (its smoke and heat magically commuted out of the city), with other levels each for the scouts, the Protectors, and garrison quarters for bachelor officers. The Art Tower is more magically enhanced than either of the other two, and its heavy magical shielding is all that has kept much destruction from felling the castle. The lowest levels are utilitarian offices and quarters for the Akh'Faer officers. The fifth and sixth levels are the library and study where the military mages exchange information and learn of new magic or new tactics; these levels further serve as the impromptu school for apprentices whose legacies have sent them into the Akh'Faer. The uppermost levels of the Art Tower are the Spell Chambers, wherein massive numbers of spells are hurled in practice within a changeable illusory landscape (created by the High Magic of the elfblade that created the Tower) that allows mages to fully test out combat tactics and practice without being truly in battle. The Rule Tower almost seems pedestrian, compared to these ever-bustling other Towers, though its ten chambers and lone winding spiral stair exhibit far more of the elven condition: Sumptuous tapestries, carvings, statuary, and magical murals line the walls, stairs, and ceilings all about the Rule Tower. Each level is a single open chamber, providing living space for the Coronal, his two top advisors (the High Court Mages), the Coronal's Herald, the Coronal's heir, and three rooms used as a study, library, and meeting room. The Keep contains the major business offices of those services that keep the city and realm operating. The major rooms within the Great Keep are the Coronal's Court (the throne room), the Great Hall (dining area and lesser throne room) and the Twelve Room (the council chamber). The Lower Keep contains the Grand Ballroom, the Solarium, and the Lesser Hall (the smaller dining area, for family or small gatherings). The subterranean features of Castle Cormanthor are deeply held secrets, and those few who are privy to them are not privy to more than one or two unless they are a High Court Mage or above. However, as common knowledge of record, its first cellars in all towers and the Greater and Lower Keeps are larders for food and water storage, in case of siege (despite the peace of centuries) or some natural disaster. The semi-secret prisons beneath Castle Cormanthor have remained empty for more than three centuries, given the lack of serious crimes befitting these punishments; despite this, the cells and equipment are kept spotless and in good working order by a guard contingent. The subterranean levels of the towers and the keeps are riddled with secret rooms and passages and private offices and libraries where none can scry. In all, Castle Cormanthor can collectively provide shelter for nearly 2,000 persons comfortably and up to four times that number in emergencies with full use of certain magical storage spaces and safeholds. As are most citadels, Castle Cormanthor is a city unto itself and its

shining walls of crystal and marble and white granite stand tall as a great beacon of goodness and a sign of Myth Drannor's stability. (CEoE pp.70-71)

War Tower

Level 8: Magic Armory
Level 7: Offices of the Captains
Level 6: War Armory and special equipment stores.
Level 5: Officer Quarters (extra-dimensional)
Level 4: Barracks (extra-dimensional)
Level 3: Barracks (extra-dimensional)
Level 2: Guard Armory and Lounge offices.
Level 1: Mess
Level -1: Brief Stations & Sergeants offices
Level -2: & -3: Food Storage
Level -4: Prisons
Level -5: Secret Offices and Stores

Art Tower

Level 8: Spell Chambers
Level 7: Spell Chambers
Level 6: Master Library & Vaults
Level 5: Studies, Lounges, Spell Labs
Level 4: Instructors and Spell Officers
Level 3: Enlisted Barracks
Level 2: Mess & Stores
Level 1: Brief Stations & Sergeants

Level -1 & -2: Food Stores
Level -3: Prisons
Level -4: Secret Offices and Stores

As of 714 DR The Year of Doom

"With a resounding roar of one hundred thunders, the golden Diamond Tower (as it became legend), the Srinshree, her High Mages, and the Ruler's Blade of Cormanthyr disappeared from the mortal realms" (FoMD p.6).

From this point in 666DR, until the Srinshree's return in 1377DR (GHTR p.158), the Rule Tower is missing from the castle complex. The hole that appeared in the Elder Castle was built over either using an Elaorman Ritual or some mundane spell casting in conjunction with artisans still within the city at this time, for in no full maps that remain of Myth Drannor is there any indication of where the Rule Tower once stood. Only in the minds of such survivors of Myth Drannor such as Elminster, or in obscure tomes that describe Castle Cormanthor to outsiders is there any indication of where the Rule Tower once stood in relation to the rest of the complex. Castle Cormanthor finally fell out of allied hands on Flamerule 18 in the next to final major battle in the Weeping War." (FoMD p.41) It was said that several squads of Coalition forces were still in the castle complex when it fell. These groups using their knowledge of the secret ways to move around the magically expansive complex used the building traps, guardians, and secret teleportation methods for hit and run raids to destroy over 400 Army of Darkness soldiers before the last survivors escaped. It is said that the last of these soldiers escaped through the old dwarven tunnels of Clan Tarynstone (FoMD p.18), which held a connection to the lowest level of the Lower Castle subterranean levels. These tunnels had already seen action in the beginning of the battle cluster know as the War's Awakening in Alturiak 712 as evacuation lanes for those citizens not able to be of service (FoMD p.24). These actions helped the Final Flight escape the burning ruins of the city by decreasing the number of chasing forces.

As of 1356 DR

"Rising above this tumbling desolation sliding stone rubble to the northwest are the dark, unbreached walls of Castle Cormanthor, the citadel around which the city was built. This many-spired castle still looks like the beautiful elven stronghold it once was, but for many years it has housed a clan of gargoyles, In recent times, when baatezu were let into the city through gates, cornugons slew the leaders of this winged tribe, and assumed control. Their brutal rule enables some of the gargoyles to service the whims of the baatezu (who liked to tear apart or devour alive gargoyles they caught), and over forty of the fell creatures still lair here, flying over the ruins to hunt"(CGtMD p.16).

As of 1375 DR The Year of Risen Elfkin

Castle Cormanthor has resumed being the center of government for Myth Drannor. The War Tower serves as the headquarters for all the military forces and the primary living quarters for the army until later in the year and in 1376 DR. Until the city is secured, these will be the main quarters for all the remaining Crusade members. Primary spellcasters are allowed to stay in the Art Tower to uncover what Art remains, to unlock the wards that still protect what is there, and to study and practice in security and quiet. The Elder and Lower keeps are carefully and slowly being explored and cleared of remaining traps and monsters and mapped out for the leadership to discuss future plans. Due to the interconnectedness to the two realms during the war with the Fey'ri, a massive 2-way gate to Evereska that can accommodate up to 20 soldiers a round has been constructed within the Lower Keep near the southern entrance, so that each realm can come to the aid of the other. Only high ranking members of the government of each realm is privy to this information and to the means of opening the gate. Several other portals have been discovered within both castle complexes, however due to the shortage of experience wizards and the fighting with the Black Network, they have yet to be explored by the start of 1376 DR. The southern steps into the Lower Keep harbor a visible reminder of the War of Reclamation. It was on these steps that Seival Miritar met his end at the hands of Xhalph, nephew of Sarya Dlardrageth. It wasn't until after the conflict with the Zhentarim, did the elves try and clean the blood from Seival and several other fallen soldiers off the stairs. Many cleaning methods, both mundane and magical were used in trying to clean the stains off the stones to the southern entrance to no effect. Finally, after several days of these attempts, the elves awoke from their Reverie the night before to find a message placed upon the stair right above where the bloodstain started. The message, magically written so all races could read it in their own language said, "The price paid....". It is thought among the city leaders that this was a message sent by the Seldarine so that the sacrifices of the dead would never be forgotten, and that fellowship in Myth Drannor endure. It is interesting to note that Seival, a human out of Daggerdale, a dwarf from Deepingdale, and a halfling adventurer out of Mistedale all were killed on these stairs, and all their blood still stains the stairs to this day.

The Glim-Gardens

Out along Gardner's Ride is a splendid walk among the most magnificent collections of floral and vegetable gardens ever seen this far north. Despite the dappled and uneven sunlight that filters through the trees, even the most delicate flowers grow strong and full due to minor magics that enhance the light's effects on them; the magic and the mythal subdue the extremes of weather enough that most plants can survive the short seasons here. Among the greater arrangements within the Gardens are the arcing trellises loaded down with the Coronal's beloved green and gray Cormanthyran roses, the trails lined by blue-and-white Bard's Ivy (which sways and responds to music by cupping its leaves as if to listen more intently), and many more rare and wondrous plants brought here from all corners of Faerûn and beyond (such as the overly emotional violet moss that only reveals its lovely flowers when fawned over vocally and given water, or the flame lilies of the Calishar, which only bloom in winter and almost seem to emit heat and fire when they do so). The name of Glim-Gardens comes from the glimmering wisplights that meander about the flowerbeds at night, magically shaped to appear as tiny winged elves or pegataurs. (CEoE p.71).

Several treasures were buried by desperate elves during the Weeping War. Some are now exposed to the elements, others still are buried under the flora waiting discovery.

Cormanthor

This central section of the city is the oldest part of the city. Once called Ahkiilor, this place of duty holds the castles and keeps of the central authorities in all of Cormanthyr: the Coronal, the commanders of the Akh'Velahr and Akh'Faer, and other notables (including, secretly, many High Mages). Cormanthor was once the name of this whole city as well,

though Coronal Eltargrim changed that with the opening of the city to outsiders. Now, Cormanthor is the Old City, with its stately sites and places of power. While nothing is official, the social power of suggestion figures greatly in who is welcome in this area. While none of this prejudice is overt, it is felt everywhere by nonelves who walk about this sector that they are not welcome there. In fact, despite numerous official reprimands to the contrary, many armathors take it upon themselves to enforce a curfew upon N'Tel'Quess; if they are on the streets or out of doors in Cormanthor after dusk, they are escorted out of the Old City at the nearest ward boundary (unless bribes or other options present themselves). The Coronal fumes at this, but due to the subtlety of the bias, nothing can be proved and few elves of this neighborhood will corroborate anything. (CEoE p.71)

C1 (#34RoMD) Noble Villa: House Moonglamaer
Multi-dwelling Complex Grand, Fortified; One 2-story Ground (one level subterranean) & one 4-story Adapted Tree dwelling (connected to two walls of other dwelling) (CEoE p.71)

As of 714 DR The Year of Doom (RoMD poster map)

House Moonglamaer was partial destroyed in the Weeping War. The south outer wall and the southern wall of the ground building became rubble, allowing free access into the villa on both floors. The villa was mostly looted, however dozens of humanoids and outsiders were destroyed by the waiting spelltraps and guardian wards left by the last of the family spellcasters.

As of 1356 DR (RoMD p.17 and poster map)

House Moonglamaer further decayed as part of the southern roof collapsed and sealed off the second floor to the outside. House Moonglamer was partially under dead magic field brought on by the casting of the phaerimm spell Draindooom Wiz 9 (see below)). The villa's integrity failed faster due to the magic dead area nullifying the spells that fortified the construction material.

As of 1375 DR (Dragon 359, p.104 map)

House Moonglamaer was beyond saving due to the failure of its fortification magics in the magic dead area. However, when the last known senior phaerimm was destroyed in Mirtul 1372 DR by the Shadovar, this area of dead magic was restored. The villa was destroyed by elven spellcasting, however the rubble has not yet been removed due to the war with the Zhentarim. The underground level of House Moonglamaer is blocked by rubble and wards. They have yet not been explored.

C2 (#35 RoMD) Noble Villa: House Silverspear

Multi-dwelling Complex Grand, Adapted Tree Dwelling, with interconnected 3-level subterranean, 2-story ground, and two 3-story tree dwellings
The lowest levels of the two tree dwellings that are part of the Silverspear villa are 60 and 95 feet above ground.

As of 714 DR (RoMD poster map)

The villa of House Silverspear survived relatively intact during the Weeping War. There was some fire damage on the outer walls and some holes in the roof and floors where shrapnel from buildings exploded and fallen bodies made contact. House Silverspear was partial looted, but the underground facilities were intact and untouched. Several flying yuogloths took the two tree dwellings as their lair. They destroyed any connection with the ground and sealed all the ways in except for the main front door for added protection against enemies.

As of 1356 DR (RoMD p.17 and poster map)

Tree rot started in the tree limbs that held up the building, however, the building was still sturdy enough to allow full exploration. The yugoloths were killed fighting against the baatezu that were unleashed by the Banite portal. The gelugon Belubaer made this his primary lair and constructed several magical and mechanical traps to protect it.

As of 1375 DR (Dragon 359, p.104 map)

Due to the War of Reclamation, Villa Silverspear fell down to the ground. The branches that were holding up the floors broke due to infestations of tree rot and insects and nearby explosions. The house fell straight down onto the ground buildings and destroyed the entire complex, except for the underground levels. The elves are almost through clearing away the rest of the rubble. The underground levels of the villa have not yet been explored. Within these levels is a younger phaerimm with a beholder servant and some mind slaves who have been able to avoid the extermination patrols of the Shades and the fey'ri guard patrols. They are close to completing a tunnel between the bottom level and an offshoot branch of the Tarynstone tunnels and will try and escape into the Underdark and back to Anarouch.

C3 (#46) Business: Samblar's Swords

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

This shop earned its reputation long before the Opening as a place for well-crafted swords and enchanted blades. Upon accepting the later apprenticeship of a few dwarves and gnomes, Samblar's craftsmanship now creates nearly any bladed weapon with dwarven integrity and strength and elven finework, rather than just the slim, delicate weapons preferred by elves. (CEoE p.71)

As of 714 DR (RoMD poster map)

Samblar's Swords was looted thoroughly by the Coalition army and then the Army of Darkness during the Final Fall campaign. There existed an extra-dimensional storage pockets sealed with strong and well-hidden wards that were within the building to hide more powerful arms Samblar was waiting to sell. There existed a haunting of the last defender of the store showing the battle in which a half-elf fighter fell, head crushed by a spiked club of a large gnoll wearing scarred bone-mail armor.

As of 1356 DR (RoMD poster map)

Samblar's still stood, but had completely looted of all valuables by the elves as they finish off the remnants of the Army of Darkness after the Fall, and by adventuring bands and wandering monsters who took advantage of a phaerimm cast draindoom (see below) within the area. Due to the building's stone construction, it weathered the centuries well. There was no magical damage to the foundation from Weave. This was a common place for the gargoyles of Castle Cormanthor to take shelter when they tried to avoid the wrath of the cornugons that took control of their clan.

As of 1375 DR (Dragon 359, p.104 map)

The magic dead area was healed when the senior phaerimm that cast the spell centuries ago was killed by Shade extermination patrols in 1372. The building still stands and first served the elves as a sergeant's office as they expand the safety zone around Castle Cormanthor in the first days after the reclamation. Afterward, it becomes a mess building for wandering patrols so entering the Castle complex isn't necessary. By the end of 1375, the building is empty and the government is deciding on which soldier or adventurer group shall be granted the title to the land and building due to their service in the war.

C5 (#24) Noble Villa: House Neindre

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

Seal/Arms & House Colors: Black dragon couchant on a red field; black and ember red.

The half-elven clan of Neindre, known for its warriors and explorers. . . . (CEoE p.72)

As of 714 AD:

To protect the complex, several spell symbols littered the level, many of them unknown to modern spellcasters outside the Neindre clan. The basement was controlled by the baelnorn Gebelas Neindre (Wiz 16/Incantrix 10 CG em) who protected what is left of the Neindre possessions and

crypts. The villa received a dread reputation because all the creatures that tried to take it as their lair were destroyed within a sunrise and their bodies left within the walls for the next creature to see. In addition, magical traps and hanging spells were left in strategic area waiting for a creature to trip them. Gebelas gathered all the Neirdre treasures and the spoils from the slain humanoids and stored them within the secret crypt.

As of 1356 DR:

"Only a shell remains of the once-proud seat of the half-elven family of Neirdre, know for its warriors and explorers. A hole in the floor of the high-ceilinged central hall of riven House Neirdre is the only way down into the crypts The hall is the lair of many gargoyles, chocked with the rubble of fallen galleries and rooms above. The circular stairs that lead down into the crypts have collapsed, taking the floor with it, leaving a large irregular hole in the corner of the hall. (RoMD card)"

Gebelas has sealed up the secret door to the ladder that went down to the second crypt. However, he left clues in the form of items with tactile writing and items that appear to have been newly used or created, things not appropriate for a decades-long abandoned building. He was testing the intelligence of any elves that would enter the villa to see if they could figure out that it was still occupied. He also enhanced the constructs within the bottom level to have alternative abilities and to immune to rust attacks.

As if 1375 DR:

Gebelas has watched the events from the past 2 years from high above the city by a crystal ball. He now watches the Crusade to try and guess their purpose and competency. He plans to join the Crusade forces when he sees a sign from the Seldarine appear. So far, no captains of the Crusade has given the order for the underground levels to be explored, but the hole down is known and has been sealed in a hemisphere wall of stone until the near future.

C6 (#36) Noble Villa: House Hawksong

5-story Ground Dwelling, Grand with two levels subterranean (CEoE p.72)

As of 714DR:

House Hawksong sustained severe damage during the Weeping War with the number of battles that took place within its walls, and the waves of wild magic that tampered with the existing enchantments within the building. The inside was not safe for exploration for any being over 100 lbs of weight, due the structural integrity of the inner floors, and due to Minok Hawksong (Wiz22//Arc3/EHM 2 CG), a baelnorn wizard who stayed Myth Drannor to protect the family property. He stayed within a large safehold within the bottom subterranean level, setting up wards and spell-traps to protect the rest of the villa.

As of 1356 DR:

Minok developed a formula for the construction of living spells. He has created several for the repairs of the villa, which by this time became strong enough for exploration. Minok has set up spell fields around the villa so that the living spells were prohibited from leaving the villa and bother the rest of the inhabitants of the ruined city. He had also sealed away any way into the subterranean levels and waits....

The walls of the above ground building were bowed in, and but will not give way with a bit of damage. All of the wards and spell traps had been used, and the villa above ground was empty of anything of value and was missing a roof.

As of 1375 DR:

The above ground building collapsed before the Fey'ri arrived. The villa is now only a pile of rubble and a bunch of memories with the living survivors of House Hawksong. The Crusade has not had the ability to clear the rubble, and the way down into the subterranean levels are still covered. Currently, Minok is watching the actions of the Crusade leadership and judging whether or not their moral standards are high enough to warrant his joining. So far, he likes the actions

and decisions he sees, and he plans to reveal himself within the next decade or three. Minok currently is researching new casting techniques with alternative spell components to change known spells into slight variations.

C7 (#32) Noble Villa: House Haevault
4-story Ground/Tree Dwelling, Grand (CEoE p.72)

When the infernal forces of the Army of Darkness invaded the mythal during the Final Fall, several forces of nature and magic came into play and created a temporal anomaly within the walls of House Haevault. Here are the reasons:

"The presence of a safehold weakens planar fabric, allowing translocation and dimension-spanning magic to penetrate a location more easily, and unintended visitors to 'slip through the cracks' and arrive unwanted and unheralded. This was one contributing factor in the fall of Myth Drannor, in the battles in the Year of Doom, both opportunistic monsters and the forces of the Army of Darkness often appeared without warning in the heart of the city, taking folks by surprise and slaughtering them in the most private chambers of their house" (Safeholds, Part 1).

"The Knights of Myth Drannor adventuring band found several safeholds while exploring ruined Myth Drannor, and they were told that the city hosted hundreds of small, hidden secret safeholds, private to a family, a business, or an individual- so many, in fact, that they started to intersect, collapse, cause wild magic in tiny, immobile areas, and cause unintended planar interpenetrations that allowed marauding outsiders to creep into the city and prowl" (Safeholds, Part 2).

"The mythal's presence and the use of much magic in and around Myth Drannor over the years, have weakened the planar fabric of Faerun in the vicinity, making the occurrences of portals to other worlds and planes fairly frequent" (CGtMD p.26).

Finally, due to the mythal's wards warring with the presence of so many prohibited beings inside its borders, and the strain on the Weave due to the level of death, destruction, and spell casting, the Weave fluctuated and sent wild magic racing through the mythal.

All these factors contributed to a bubble universe being formed within Villa Haevault. Several yugoloths tried to gate in more of their allies all at the same time, their gate spell-like ability went wild and caused a tear in space/time to take place. The battle in the villa was shunted to this bubble universe through the attempt of translocation magics going wild, and due to time magic out of ancient Netheril created by the Chronomancer going wild, this universe's time loop was closed.

So, this battle has continued on for the last seven centuries. The allies feel that something is wrong, but are not able to think on it due to the threat of death from the yugoloths. The loop lasts for 1 minute, then the battle starts again. For those on the outside looking into House Haevault, they see to be an opaque silver bubble that will allow items and body parts to pass inside. Beings in the normal universe do not disappear until completely enclosed in the bubble. Once they are enclosed, they they join the battle at the beginning of the first round. There is no escape except stopping the number of the events that created the bubble universe in the first place. If the wrong actions are taken, the bubble is closes from the normal timeline and the characters start playing in an alternative timeline. Some of the major participants include Staffron Neirdre (Wiz 22/EHM3 CG em) trapped since 714 DR, Meliasel Haevault (Brd 8/Bld3 CG me) trapped since 714 DR, Melas Tashaharra (Fig 11NG hm) trapped since 714 DR, Tharren Emmerstone (Fig10/Clc14 Moradin LG dm) trapped since 1312 DR, and Aluvae Neirdre (Fig4/Wiz21 NG ef) trapped since 1312 DR.

As of 1375 DR:

The Company of Axe-Blades, an adventuring group thirty-seven strong of dwarves out of the western Vassar mountains, were helping the elves with dungeon cleansing stumbled into the pocket universe and made short work of the humanoids and outsiders there. The elven survivors

are horrified at the time that had passed, and have been quarters within the War Tower so they can sort out their minds and to accept what has happened to them.

C8 (#23) Noble Villa: House Ammath
3-story Tree Dwelling-Major, Fortified

The lowest level of this tree dwelling rests 110 feet above the forest floor and Eldansyr's Ride. (CEoE p.72)

As of 714 DR:

Villa Ammath still stood, in fine condition due to its distance above the ground during the Weeping War. No melee fighting took place within its walls and the spells that hit it were resisted by the enchantments laid by the family wizards over centuries. This was a popular spot for Myth Drannan archers and spellcasters attacking the Army of Darkness due to the vantage point and the fortifications of the villa. The only thing destroyed in the Weeping War was the ladder that could be climbed to reach the platform. At this time, the villa had only been lightly looted as the guardian traps were discovered and avoided. Phantom archers who died in the Weeping War haunt the property and shoot arrows at creatures of evil alignment who come within 200 yds of the villa.

As of 1356 DR:

Villa Ammath was still in strong condition. Without spellcasters around to fortify the enchantments, all the enchantments on the walls, floors, ceilings, and furniture had expired. Wild magic surges had not damaged the building. Flying monsters occasionally made Villa Ammath their lair, and in this year a pair of gorgimera laired within the villa, preparing to mate and have offspring. The phantom archers still haunted the building, but only shot at evil creatures of average intelligence or better.

As of 1375 DR:

The Crusade cleared the building for habitation and has contacted Aumaethe Ammath (Sor6/Rog5/Shad3 CG fe) in her villa southwest of Deepingdale to see if she would like to take over the property. The Crusade has not heard an answer back from her and Althen Artren has grown concerned, due to the level of activity of the Storm King's humanoid armies in the Thunder Peaks. Agents are being sent down to her estate to see if anything is amiss. The phantom archers are now sporadic in their attacks on evil intelligent creatures who pass within 100 yds of the villa.

C9 (#31) Noble Villa: House Raedrimn

Ground Dwelling Complex Grand, three Major buildings, (2 Ground, 1 Subterranean) covering up to four levels above ground and two below. (CEoE p.72)

As of 714DR:

Villa Raedrimm received a great deal of spell damage during the Weeping War due to being a halfway between 2 platoons of opposing spellcasters. One of the above ground buildings was destroyed down to the outer walls, and the other building was missing its roof. After the war, several tribes of orcs made this villa its lair as they plundered Myth Drannor. Unknown to all, there are three survivors of House Raedrimm within a hidden safeway on Glembaunt Isle, a family High Mage and 2 teenagers. They are in Adoessuer, waiting the touch of an Elven High Mage to release them from their Reverie.

As 1356 DR:

The only thing that held up Villa Raedrimm at this point were large oak trees that had taken root within the buildings and have grown up inside the walls. Limbs and branches have grown outside the cracks in the walls and out the windows. A young adult red dragon had taken the subterranean levels as its lair, digging out the walls to make one large complex with a very well hidden entry and exit point. K'C'Maisserpees enjoyed capturing anything that is edible and cooking them slowly using a sauce he made himself from wild leeks, ground tomatoes, wild

peppers, and some herbs and seasonings he knows how to procure. For a red dragon, he was an excellent cook.

As of 1375 DR:

House Raedrimm is destroyed in the Siege of Myth Drannor against the Fey'ri. A large group of Fey'ri and outsiders took a defensive stand here, determined to take out as many Crusade soldiers as they could. However, the Crusade did not take the bait and brought down the entire complex with a couple of earthquake spells, crushing all who were inside. Since the Siege, the rubble had been cleared away, but the underground dragon's lair had not been discovered, though the dragon was killed by the Fey'ri the year before. The way down is a hole 1' diameter across (this dragon had gaseous form as a spell-like ability) at the root system of the one oak tree that grew up inside the villa. By the end of 1375, the magic dead area that prevented the opening of the safehold on Gemblaunt Isle has been repaired, but the safehold itself has not yet been discovered and the family still waits in Reverie.

C10 (#58) Festhall: Serpentspires
3-story Ground Dwelling Major (CEoE p.72)

As of 714 DR:

The Serpentspires was such a well-loved place that after the Weeping War, phantom images of the clients started appearing after they died in battle. All counted, over thirty different phantoms haunted the burned out halls of the Serpentspire. This festhall became a succession of monster lairs, each with a more powerful inhabitant after the last. Finally, a nycaloth by the name of Czakiak took over the Serpentspire and started planning to create a new Army of Darkness to attack the surrounding human areas.

As of 1356 DR:

There were no major changes to the Serpentspire except that Czakiak was slain long ago. A new parade of monsters used the building as their lair. The building was more worn down due to the elements and the occasional battle that took place within its walls. The phantoms that haunted the Serpentspire had one-by-one realized their fate and have drifted off to their afterlife destinations except for 3 different souls.

As of 1375 DR:

The Serpentspire is destroyed in the Crusade when the building is toppled over by desperate Fey'ri forces trying to create a defensive wall against the elven attackers. The Fey'ri that cast the earthquake slightly miscalculated the best spot to cast the spell, and the building fell upon the Fey'ri defenders and their infernal allies. The crusaders had a hearty laugh at their good fortune and pressed forward.

C11 (#101) Noble Villa: Khaalvandar
4-story Tree Dwelling Grand, Fortified
House Irithyl's guesthouse and villa for the majority of the family, including lesser cousins; its main entrance at its lower levels is at least 90 feet above ground. Similarly to the Rule Tower, Khaalvandar is festooned with art and sculpture, and the Lord-Speaker's Library has tomes that span the days back to Uvaeren! Any clandestine meetings between the Srinshee and the High Mages or others often take place here, as the spell wards here are among the strongest in the realm. (CEoE p.72)

As of 714 DR:

As Myth Drannor was preparing for the Final Fall, the Srinshee returned to Faerun briefly to start setting numerous spell-traps within the Khaalvandar villa. The reason was that numerous treasures still reside within the vaults of the villa, and she was determined that they not fall in the hands of the invading forces. The forces of the Army of Darkness went in three rooms before they decided that the losses they have incurred in trying to take the building were not worth it, due to over 300 humanoids and yugoloths having been destroyed by tripped spell-traps.

As of 1356 DR:

Althen Artren rescued the Arcstaff of Khavoerm from the clutches of a power Zhent exploratory group. The band that Althen Artren was a part of was diverted from reaching Castle Cormanthor by the appearance of numerous foes and ducked into Khaalvanda for safety. Exploring the villa, they found a Zhent guard patrol outside an opened secret passage into an inter-dimensional space. The band arrived in time to prevent several Zhentarim wizards and numerous guards from entering the final vault of Khaalvandar. The final battle was long and deadly, and only Althen Artren and his rogue companion "Fingers" McGillicotti survived the fray. After resting, they found out how to open the vault and claimed the treasures inside, which included several spellbooks and research materials out of Uvaeren and the Arcstaff. Fingers retired after this adventure and moved to the Moonshae to avoid Zhentilar retribution, and Althen held a very low profile for several decades, studying the new spellbooks and avoiding attention from Zhentil assassins and from elven travelers due to his outcast status and his possession of a priceless elven artifact.

Khaalvandar is still in fine shape despite the fierce battle that took place within the secret vaults. The roof was blasted off in a magical misfire within the battle, but the rest of the building is still very sturdy and still contains some of the fine artwork and furniture that it held before the Weeping War. Unknownst to all, there stands an open one-way portal to Evereska, well-hidden by a secret door within the master bedroom's closet.

As of 1375 DR:

Khaalvandar stands and has been fully repaired by the Crusade. The extra-dimensional secret rooms have been destroyed by mythal corruption and by wild magic. This was a popular place for Fey'ri to fight over, due to the ancient furniture and the grandeur of the villa design. Until the final day, non-lethal spell battles still raged over which clan of Fey'ri got to claim the villa as its own.

When the Crusade claimed Myth Drannor, it serves as the foreign ambassador's quarters for any visiting dignitary of a country that does not have an embassy within the city limits. The finest in Calimshan linens, elven furniture, halfling alcohol, and half-elven dancing girls are furnished to the guests at any time of the day with no limit. There have been secured quarters built to allow some privacy, however, numerous scrying spells are layered within the public rooms to watch the conduct of the guests and to find out the nature of other countries visits.

C12 (#102) Library: The Ursplindaar
4-story Ground Dwelling Major, Fortified (CEoE p.72)

As of 714 DR:

During the Final Fall, a human librarian mad with grief and despair over the course of events that destroyed his world, triggered a rip to the Astral plane by placing a portable hole within a bag of holding. It is said in conflicting elven legends that this librarian was in the throes of a vision of the future when he cried out either the words "Cyric did WHAT?" or "What's a Spel....." seconds (reports have never been specified) before stuffing hole into the bag. Several yugoloth were sucked into the Astral plane and the defenders near the Ursplindaar were granted time to evacuate their position and regroup.

As of 1356 DR:

The Ursplindaar was standing, but had been heavily looted over the years by adventure parties and wandering monsters. The only things left in abundance were books magically enchanted to withstand damage. All these books were of little practical application (such as Memories of a Talking Goat, My Life as a Love Child of Larloch, and the ever-popular chapbook The Madams of Lapaliya. For any of the books found within the building, their value is between 10% and 70% truth on any topic they cover.

As of 1375 DR:

The Ursplindaar becomes of home of Sentren Artren (CG em Wiz10/Figh6/MysticKnight10) Althen's younger brother who previously lived in the High Moor working on opening Kraanfhaor's Door. After the Artren clan is given back their nobility status in 1377 DR, Sentren purchases the Ursplindaar and moves into it, with his wife Melbellus Aunglor Artren'in (CG ef Clc10/Cont2/Aris3 Sehanine) and his children Welyndia Artren (CG ef Wiz12/Incan 2) and Coroniss Aunglor (NG ef Trans 11) and his Coroniss's new baby Davell (N m infant). Sentren becomes a member of the army and shortly becomes a captain of the Ahk' Faarn due to work done along the forest border near the Spiderhaunt Woods.

C13 (#45) Business: Blackbuckle's Wines & Tonics
3-story Ground/Tree Dwelling Major, with one level subterranean
Famous for its supplies of rare wines, spirits, and herbal medicines, Tyullac Blackbuckle (LN halfm F0) recently bought out the tree dwelling farther up the trunk of his tree-built business and opened up a tavern above the store. His special drinks have built quite a reputation for this halfling, and his clientele includes numerous akh'faern enlisted and officers who enjoy his blended elverquisst-and-stout, a heady, semi-hazardous (and, many elves say, blasphemous!) concoction. (CEoE p.72)

As of 714 DR:

Blackbuckle's was looted completely as desperate human forces without any magical backup grabbed any liquor that could be used as a flaming grenades and tossed them into throngs of gnoll and goblin squads.

As of 1356 DR:

This building had long since been looted of anything of value, and the building was frail due to the level of rot and warping within the wood part of the structure. Trees had started growing on the ground level and had started to create large cracks within the foundation.

As of 1375 DR:

Blackbuckle's is destroyed in the battle of Myth Drannor. All that stands in its place is a small pile of rubble and a grove of burned up trees.

C14 (#63) Inn: Saunder's Halls
2-story Tree Dwelling Minor
This inn rests 60 feet above the ground at its low point. (CEoE p.72)

Through all the years, this tree dwelling had been a favored monster lair for creatures that can fly. Most often chimera out of the forest use this building as a breeding ground due the small number of windows and the size of the doors to the outside, keeping out larger predators. Preservation enchantments had kept this inn building in good order up through the present day of 1375 Dr.

C15 (#123) Noble Villa: House Dahast; 1375 DR: Cormyr Embassy
Multi-dwelling Complex Grand; one 3-story Ground and two 3-story Adapted Tree Dwellings (two subterranean levels connecting all dwellings)
Villa Dahast has seen better days. Despite the prestige and position of this elder House and its Lady Alea, the family line is nearly extinct and the upper tree levels of the villa are in need of repair and pruning. Lady Alea made plans long ago to leave this villa for the city to turn into a rental villa after her abdication and Passing. (CEoE p.73)

House Dahast had a hidden connection to the Tarynstone tunnels. Lady Alea, being a High Mage, was a friend of the court and allowed her house to be many things: school, vault, secret entrance and exit of the city, and safehouse. Many elven military patrols and missions left from the subterranean levels so that spying eyes couldn't report to interested parties.

As of 714 DR:

In a bitter battle between some elementalists of the Speculum and a large group of trolls and yugoloth infantry forces, the entire interior of the villa was burned out to one large room and large piles of ash. The victorious elementalists teleported to the site of another battle to shore up a flagging defensive line, and the Army of Darkness decided that this building lacked strategic purpose after this fight.

As of 1356 DR:

The tree holding up the dwelling had grown tremendously, and created all sorts of new rooms by the growth of branches and limbs within the old burned out shell of the villa. The villa became the lair of a group of Alhoon who used the Tarynstone tunnels to conduct their attacks against the Phaerimm and to quietly move about the city in cover of darkness.

As of 1375 DR:

With the consent of the captains of the Crusade, this building is turned over to Cormyr as an embassy. To counter to the Empire of Shade, the Steel Regent quickly makes diplomatic ties to Myth Drannor to gain an ally in the area. The Tarynstone tunnels are never talked about in the walls of the Embassy so that scrying magics will not reveal their existence, and numerous sunlight spells and defensive wards are placed in the connecting room along with a defensive fortification. A dozen Purple Dragon Knights and six War Wizards are stationed here for the defense of the ambassador Melindier Hiloar (Rog8/Ari2 hf NG), who is new to service in the Crown and is desperately wanting to prove herself to her doubting elders. She was chosen for this duty due to her family's connections within the Dalelands and the Moonsea region, her magnetic personality, and to her personal loyalty to the ruling family of Cormyr.

C16 (#70) Wizard's Domicile: Blackstar Tower
5-story Ground Dwelling, Major, Fortified (CEoE p.73)

As of 714 DR:

Josibias Blackstar (Abj 15/Inc2 NG mh) fortified his tower to prohibit interdimensional travel and scrying magic, as he was always suspicious of the elder elven houses trying to spy on his spell research. (He was right, he had a natural talent for crafting new spells especially in his chosen school). The only way into his tower outside the front door was a minute drain pipe on the south wall so that he could pass through in a gaseous form state if he ever lost his magic dagger. The dagger, a main-gauche, was enchanted to serve as the only key that would open his front door. In the Final Fall, he was still inside the city after the Final Flight was gone, slinging spells at the hordes and trying to buy more time for the evacuees. Finally, exhausted except for one battle's worth of spells, he tried to escape by using the portals within the Naturalist's Guild, but was cut down before he got to safety.

As of 1356 DR:

Blackstar Tower had sustained considerable damage due to the enchantments going wild during wild magic surges. There were several fist size holes within the walls. Because of these holes, the tower was the secret hideout of an adventuring group called the Gashouse Gang, due to its liberal use of gas spells such as gaseous form and acid storm.

As of 1375 DR:

Blackstar Tower was destroyed in Eleasis 1374 DR, when the great green dragon Yoorr-Acht and a mysterious rider attack the fey'ri and their hordes in an aerial battle over Myth Drannor. Blackstar Tower was hit with a larger than normal meteor strike and is blasted apart in the opening salvo to announce to the whole city of the duo's arrival. At this, a small number of dragons that made their lair in Myth Drannor took to the air and battle against the fey'ri and their infernal allies. The battle lasted for several hours, and stopped when the last of the native dragons fell to fey'ri forces and Yoorr-Acht and his rider mysteriously disappear. All that remained after the Crusade take control of the ruins is a pile of melted stones covered in a fast-growing creeper vine.

C17 (#36) Noble Villa: House Omberdawn

Multi-dwelling Complex, Grand, two Major buildings (1 Ground, 1 Tree) covering three levels above ground and two below (ground) and an additional three levels 40 feet above the tree) (CEoE p.73)

As of 714 DR:

The baelnorn guardian Elacia Omberdawn (Wiz15 CN ef) lost her mind due to despair and loss, and killed all that walked into the villa except for Omberdawn relatives. She laired in a safehold on the bottom subterranean level of the villa.

AS of 1356 DR:

Elacia was destroyed several Zhent mages in her subterranean level. The Zhentilar made this villa base of operations due to the draindoom magic dead area that blankets ground level and above. The underground levels were not under effect by the magic-dead area, and that was where the Zhentilar stay.

As of 1375 Dr:

House Omberdawn is destroyed in the Crusades battle to retake Myth Drannor. Due to the collapsing of the surrounding subterranean area, the safehold that Elacia used collapsed as well and spewed out all the items in her lair into the surrounding soil.

C18 (#14) Temple: The House of Song

5-story Ground Dwelling, Major; two levels subterranean

This near-fortress temple to Oghma contains the greatest depository of music and libraries of lyrics and ballads and poetry in all of Cormanthyr. More fabled are the many hidden rooms accessible only to those both capable of whistling or playing particular melodies and actually knowing the tunes that open the doors. Stairs within this entire blockhouse are levitating stone steps without railings or any obvious supports beyond magic, spiraling wide throughout the central grand entry chamber to walk around the second or more floors and link all to the echoing entry chamber. (CEoE p.73)

The House of Song has unique defenses; the constructs and animated weapons used are controlled by song and music. Certain stanzas of elvish music used to activate or deactivate the commands of the guardians. Also, numerous glyphs are used which are much more powerful than the glyphs that are commonly used around Faerun.

As of 714 DR

The House of Song was looted of anything of obvious worth by the denizens of the Army of Darkness. There were some guardians that survived the Weeping War and still guard over certain sites within, such as a prismatic golem that protects the main altar area. There were numerous secret and hidden rooms within the temple, but the commands to open them had been taken by a junior cleric to Silverymoon. It resided in a false songbook to Oghma, awaiting discovery within the vast libraries of the temple there.

As of 1356 DR

"North and East of the Castle, on the edge of the city, stands a fortress with a large tower at this south end, a huge central block, and a long wing extending due north. This was a temple to Oghma, the House of song, and it appears largely intact. It is said to include libraries of written music and the lyrics of ballads, as well as hidden rooms crammed with long-lost magical instruments. From time to time, at night, haunting mournful music is heard coming from this fortress, but its cause is unknown" (CGtMD p.17).

An avatar of Oghma occasional visited this temple to reminisce over the grandeur that once graced his favorite house of worship. As the sorrow of past times fill him, he started playing

music, both as a reminder of what this place once was, and as a call to the surrounding lands to try and reclaim what the city once was.

As of 1375 DR:

The temples in Waterdeep and Silverymoon teamed up and send in several senior priests to help in the restoration of the city and to rebuild the temple. They have notes that there are several hidden secret rooms within the church grounds, but have no idea on how to find them.

Divinations have proved ineffective (Oghma wished them to teach them a lesson about the forgotten knowledge of the past), and the one master guide has been forgotten due to its disguise, waits within the master library in the temple of Oghma in Silverymoon.

C19 (#14) Noble Villa: House Starym

Multi-dwelling Complex, Grand five buildings (three Ground Dwellings, Major, one Tree Dwelling, Minor 60 feet up, one Burrow Dwelling Major) spanning up to five stories high and three levels subterranean. (CEoE p.73)

House Starym has a secret connection to the Tarynstone Tunnels that is hidden by illusionary walls and spell-traps. When the banishment of Clan Tarynstone was announced, House Starym wasted no time in claiming that part of the tunnel complex for itself (silently, as they had dark designs for using the dark ways). They enchanted the entrance into the crypt, and started using the tunnels to move contraband into the city, move people in and out of Myth Drannor so as not to be seen, and to spy on other Houses and their affairs.

During the Weeping War, a large battle took place here as the Army of Darkness tried to dig in at the Starym villa to establish a defense bulkhead. Because of the desperation of the elves, and all the backstage political maneuverings of the various Starym speakers over the decades, the elves purposely destroyed the building to kill the Army forces held up, and to make a statement to any Starym family member that might return over the years. All rubble had been cleared by 1375 DR. The underground levels have not been discovered and still contain several traps, guardians and treasures left over from the centuries.

C20 (#15) Guild Hall: The Onaglym

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

Also called the House of Gems, the headquarters and central business of the Gemcutters and Jewellers. Guild is a massive fortress not of elven design or construction. This site actually predates the coming of Coronal Kahvoerm and the Summoning of the Rule Tower, though this fortification was in ruins at that time. Rebuilt time and again by rich patrons who wished a secure villa or business location in the rising days of Cormanthor, this small, square keep is one of the few buildings in the city not owned directly by the city to have crenellations, arrow slits, and a portcullis. With the Opening and the entry of the dwarves to Myth Drannor, dwarves swiftly bought it after the owners abandoned the site merely because non-elves were welcomed in Myth Drannor. Focusing first on weaponsmithing and later on gemcutting, the dwarves became the cornerstones of the guild of gemcutters. This blockhouse, long known as the Friendly Fortress, was later named the Onaglym and was used by the gemcutters of the city for both creation, storage, and the sales of their wares at this spell-guarded place. (CEoE p. 73)

"South of the House of Song and east of the Castle, on the northern edge of the large field of broken rubble, stands a small, square keep, of stout, olden design: one of the few buildings in the city to have crenellations, arrow-slits, and a portcullis. This was originally a fortress built by the dwarves as a storehouse, in the days when orcs roamed the area in numbers, and the city was not yet strong. Later, it was named the Onaglym, or House of Gems, and was used by the gemcutters of the city, who brought their wares to this spell-guarded place. Here the gems were graded and safe-stored for later sale to visitors. The dwarves built many pumps so that their fortress could draw deep water from sources that surface besiegers could not poison or cut off..."

In the final hours before the army of evil swept through the city, a gemwarden who did not live to see the next dawn opened the pumps, so that the cellars flooded, and the gems he was sworn to defend could not easily pass into the hands of pillagers "(CGtMD p.18).

This gemwarden rose as a spectre due to the anger at having to sacrifice himself to keep his charges from being plundered. As the years pass by, he killed other creatures that tried and get to the gemstones and turned them into spectres under his control. However, due to the nature of the oath he gave, he does not leave his charge and orders his spawn to stay within the underground complex as well.

As of 1356 DR

The whispers of Dale Realmslore have no doubt increased the riches to be found within these walls over the years, but it is certain that several caravan-loads of gems still lie in its storage cellars, guarded by the ghosts of the dead" (CGtMD p.18).

By this time over thirty spectres haunted the flooded halls of Onaglym. All the intelligent creatures of Myth Drannor knew that trying to claim the treasures inside the subterranean levels was equivalent to suicide, so the spectres did not add to their numbers for a long time.

As of 1475 DR:

Over forty spectres now haunt the flooded hall of Onaglym by 1375 DR, due to numerous fey'ri trying to explore the flooded levels. The Crusade captains have declared the entire building off-limits due to the number of casualties that have been reported due to trying and reclaim the subterranean levels. The building is guarded against intrusion until sometime in the near future when there are more resources available to combating the spectres.

C21 #25) Noble Villa: House Ulondarr

Multi-dwelling Complex Grand, three 2-story Tree Dwellings Minor, one four-story Ground Dwelling Major, (lower tree levels at 30-120 feet above the ground, one level subterranean) (CEoE p.73)

As of 714 DR:

The battle of Villa Ulondarr was the first recorded battle of the Blinkblade riders, a group of halfling (wizard/fighter/halflings outriders) that rode on a friendly pack of blink dogs. The Blinkblades teamed with a group of gnomish illusionists from the Speculum and fought off the Dwarfsplitters, an ogre warband noted for their berserker charges into battle and the high survival rate of its warriors. Though the liberal use of the Blinkblades' Manyjaws spells, and the gnome's castings of illusions of other halflings riding blink dogs, the ogres were fooled into thinking the allied forces were four times larger in number than they really were! The Dwarfsplitters retreated with heavy losses, while the allied forces only lost a total two halfling riders and their blink dog mounts. The allied forces saved a group of non-combatants fleeing to one of the last flights out of the burning city and the Blinkblades offered the gnomes a ride out of the town, and both groups escaped to help cover the retreat of the Final Flight.

As of 1356 DR:

Villa Ulondarr served as a base for the Eldath Veluuthra as they explored the ruins for magic items and for raids into the surrounding dale areas. A one-way portal was constructed to the High Forest so that messages between groups did not suffer much travel time. As many as eight members of the Eldath Veluuthra from the Dales and the Border Forest could be found here at any time, looking for equipment to continue their quest for human genocide or sharing information about the events in the surrounding areas.

As of 1375 DR:

When the fey'ri forces arrive in Myth Drannor in 1374, the Veluuthra realized that this is a threat worth combating. They abandoned their base in Villa Ulondarr, closed the portal to the High

Forest, and joined the Crusade. When the Dalelanders armies joined with the elves, all the members of the Veluuthra quietly left their posts and started working on trying to break the sense of camaraderie between the elves and the humans. So far the favored tactic is to set up traps that an elf would get caught in and have evidence that a human did it intentionally. The Veluuthra realize how careful they must be, due to the number of spellcasters that are within the army. Villa Ulondarr still stands empty at this time, because there were no family members serving within the Crusade. The captains are deciding on what family will get the estate now.

C22 (#26) Noble Villa: House Maerdrym
4-story Ground Dwelling, Major; two levels subterranean (CEoE p.73)

714 DR to 1375 DR

Villa Maerdrym was in dreadful condition after the Weeping War due to Melosius Maerdrym (Wiz 18/ArcD 8 CG em baelnorn Pentad) leaving the subterranean levels and hurling spells in fury at the Army of Darkness forces within the area. Toward the end of the battle when he was running out of spells, he summoned a sphere of annihilation out of his lair in the underground and pushed it into to a large nycaloth force gathering outside the villa for a final push to reach him. He dropped a delayed gate right into the sphere seconds before he transferred his conscious into another body. When the spell went off, the explosion tore off the front of the building, severely weakened the entire structure and ended the battle. From that point on until the Crusade's return in 1375, Melosius worked on running out looters and monsters from the villa and repairing the building for the next generation that would live there. He plans to help the Crusade for a short time, perhaps a decade or so, and then leave and go to Arvador.

C23 (#76) Wizard's Domicile: Gargoyles Hall
3-story Ground/Burrow Dwelling Major; three levels above and below
This building is the home of the archmagistress Joylith Hurlbolts Dlanyr (N hef W(D)9), a half-elf encikkar dualist wizard. Bitter since the death of her brother in the Darkwood's Massacre, she has been watched by the armathors as a possible danger to some of the senior officers involved in that military tragedy, despite their acquittal or exile by an Elven Court. (CEoE p.73)

As of 714 DR

Gargoyle Hall escaped real damage in the Weeping War due to its location. There was heavy fighting within the area, but the focus of the fighting was all on the House of Song. The reach of destruction in the area stopped at the walls of Gargoyles Hall. After the Weeping War, it was a haven for gnolls and orcs as the tribes looted and left the ruins. After 718 DR, when the last traces of the humanoid armies were killed, the only things found within the burrow were undead creatures and nycaloths.

As of 1356 DR:

Mutant beholders had taken over the subterranean levels of Gargoyle Hall. These beholders shoot prismatic rays out the central eye instead of an anti-magic cone, and are capable of taking spellcasting levels and not have to gorge out their center eye. Their leader had a freak called Xallatier, a beholder of unusual size and nasty disposition (he has filed his teeth so they are serrated, better to eat his prey with). They had taken to expanding the subterranean levels, and now there are five underground levels, all with vertical tunnels to reach the above and below levels. All the stairs up and down had been filled in with rubble.

As of 1375 DR:

Gargoyle Hall has yet to even be looked over by the members of the Crusade. The beholders have maintained a very quiet presence, partially due to losing numbers to the Fey'ri when they took over the city. For now, they have sealed the tunnel up to ground level with a large boulder that has been melted into place, and debate on their next course of action with how to deal with

the elves above. Some call for a parley (the beholder's alignment run the full gambit of possibilities and they do not possess the typical xenophobic paranoia that the rest of the race exhibit and it is mostly a democracy), other call for a retreat into the Underdark assuming the elves will go on the offensive when their presence is known, and some (including their new leader Xallatiera, daughter to Xallatier???) wish to go on the offensive.

C24 (#113) Gate: The Silversgate

City Building, Major

This high-arching carved arch of stone and silver detailing is a public two-way gate that leads to Silverymoon Pass far to the west. It used to deposit folk directly into the central square of Ascalhorn, but with the rise of Silverymoon's status as a kindred city of learning like Myth Drannor, the gate's destination was moved to allow travelers the choice of visiting either location. The Two Hooks suspension bridge has many daredevils leaping across the 20-foot gap from the bridge to the top of the arch, though this sport has long since lost its danger with the mythal's protective featherfall magics in place. There are a quartet of armathors posted here at, all times, both to guard the gate's use and to sound the alarm if something evil should attempt to enter the city from the other side. (CEoE p.73)

As of 714 DR:

The battle at Silversgate is one of the most storied and heroic tales of the entire Weeping War, as one who was denied his name by Myth Drannor apparently gave his life in its cause. In short, the Army of Darkness was driven east, and its northern and southern factions merged and punched through the elf defenders on the western front as they passed, allowing them a second charge on Myth Drannor. The bulk of this battle occurred among the streets of the old city Cormanthor, and its climax centered on the Silversgate, the magical gate to Silverymoon Pass and a link to the sister cities of Ascalhorn and Silverymoon. While the military fought bravely on all fronts, this battle was primarily one of magic and thus spearheaded by Spell-Major Josidiah Starym, Elminster, Symrutar Auglamyr, and the Nameless Chosen. With many elf forces exhausted from the previous battles, only the cavalry and two-thirds of the available Akh'Faer forces were in the city for its defense until the arrival after battle's start of the Wing cavalry, some gold, silver, and electrum dragon allies, and the Three Chosen. The spellcasters and military worked together to isolate and destroy the reduced and tired battalions (the Cruelty, the Colossus, the Grievous, Battalion Arcane) of the Army of Darkness. In all, the Army of Darkness suffered the loss of a battalion's worth of troops, losing 11 marches and 4 regiments in the melee. Among them, four entire tribes of gnolls were totally destroyed as was the most powerful march in the Army, Cvor's all mezzoloth March of the Second Cruelty Regiment. Cvor's March, or the Whipmaster's March, as more commonly known among the troops, laid siege to the Silversgate in upper Cormanthor at highsun on the second day of battle, following his orders to guard the gate against any allied incursions while the Fourth Cruelty Regiment sought magical items and plunder in the surrounding buildings and ruins. The Nameless Chosen became enraged by the destruction of his native city and the abrupt slaying of a trio of young bronze dragons that had emerged through the *gate* to lend aid requested a tenday ago. As their overall plan were capable of moving the Army out of the city, the other mages were sadly resigned to the losses, since the Army's battalions had learned to tighten their ranks and attack and raid as an army rather than random hordes. Still bereft of Gaulguth's commanding presence, the troops and attacks were tightly organized to prevent any major losses unless their formations were broken. The Nameless One lost his temper over the insufferable waiting for the Army to trip hidden spelltraps with no guarantees for success. "We are supposed to be the pride and glory of Faerûn, but we cower like rabbits waiting for a fox to stop stalking their warren!"

With a roar of anger and vengeance, the Nameless exploded through the roof of one of the Six Tyryl Towers, his body glowing and his hair and robes ablaze in silver flames! Similar to the dragon Garnet's rash charge, he dove headlong into the amassed,

"impenetrable" forces of the besieging Army, scattering many gnolls, ogres, and orcs like chaff before a hurricane wind. Driving a wedge through the forces, he converged on the Silversgate, where Colonel Cvor and his mezzoloths stood. Spreading his arms wide, the Nameless One scrawled one line in the shattered marble of the street before him with a beam of silver fire, and no mezzoloth crossed that line that day. On his arms, he formed massive wings of silver fire, raising them high and knocking many creatures down from high towers or parapets. As he walked slowly and steadily forward, the blazing line advanced with him, forcing all back before him. Fully aflame now, the Nameless reached out with his silver wings and flung the nycaloths into the *gate*, which opened at his merest word. Spelltraps lying in wait activated at his will, causing explosions that claimed more evil lives as he walked unharmed within them. Over 600 mezzoloths, goblins, and other creatures fell before the fury of the Nameless, and Myth Drannor's defenders rallied once more. With a large wedge driven into the Army's forces, the Akh'Faer and the cavalry had openings they could exploit and drive the Army before them again. The Nameless Chosen stood before the Silversgate, driving the Whipmaster Cvor before him, and he laughed at the mezzoloth's challenge. As Nameless turned to bid his comrades-at-arms good will and luck in battle, the razor-studded whip of Cvor wrapped about his throat, and the two fell into the *gate*, struggling. Flying to his aid, Elminster the Crafty entered the Silversgate and shut the *gate* behind him to isolate Cvor's March. The Nameless Chosen's full intent in his mad attack was to open up the Army's lines and isolate sectors of it to destroy more easily. Alone but undaunted, the fire-engorged form of the Nameless One towered over the battle. Back to back with the elder Chosen Elminster, he fought hundreds of mezzoloths within the rocky Silverymoon Pass, and the glow of his silvery form drew attention from Silverymoon. Still, while his successes led to victory for the Allies of Cormanthyr, the hubris of the Nameless One led to his undoing. Trusting that his flaming form would be proof against any attacks, he was caught unawares by Colonel Cvor when it used a captured elf artifact (the *Harness of the Giant-Slayer Alayris*) to grow to a giant's size and seize the flaming mage by hand and foot. More swiftly than the reactions of either Chosen, Cvor brutally pulled the Nameless Chosen nearly in half by sheer strength! The explosion of magical power and fire utterly consumed Cvor and over 200 nearby mezzoloths, but not the one who wielded it. As the fireball subsided, the Nameless One lay dying, the silver fire desperately draining away out of his laid-open torso. While Elminster later reported that Mystra herself preserved his life as he lay wounded, at least three sources (two half-elf histories and one elf song) suggest that another power such as Sehanine saved him in return for his aiding her People. Still, the High Mage of Silverymoon Ecamane Truesilver and his supporting wizard forces protected the body of the fallen Chosen from the remaining mezzoloths. Together, while the Nameless One was sent magically to Silverymoon for healing, Elminster and the elderly and frail Ecamane destroyed the *gate* to Myth Drannor, detonating it from within and at its exit. The explosions slew the remnants of the Fourth Regiment surrounding it at Myth Drannor as well as clearing Silverymoon Pass of its remaining brethren. As a result of this battle, Myth Drannor's forces won the day, but unknowingly paid a high price. Elminster was lost among the planes for a time, due to his task of destroying the *gate* from within, while Ecamane Truesilver died due to the strain of breaking the *gate* from its exit point at Silverymoon Pass. The Nameless Chosen lay like one dead for more than the next year, though Mystra spoke to those who tended him, calling him "he whom magic, duty, and honor defines." His elf nurse, who heard this in her own tongue, gave him the name Akhelbhen; upon his awakening, the Nameless Chosen, once called Arun's Son is introduced him to the new High Mage Aglanthol as Khelben Arunsun. His body healed but forever scarred across his chest and back where he was nearly torn in twain, he banishes his vanity and keeps the wedge of silver-white hair and beard to remind him of the silver flames dancing within it and how it does not make him invincible. It also signifies his debts, as it reminds him of Silverymoon and what he owes its people as well. (FoMD p.27)

4-story Adapted Tree Dwelling, Major, Fortified with 1 level subterranean (CEoE p.73)

Dragondark Tower was destroyed down to the foundations during the Weeping War.

As of 1356 DR:

"A few burned-out walls are all that remains of this school of wizardry above ground. Pc's exploring this will find a stone door that opens onto a circular stair that leads down-and then ends, broken off above darkness" (RoMD Card dungeon).

There is still treasure and traps that have been down here since the end of the Weeping War. The creatures that lived down there are creatures such as oozes, slimes, and jellies. Occasionally a burrowing animal appeared within the rooms.

As of 1375 DR:

The remains of Dragondark have been cleared and the underground level has been emptied of anything of value. This lot of ground is available to any member of the Crusade who would wish to build a new habitat over the dungeon level.

C26 (#37) Noble Villa: House Mistrivvin

Multi-dwelling Complex, Grand; one 4-story Ground Dwelling, Major with one level subterranean and one 3-story Burrow Dwelling with one level surface access building (crypt & hidden libraries et al) (CEoE p.73)

As of 714 DR:

Villa Mistrivvin was looted completely after the Weeping War. Except for the hidden libraries and the crypt, all valuables were taken by the Bloodtooth orc clan back north to the Tortured Lands. Items included in the looting were the Fieldstone of Maretta (a magic item that facilitated the growth of gardens, especially made for putting in plants outside their natural habitat), the Spyglass of Sirestur (a spyglass that acted as a gem of seeing and as a potion of treasure finding 1/day), and a box of medallions that acted as blood oaths on the honor of the family. Any request made of the family by the bearer of these medallions could not be refused, and the honor of the family left intact. This house was under the effects of a magic-dead area brought on by the destruction of the Weeping War.

As of 1356 DR:

Travelling members of House Mistrivvin had occasionally journeyed into Myth Drannor and set up mechanical traps to deter any attempts of monsters and cultist to take over the villa and make it their lair. The magic dead area shrunk over the centuries, but still completely covered Villa Mistrivvin at this time.

As of 1375 DR:

House Mistrivvin is standing in fine condition. The magic-dead area that sheltered it from the worst of wild magic fluctuations has been repaired by the slow regeneration of the Weave. The traps installed by House Mistrivvin members kept out creatures that might have damaged it through their actions.

C27 (#73) Wizard's Domicile: Jendark's Tower

3-story Ground Dwelling, Major, Fortified; one level subterranean (CEoE p.73)

As of 714 DR:

Jendark Metalmind (Wiz16 N hm) transferred his mind into a construct of his just before the final invasion of the Army of Darkness. During the Final Fall, he destroyed all who fought into his tower through his magic and the strength of golem body he inhabited. After the Fall, he sealed up the tower to continue his studies into constructs, occasionally teleporting out to the ruins of the great magical empires of the past and exploring for more arcane lore.

As of 1356 DR:

His tower still sealed at this time, Jendark had lost most of his mind due to the loss of touch. In the times that he was lucid, he worked on trying to restore a living body in which he could transfer his mind into again, but every time he cast a clone or similar spell, the body quickly decayed despite his more careful precautions. In his clouded times, he wandered outside his tower and attacked anything that moved.

As of 1375 DR:

When the fey'ri arrive in 1374 DR, Jendark teleported outside his tower and attacked the whole horde. The battle was short, and in the process the entire tower was destroyed to the foundation. Their remains are cleared for other use by 1376 DR. The subterranean level has not yet been discovered, and contains many mechanical traps and several tomes on the construction of many types of constructs, some commonly known and some golem formula lost to the ages!

C28 (#122) Noble Villa: House Durothil (Home Game)

Multi-dwelling Complex, Grand; one 8-story Tree Dwelling, Grand with one 2 level subterranean (portal-linked) and one 1-story Ground Dwelling small

Due to an earthquake, the bottom subterranean level is now connected to the Tarynstone Tunnels through a collapse-prone sinkhole.

As of 714 DR:

Due to the High Magic defenses employed by the Durothil High Mages on their occasional travel to Myth Drannor, the Durothil villa was not damaged by the Army of Darkness. Disintegration fields, animated weapons with the skills of master bladesingers, instantaneous gates that teleport intruders to the Negative Material plane, spell-traps that shoot dragon breath, and Lady Synnorha Durothil (baelnorn fe LG Wiz21) destroyed all intruders that enter the villa. After the remains of the Army of Darkness were cleared from the ruins in 717 DR, the senior members of House Durothil came and collected the important items and artworks left within the halls and transported them to Evermeet for use and storage, leaving Lady Synnorha in her vigil of safeguarding the hidden libraries and crypts of the Durothil family. The wards were renewed and the house sealed to prevent any intruders.

As of 1375 DR:

Ilianard Durothil, Speaker and clan Archmage of House Durothil left right before the transfer of the speakership over to Sheshurra Durothil. He took with him the tel'kiara of House Durothil, Redethemer (an highly enchanted axe), and the unclaimed Durothil moonblade and left for parts unknown to the rest of the family. In truth, he was so distraught over the isolationist stances held by his successor and the secrets that he had long kept to protect the name of Durothil, he left with the proofs of wrongdoing in the tel'kiara and the clan's major weapon of honor. Because of a vision granted to him by Corellon Larethian, he journeyed to Myth Drannor and maintained a hermetic existence, discussing policy and ideas with Lady Synnorha, studying the surrounding lands and preparing the villa for the time when Myth Drannor would be inhabited again. He found a young elf of Durothil blood in Deepingdale and ensured that the elf found Redethemer to use in the future conflicts he knew were coming. He also prepared the tel'kiara for discovery, knowing that a future descendant of his would arrive and claim the tel'kiara and be privy to the secrets he had to carry for centuries. After he finished spell research he started decades ago, he says his goodbyes to Lady Synnorha and journeyed to Evertrees and departed for Arvandor.

A deepspawn took to lairing in the deepest of the Tarynstone tunnels under House Durothil around 1242 DR, and since the earthquake had sent its spawn on several attacks into the deep levels of Villa Durothil. For the most part, Lady Synnorha had been able to keep the levels free of destruction, but in the course of one of the battles lost the unclaimed family moonblade to the spawn of the deepspawn. She was not able to leave and pursue the creatures to reclaim the blade, and had since sealed up the sinkhole with prismatic spells to keep out the spawn.

When the Crusade took back Myth Drannor in 1374, the captains started giving out land and title to the soldiers who stayed within Myth Drannor. While nobility was not recognized for special treatment by the government, previous proof of land ownership was. So, House Durothil is

granted again their villa. The bladesinger Velgaas Durothil (me CG Fig5/Wiz1/Bladesinger10) produced the deed from the family archives and was granted ownership of the villa. He moved his personal effects and his family to Myth Drannor and continues serving in the military.

Sheshyrinnam

Loosely translated to its simplest of Common terms, Sheshyrinnam is the homes of the faithful; the humans who frequent this neighborhood of Myth Drannor refer to it as the Temple Ward, since many of the major temples of the city are found here. As the second-oldest sector of the city, many of these buildings here are also stone or petrified trees, with very few nonelves among this quarter as well. Many of the military officers and enlisted prefer this quarter of the city for their homes, though none know the origin of this old custom. (CEoE p.74)

S1 #5 Open Market: The Westfields

At the western edge of the city is a large, lush rolling meadow (magic keeps trees from growing over this area) known as the "the Westfields." It was once a visitors' camping area and paddock, and livestock pasture for city-owned beasts (CGtMD p.15).

The Westfields are a beautiful pasture and clearing where magical fields set long ago prevent any trees from growing over this area. From the start, it has been used for a multitude of purposes from visiting adventurers. Camp sites to paddocks or a livestock pasture. Now, while it still provides areas for all those activities, primarily acts as Myth Drannor's primary open market area every other day. (CEoE p.74)

As of 1356 DR:

A temple to Lathander called the Dawnspire stood within the northern half of the Westfields.

"The temple consists of a simple conical tower erected by the priests, that rises above an oval walled compound, perhaps five acres in extent. Except for a small clear space in front of the tower (used for erecting new experiments and inventions), the compound is crammed with growing things: the garden, fed by a network of pipes and channels, that feed the priests. The cellars of the Dawnspire itself contain much stored food, mushroom growing areas, and rooms where priests work on recovering Myth Drannan items, or devising new things. The walls are guarded, both by priests and the giant beetles they magically control" (CGtMD p.81)(*and hidden ju-ju zombies, apply corpse template to a base creature*).

"The Dawnstone: This smooth rose-crystal sphere is a large around as most shields. It floats above the raised chancel, in the innermost, holiest chamber of the temple, where the rays of the dawn can reach it on every clear morn. It glows with an internal light, and is a thing of magic, not a real gemstone: those who touch it find that their hands pass freely into and through it. It can be moved only by magic, or the hand of Lathander, or a priest of 12th or greater level faithful to him...

In addition to other powers, the Dawnstone prevents wild magic in its area of affect, and allows any magic used by those of the faith of Lathander to be maximized in all ways. (CGtMD pp.81-82)

As of 1375 DR:

The Dawnspire was destroyed by the fey'ri when they arrived in Myth Drannor. (See Farthest Reach pp. 26-27 for exact details.) Some priests of the temple escaped using a portal created for just such an emergency, but the Dawnstone was destroyed in the conflict.

After the Crusade forces retook Myth Drannor and opened up the city to the surrounding areas, the surviving priests of the temple and new recruits returned to rebuild the temple, with the consent of the Crusade leaders. The new head priest of the Lathander church is Namain

Broadword (hm Clc8/Cont6 LG), a man of impressive oratory skill and of steadfast belief in the triumph of good over evil. He received word of the attack and was called in by an omen given to him by Lathander, he comes from the church of Lathander in Waterdeep.

S2 #77 Wizard's Domicile: Crownfrost Towers

3-story Ground Dwelling, Major, Fortified; two levels subterranean, seven levels in tower. This building is the home of the archmage Klaern Kadelaryn (NG hm W22), one of the rare human armathors of the realm. Rumors abound on what the Crownfrost Towers actually hold, given Klaern cavalier use of magical items (as opposed to hoarding apparently rare items of power). Actually, Klaern had cultivated that interest for years, and his current secret plans on turning Crownfrost Towers into a wizard's school have many buzzing in taverns and elsewhere. In fact, all the confirmation most need is the ongoing construction. The stone curtain walls around the small estate are currently being shored up and expanded; most had forgotten when Crownfrost was built centuries back (by other owners) that the single spire above the main house was supported by buttresses, since they had long since been rendered invisible. Now, more buttresses arc down from the rising construction of two more towers to rest just inside the walls. A small outbuilding with some subterranean digging also seems on the plans for a dormitory of sorts. All signals point to the opening of the Crownfrost Towers School within four years, and the roster of interested students and faculty is already full! (CEoE p.74)

As of 714 DR:

As a result of the Crownfrost Capture in the Final Fall, Crownfrost Tower had been completely looted by the Army of Darkness forces. Even the secret safehold location in the grand library behind the largest bookcase was pillaged and the magic used against the elves in the Final Fall. This happened to be a favored lair for the forces of yugoloths left over from the Weeping War, as they enjoyed the thought of their leader being trapped within these halls, screaming in impotency and frustration at being denied the battlefield.

As of 1356 DR:

Due to its proximity to Moander's Road, the Crownfrost Tower was used as a Zhent base for their explorations of Myth Drannor. Heavy abjuration magics were used to shield the tower from the outsiders running in the ruins. At any time, up to six different adventuring bands in league with the Black Network were staying at the Crownfrost, resting from the journey to get here, or preparing to enter the ruins and scavenge for treasure.

As of 1375 DR:

Crownfrost Tower is given over to the Harpers to be used as a "secret" base. The idea is that word of this location will be spilled out to the spies of the Harpers' enemies, so that possibly those spies might be caught by watching the tower too closely, or feints can be made by Harpers as they send their agents out on missions and show different agents moving around the city proper. Also, several vaults and guardians will be constructed so that this can be a safe house or prison.

S3 #52 Tavern: The Fall of Stars

2-story Tree Dwelling, Minor This small supplemental building rests about 75 feet above the ground in the crook of three massive branches of the shadowtop in which it sets. A 20-foot-diameter hole lies in the center of the taproom, through which patrons enter by flight or by the magical elevating platform at the tree's base that brings patrons all night long. (CEoE p.74)

As of 1356 DR:

The remains of the tavern were claimed by the gelugon Dliithgorkh. He enjoyed the view afforded him, mainly so that he could see adventures sneaking into Myth Drannor first. He tried to be the first infernal at all times to attack adventurers so to gain food, entertainment, and treasure. He maintained a large force of erinyes for "pleasurable" company, and a force of other baatezu to act as the guards and the cleaners of the building, he was a very tidy devil.

As of 1375 DR:

The Fall of Stars is destroyed as the tree was disintegrated down by the base, and the entire tree fell over onto a force of canoloths running toward one of the battle-lines. The building and tree have been cleared away and the stump has been removed. New trees have been grafted on the old root system and are magically tended to make them grow faster.

S4 #17 Temple: The Throne of Thought

Temple to Labelas Enoreth. 5-story Adapted Ground/Tree Dwelling, Major; includes one subterranean crypt level. This temple, long forgotten or at least purposefully left cryptic, maintains a secret subterranean tunnel leading from its crypt level out to a false burial crèche in the Warriors Gate tomb. (CEoE p.74)

As of 1356 DR

To the west of Ilbrannath's tower, five buildings down at the extreme northwesternmost extent of the city, is a temple of Labelas Enoreth (detailed in DMG, Monster Mythology). In recent days, it was taken over by Tyranthraxus, the Possessing Spirit, who established the Pool of Radiance there after fleeing Phlan. (See Details in FRC2, Curse of the Azure Bonds.) A tunnel links the temple with a shrine like tomb in the center of the Burial Glen, the Warrior's gate (CGtMD p.18).

Due to the movements of a corpse creature in the Burial Glen, the tunnel had collapsed almost two-thirds of the way to the Burial Glen. Several incorporeal undead haunt the tunnel due to the disruption of their rest by the corpse creature (See the Burial Glen entry above).

As of 1375 DR:

The Throne of Thought has been reconsecrated and opened again to the public. The tunnel to the Warrior's Gate has been cleared of the remaining undead, but construction on reopening the tunnel has not yet started, due to concerns over city security with a possible hidden entranceway. An ancient moon elf priest Melovia Arcaras (Clc 18 em CG) has arrived from Evermeet. He is boorish, studious, completely blind, wrinkled and worn-out, but has a razor-keen mind, sees far more with his ears and touch and most see with their eyes, and retains more information about the faith and practices of Labelas Enoreth than any other being outside Evermeet. He brings with him his trusted assistant and the main temple speaker Belamar Willowslost (Clc 15 NG em) an elf of amazing oratory skill and people skills so smooth he can talk berserking orcs into a helpful attitude. Together, they have the blessing of the Crusade captains to rebuild the temple and succor the elven people.

S5 #104 Temple: The Parentree

Temple to Corellon Larethian. 12-story Ground/Tree Dwelling, Grand This High-Magic created massive shadowtop is 100 feet wide and 400 feet high, and its entire form has turned to ivory. Its massive, echoing hollow interior provides the breathtaking temple space, open at top and bottom for ventilation and acoustics. The Corellon's Choir usually performs at the floor of the temple or in strategic points along the sides. The few influential people who get seated pews within the temple rest on platforms at various places up along the walls (none closer than 20 feet from the floor), while most attendees remain outside. The Parentree is a cathedral for religious celebration and performance, magically set to allow all those around the tree to hear the beauty of the choir. The Parentree is only used for performances on major holidays of the Seldarine, though highly-placed noble (or simply allies.) weddings do take place in this holiest of Cormanthyr temples from time to time. Most of the temple's clergy live and handle the temple business out of their rowhouse directly east of the Parentree. (CEoE p.74)

As of 714 DR:

The Parentree stood until the Final Siege. A powerful group of Corellon's faithful stood firm in the defense of their temple, resigning themselves to death and determined to take out as many of the Army of Darkness they could. They stood from the beginning of the Final Siege until the Bane's Duel, when the magical explosion caused by the deathblow of Keryvian created a wild magic surge that enveloped the entire Mythal. The enchantments that ivoryfied the Parentree reversed, and the tree became a massive piece of dry-rot. The tree broke right after and fell, killing all the defenders of the temple and several divisions of the Army of Darkness. After the Weeping War, elven forces came back to the ruins and salvaged what religious articles they could find, but many important relics of the faith remained buried in the rubble.

As of 1356 DR:

The rubble of the Parentree was still there. Most of the wood has rotten or been broken down by fungus and termites. All that was left is the stonework from the temple that was created through a High-Magic ritual and the remains of the buildings the Parentree fell on. The elven clerics that died at the Parentree reanimated, becoming juju zombies that fiercely defended the ruins from any form of invasion.

As of 1375 DR:

The rubble of the Parentree has not yet been cleared by 1375, however the Fey'ri did destroy all the juju zombies that defended the site. The Crusade has looked over the site looking for faith items and destroying zombies and have rediscovered several important relics from the past.

S6 #55 Tavern: The Dancing Dryad

2-story Tree Dwelling. Major, 1 level subterranean. This tavern sees its many patrons cavorting and dancing out onto the broad, strong branches of the tree it rests in, and these dancers are more than 50 feet from earth. (CEoE p.74)

From 714 DR, all the way through 1375 DR, monsters laired here. It's common for stirges to lair here given the many nooks and crannies within the limbs that have slightly rotted or worked over by woodpeckers and carpenter ants.

S7 #105 Temple/Library: The Scholars' Hope

Multi-dwelling complex; 2-story Ground Dwelling Minor, 2-story Tree Dwelling, Minor, S-story Ground/Burrow Dwelling, Major with 2 levels subterranean. This is one of the first unified temples to multiple gods of the same ethos in Myth Drannor and Faerûn. This temple's faithful worship Dugmaren Brightmantle, Oghma, Deneir, and Corellon Larethian, though not as a collective religion; this is a religious commune/complex with shrines to all the gods above, with the lowest being the cellar shrine of Dugmaren and the highest the open air shrine to Deneir set 200 feet above the tree's base. Despite its temple atmosphere and religious background, this is not the focus of the complex. The great libraries where all clerics share their knowledge and learn from each other is the true heart of the Scholars. Hope. (CEoE p.74)

The Scholar's Hope was destroyed in the Weeping War. The rubble of the buildings remains uncleared in 1375 DR.

S8 Tavern: The Ample Chalice

Row House: Arnarra's Branches

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

This ground-level access tavern became a success primarily due to the irreverent and boisterous hostess and primary barkeep, Arnarra Gildenguard (CG ef T3). This loud, raucous tavern and its hard-drinking military crowd might get in more difficulties with nearby House Miritar if not for the constant patronage of the Lord-Speaker's son Ilphas, an up-and-coming officer of the Akh'Velahr. Still, the common-born Arnarra made enough money from this tavern (the ownership of which she won in a dice game) to purchase four

abandoned levels of the tree above her tavern and open them as a rowhouse for soldiers and others. In fact, the lowest level of the rowhouse is often unrented, to allow rooms for overzealous party-goers or Arnarra's adventurer friends. (CEoE p.74)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

S9 #106 Temple: House of the Night's Sun
Temple of Selûne. 3-story Ground Dwelling, Major; 1 level subterranean (CEoE p.75)

As of 714 DR:

The temple was desecrated by yugoloth forces during the Weeping War, looted by the retreating humanoid forces after the fighting was over, and left to crumble. Occasionally, a monster laired here within the broken columns of the temple, but never stayed more than a tenday due to a feeling of malevolence that permeates the building. However, shadow creatures could be found in abundance here once the Weeping War was over and the elves finished off the non-outsider remnant of the Army.

As of 1356 DR:

The House of the Night Sun was converted into the House of Freezing Dusk by a powerful cleric of Shar, Midnight Devourer Nelvellus Gemdark (C1c 12/Wiz10/MTh6 NE gm Shar). He was called here by a direct servant of Shar to establish this place of worship to reach out to the Dales, to prepare for a future gambit in Shadowdale, and to serve as a way station for clerics called to go to the Moonsea area. Within this complex, clerics of Shar casted spells stronger than they experience would allow otherwise due to an alteration of the wards by Nelvellus. The clerics of Shar were extremely careful and discreet, not wanting to reveal their presence within the ruins and fight all the monsters that would come and the adventurers that would follow them.

As of 1375:

The followers of Shar flee Myth Drannor at the arrival of the Fey'ri, recognizing it as a powerful force that would not convert. They flee the city in darkness of night, completely razing the temple to destroy any clue of their presence. By 1375, the Crusade has cleared the rubble and filled in the cellars.

S10 #54 Tavern: Silvershield Hall
2-story Ground/Burrow Dwelling Major; 2 levels subterranean

One of few dwarven-owned and operated businesses in this quarter, Silvershield Hall is the home and business of Arrak Mithrose (NE dm F3) and his staff of humans and dwarves. This is a massive tavern with storage and offices on its top floor, with the ground level as the major taproom and the two cellar levels acting as the brewery and spillover taprooms. Arrak is an influential member of the League of Innkeepers whose word could either spell ruin or riches for any tavern owners. (CEoE p.75)

As of 1375 DR:

Silvershield Hall still stands and is in usable shape. However, it is not unoccupied. Arrak and his dwarven staff survive as wights in the basement, guarding the remains of their treasure and occasionally adding more with the death of adventurers that penetrated Silvershield Hall looking for shelter.

S11 #106 Temple: The High Axes Hall

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

This temple has one major nondenominational temple with statuary of all the dwarven gods and goddesses lining the walls, and it also has individual chapels for each of the gods, including a rough-hewn cavern beneath the temple for Dumathoin's chapel. Offices and cells for the dwarven priests are limited to the top two floors, while storage space and secret rooms are in the finished cellar adjacent to the cavern of Dumathoin. Most elves

are impressed by the changes the dwarves made upon purchasing a long-vacant noble villa and consecrating it as ground holy for the dwarves. (CEoE p.75)

The High Axes Hall was destroyed in the Weeping War. However, within the subterranean level are several living spells that were created during the Fall from the spells the dwarven clerics were casting to defend their temple from desecration. They attack all being but dwarves, recognizing dwarves as their creators.

S12 #13 City Building: Ildrannath's Tower
Three-story Ground Fortification-Major (CEoE p.75)

As of 1356 DR:

The wizard Ildrannath stayed in Myth Drannor and fought the Army of Darkness not because he was hoping to save the city or save people's lives, he was concerned about his own mortality. He saw the mythal as his best chance to stay alive for hundreds of years without having to resort to disgusting undead status, or transferring his mind into a restrictive magic item. He of course died in battle, cursing his yugoloth captain slayer as the sword made its final descent to decapitate him. Immediately, Ildrannath rose as a ghost with a full roster of spells. Elated at the chance of vengeance, he proceeded to destroy the forces of the Army of Darkness that moved around his tower. After the Final Flight, he proceeded to lock up his tower from the outside world and continued what spell research he could in his limited abilities, trying to find a way to restore his life.

As of 1375 DR:

Illdrannath was destroyed by the fey'ri when they took over his tower. He killed several fey'ri in the process, but was in the end overmatched by sheer numbers. By the end of 1375 DR, the Crusade has turned his tower into a military barracks due to its sturdy construction and the location relative to the rest of the populated areas in the city.

S13 #108 Temple: The Heartforge
Temple of Moradin. 2-story Ground Dwelling Minor (CEoE p.75)

As of 714 DR:

The Heartforge was destroyed in the Weeping War, during the battle of Templestars' Fall on Kythorn 21, 714 DR. High Hammer Vuth Hykoshold brought down his temple to destroy a large force of humanoids and yugoloths and buy time for the allied defenders to orderly retreat. (FoMD p.38)

High Hammer Hykoshold, so enraged by the Army of Darkness forces attacking his city that when he arrived at the halls of Moradin, begged his lord to return him to Myth Drannor and continue the battle until the day was won. Moradin foresaw what the final outcome would be, but in his heart could not refuse his cleric due to the level of passion that the appeal showed and the centuries of loyal service. Moradin sent back Vuth, but in ghost shape.

As of 1356 DR:

High Hammer Vuth Hykoshold stands in the ruins of his temple, slaying all evil creatures that come within reach and awaiting the day when another senior cleric of Moradin would come and relieve him of his vigil.

As of 1375 DR;

High Hammer Vuth (LG md Clc22 watchghost) has befriended the Crusade. But yet he waits for one to relieve him of his vigil, to promise to rebuild the temple, and to act as the moral compass for the dwarves who will return to Myth Drannor sometime in the distant future. He suffers that no evil creatures walk upon the hallowed grounds of the ruins of the Heartforge.

S14 #57 Dancing/Dining Hall: The Gorgontyr

3-story Tree Dwelling, Major

The Gorgontyr begins 120 feet above the ground. (CEoE p.75)

The Gorgontyr was destroyed during the Weeping War and the rubble is cleared at the end of 1375 DR.

S15 #22 Noble Villa: House Miritar

Multi-dwelling Complex Grand; one 4-story Ground Dwelling Major with two levels subterranean and three 7-story Tree Dwellings acting as towers and appearing as one solid building. Though petrified and as solid as stone, the Miritar Stand appears as if the entire villa were grown out of the ground as is. Created by High Magic, the three trees that form the points of the villa and link to both the villa and the outer defensive walls have shared their bark and branches with the area between them to create this organically shaped building. Long since petrified, House Miritar illusionists change the hue of the stony foliage of the three tower trees to match the seasons. (CEoE p.75)

House Miritar was destroyed in the Weeping War. In 1374, the elves cleared away the rubble and return to Isevele Miritar the lost family artifacts and mementos that survived these seven centuries. The underground levels were discovered but were warded from entry. Isevele is not at this time able to break the wards, and none of the elven spellcasters of the Crusade are High Mages of Miritar blood. So, at this time the subterranean levels stay closed and mysterious.

S16 #42 Wizards: School: Windsong Tower

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

Despite its singular name, Windsong Tower was a triad of buildings among an encircling wrought-iron fence shaped to resemble many different spells and magical effects. What gave the school its name was the intricately carved stone facades along the central keep, which whistled when winds blew across their faces. What intrigued many was the utter lack of visible openings in any of the buildings, neither doors nor windows; while folk discussed tunnel access, most agreed the illusions that cloaked the openings that must be there are phenomenal and should not be disturbed. This school of sorcery kept its membership secret, though one's impressive later accomplishments and grasp of rare magics marked a mage as a graduate from time to time. In all, twelve wizards about the city acted as the school's headmasters and another eight also contributed their expertise; any apprentices of these 20 mages would go on to later be initiated into the secrets and mysteries within Windsong Tower.

Students would receive rings that marked them as initiates, though they externally only seemed as plain gold or silver rings; the inscriptions in magical script along the inner band provided the students with access to limited gates that led from various spots across the city (or, more commonly, their masters' towers) into Windsong Tower. For more of the mysteries and magics of Windsong Tower, see below. (CEoE p.75)

Secrets of Windsong Tower

Windsong Tower (Area S16) is among the most enigmatic of the arcane institutions dotting the landscape of Myth Drannor, surpassing even the cloaked mysteries of the Incanistaeum (Area D13). Its carved exteriors with illusory cloaked entrances were permanently proofed against saying, psionics, and many other penetrative magics (even beyond the protections afforded by the mythal), and only those magics specifically woven for its members could pierce its walls. Their reasons for secrecy never revealed, those of Windsong Tower never talked of their experiences within its walls, and the power wielded by those later found as members made it dangerous to press for more information. Still, for the sake of DMs and players, here are some of the towers' precious secrets, to enhance your Cormanthryan campaign.

This wizards' school has never been adequately detailed due to many overlapping dimensional magics within chambers and halls. From the outside, there are the four items of interest for this complex: the central four-story stone tower most commonly referred as the singular Windsong Tower; Shadowsong Tree, the magically-altered shadowtop north of the tower that held a three story building within its trunk and branches; Windsong Aerie, the three-story 50-foot-high external tree dwelling nestled among the branches of the great oak south of the central tower that linked all the buildings top levels by wide rail-less spans of wood (well protected by spell fields); and the Tower Fence surrounding it all, its solid silver g-foot-high spikes held aloft by interweaving arcs of silver carvings of lightning, fire, ice and snow, wind, and even small simulations of various hand spells.

There are no visible entrances either through the Tower Fence or into any of the buildings of Windsong Tower. Newcomers either guess the site to be a well-protected sculpture or stare endlessly at it (from a safe distance, of course), trying to see the entrances. In truth, there are only two external portals through which one enters the Windsong complex. An illusion-covered archway exists at ground level on Windsong Tower, and it follows the movements of sun and moon (east arch at dawn to highsun, south arch at highsun to dusk, west arch from dusk to midnight, north arch from midnight to dawn); entrants using this entrance know to approach the tower invisibly along certain paths, lest they trip other invisible and unknown spellfields and traps. The other entrance is an invisible open ramp that arcs from high up in the tree directly west of the central tower, down toward the southernmost balcony along Windsong Aerie: any who climb the aforementioned tree and step off a particular branch 30 above the ground will fall onto the ramp and find themselves just as invisible as the ramp itself, making its trip without notice (but not without trouble, for those not used to invisible paths). This ramp alone led to an illusion-cloaked stairwell and entrance at the center of the roof of Windsong Aerie. The other external visible ramps are simply blinds or areas upon which birds and other forest creatures nest.

Secret Sages & Students

While it kept its current students roster secret from all the mages and apprentices about Myth Drannor, it was an open secret that all Towerkin, including faculty and former and current students, wore simple ring-bands of gold (faculty) or silver (students) that they never removed once they put them on. Unfortunately (for the nosy or those with grudges against the Tower), the plain ringbands were not distinguishable from common jewelry and thus these were not exactly keys to identifying Towerkin. (For more information on the Towerkin Rings, see below.)

Twelve wizards of age and experience secretly formed Windsong Tower's charter under the Coronal's supervision and became the headmasters; in all, only 15 elves have been Tower Elders in the 500 years of the schools' existence. Eight trusted former apprentices and/or master mages of various races were tapped to act as the primary tutors and educators of the school; of these, 27 have become teachers of Windsong for at least a century, while only two of them have taught here without pause since the Tower's founding. Rumored tutors (and possible Elders) of the past and present are the Srinsee, Darcassan the Farsee, Tyvollus Aluviirsaan, Lord Earynspeir Ongluth, Lady Ahrendue Echorn, Deynriir the Silver Sorcerer, and Tascyll the Bold; rumored students of Windsong Tower include Ecamane Truesilver, Aravae Irithyl, Arun Maerdrym, Lord Khyssoun Ammath, Rilmohx Sha'Quessir, Shar and Raanaghaun Cormrael (the Dark Diviners), and Lady Ecaeris Auglor.

Secret Knowledge

While there are far more secrets among the Towerkin, two more common open secrets have become so prevalent within rumors and gossip that they need to be spoken of here. While one has had many witnesses on a number of occasions, the other is purely a conjecture.

The Towers' Touch

The Tower Fence has a number of spell depictions along its length, all carved and molded in pristine silver. Various spell effects can be activated within and around the fence, activated by secret command words or the touch of a Towerkin ring and a mental commanding of the same command words. Upon activation, lightning or fire or bitterly cold snow wraps around the entire fence and an overarching hemisphere ward caps the top of the fence, providing protections equal to spells such as wall of fire/ice/lightning beyond a basic siege equivalent of 12-foot-thick stone walls. Should any force penetrate beyond such defenses while the magic is active, 5-foot-wide hands formed of the same active magical aura reach from the fence to hold and grapple intruders.

Windsong

This hidden spell ability of Towerkin of high rank is rumored to be an innate ability of their rings (though rumors persist that all folk who use that Tower can touch any gates across the Realms and reach the safety of their masters' sides, and that is why the mages of Windsong Tower are so feared-their close-knit community. As it is, only a select few tutors and the Elders know how to perform this much-lauded ability, using a spell to enhance certain preset conditions. The spell below outlines the facts of this overblown rumored power only available to some Towerkin.

Windsong

(Alteration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: One round

Duration: 2 rounds

Area of Effect: One gate or gateway

Saving Throw: None

This spell allows the caster to alter the conditions of a preexisting gate or gateway, whether the spell was just cast or has been a spell of some permanence, and use this spell's magic with the gate's to send the caster alone to the main entry chamber of the central keep of Windsong Tower in Myth Drannor. The magic of this spell allows the caster to bypass the normal limitations of the gate's distance limitations, allowing the caster to use gates within the eastern reaches of Cormanthyr's forest as far off as the Calishar Emirates (or even the Tears of Selûne!). Simply put, the standard magics of a Towerkin ring allow them to use other gates within five miles of the center of Myth Drannor to automatically teleport without error to the central and largest building of the Windsong Tower complex. This spell interacts with those rare rings, and thus only initiates and graduates or tutors of the Tower learn this spell, since it requires their own rings to operate. The windsong spell merely sets a field around the caster/ring-wearer which enhances the magic of the ring itself. This field then uses and enhances the existing teleporting magics to send the caster immediately to Windsong Tower upon his initial contact with the pre-existing gate.

Secret Treasures

Now, these are among the greatest of secrets within Windsong Tower. In fact, while most students therein have seen some of the artifacts and items at the beck and call of the Towerkin, these artifacts are hidden away and seen only at the bequest of either the 11 Tower Elders, the Tower Master, or the artifacts themselves.

Myrjala's Eyes

On the east wall of the Elders' Chamber hangs a full-length portrait painting, a gift from the human armathor Elminster Aumar, not long after the rise of the mythal, to Windsong Tower in exchange for study and knowledge. The 6-foot x 4-foot painting hangs above

the main fireplace in the room, and it shows an exotic and beautiful southern spellcaster called Myrjala Darkeyes. The reproduction is so lifelike that many wondered if it was magical, and they wonder correctly. While the paints and the canvas used by the unknown painter were magical, their unique and accidental combination created an entirely new effect: Myrjala's portrait seems radiant and very nearly alive, and seems to watch those within the chamber (which causes a number of gold elves unrest, believing it to be a spying device set by the human). As legends tell, the painter for whom she sat captured so much of her essence that her life became linked to it; and as Elminster revealed to the elves, Myrjala was an avatar of Mystra, and this portrait granted her a touchpoint in Cormanthyr. In short, the Myrjala's Eyes portrait allows near-direct communion with Mystra, as if one were more a priest than a wizard; should a priest of Mystra pray under the gaze of Myrjala's Eyes, there is a +10% bonus chance that Mystra herself will speak to the priest (or 2% chance to any mage) briefly. Even if Mystra's notice is not wished, many folk find the portrait humbling, if not totally disturbing; some young wizards have fallen to despair after gazing upon it, as they may never see such beauty again nor touch such sublime understandings of magic as they did under Myrjala's gaze.

The Quess'Ar'Teranthvar

Though the name has lengthened and the form severely altered, the lost magical relics of Netheril reside here: the Quess'Ar'Teranthvar, the Golden Grove of Hidden Knowledge, are the mutated remnants of the long-ago stolen Nether Scrolls! The Nether scrolls were secreted away from their keepers in Netheril in the 326th Year of that realm, and brought to the High Mages of Cormanthyr for safe-keeping. For centuries, the humans' fabulous leaps in magic had far outstripped the advancement of any elf in Faerûn's history. The theft of these Nether scrolls, as the humans called them, would teach the elves how the humans cast (and survived) such abuse of the Art, and it also would minimize the further spreading of such knowledge among the humans. While the knowledge within could easily be read in their scroll forms, the elves found that the information had to be learned in sequence (i.e., the first set must be read at least once and understood partially before moving on to the second set). They also learned that each race that looked upon the scrolls found out new and different information; in fact, one of the chief thieves of the scrolls was Rilmohx Sha'Quessir, the gnome elf-friend who learned incredible secrets of illusions from only the briefest of readings of the scrolls. In addition, within a year of studying the scrolls, an early elven scholar found that re-examination of the scrolls revealed even more information than previously found within them. Over time, the elves found that experience and more knowledge (i.e., an increase in Intelligence or Wisdom) allowed more awareness of what the Nether Scrolls contained. The elves also saw hidden learning among those writings that could be revealed only by altering the scrolls into something more inherently and deeply elven in nature. This planned transformation also would serve to keep other races from understanding or gleaning further information from them, thus minimizing the potential damage to the Weave. A High Mage named Tyvollus Aluviirsaan transformed the metal scrolls into the form they now wear: A slim, golden beech tree with golden metal leaves, its roots spreading out across the surface it rests upon, and its trunk bark forming a face of a treant. Within the tree's branches are a small silver bird with an electrum beak and a snake with alternating gold, silver, and electrum scales. (Some elves describe these two creatures as the voices of Corellon and Mystra, the two gods responsible for elven magic.) This grove has five communication modes with which to teach elves the secrets of the Nether Scrolls; despite the changes in forms, the information is much the same as that imparted by the Nether Scrolls, though there are some perks and differences for the elves.

- The Arcaenus Fundare scrolls told the basics of magical knowledge, how to both learn magic and teach it to others, the schools of magical thought and study, and how magic of ninth level and below interacted with the Weave. In short, the bulk of all current magical knowledge comes from this one source. This information

comes through in the shape of the root pattern and the bark pattern of the tree, which spell out words in the ancient moon and gold elven script languages.

- The Magicus Creare scrolls involved items, the care needed to purify materials for item-empowering, the mechanics of item enchantment, and the creation of magical items of all types and purposes, including advanced items that became one with their wielders. This knowledge comes from the shapes of the leaves and patterns along individual branches, both of which form letters, words, and sentences at times in an ancient green elf script.
- The Major Creare scrolls involved the existence and understanding of living, semi-animate fields of self-sustaining or self-restorative magic. The most basic level of this knowledge led to augmentative items that enhanced the bearer and his store of personal magics (items from eyes of minute seeing to girdles of giant strength and ioun stones and tel'kiira), while the first major step beyond that involved the creation of golems. The Major Creare also had a well-hidden treatise on anti-magic and dead magic, which was essential to comprehend to grasp the deeper wisdom beyond the disruption or interruption of the Weave, and that was its focus and magnification. Advanced scholars of this knowledge eventually learned of the living magics and magical fields called wards, wardmists, and mythals; little more than the crudest of these true magics were ever uncovered. These magics are learned from the animal forms within the tree's branches, which speak in oracular (and thus, rarely direct) terms about the knowledge the elf wishes to gain.
- Planus Mechanicus was the treatise contained in the fourth set of Nether Scrolls, and it detailed the secret structure and mechanics behind the planes of existence, their creation and interactions, and the workings of magic and the Weave in each plane. The best scholars of this area of knowledge understood the nature of underplanes and pocket planes, creating many of the dimensional pockets within the Ethereal and other planes. The rustling and tinkling chimes of the metallic leaves plays out ancient elven metaphoric ballads which impart the knowledge in the most abstract ways; this stage of learning is the most time-consuming, given the length of most elven ballads and the cryptic nature of how information is imparted and what the metaphors mean when strung together.
- The Ars Factum scrolls represent the final stage of knowledge for mortal magical-item creation, as the data imparted taught wizards how to create artifacts ranging from items of massive power to items with their own sentience and access to the Weave (in essence, a new magical lifeform). This rare knowledge is revealed by the entire grove contorting its bark and branches into major symbols explained in concert by the chiming leaves melodies and the accompanying songs sung by one or both of the animals.

While there were only five sets of 10 Nether Scrolls organized as noted above by their Netherese names, the combination of the 50 metallic sheets into this grove form allowed some elves to glean a sixth, hidden wellspring of magical knowledge: When studied by a High Mage or an elven wizard of at least 20th level, the greater magics nearly lost to the ages are revealed; to the High Mages, new rituals and variations on already-known rituals are found, while wizards learn tenth-level magics. They once learned more (eleventh-level spells), but the Fall of Netheril even caused the Quess'Ar'Teranthvar to lose all of its leaves for a decade, and thereafter, only tenth-level magic and High Magic could be gleaned from the grove. This information is learned by the bird and the snake fusing into the form of a small golden dragon entwined about the trunk of the grove; this creature tells only wizards' magic to wizards and High Magic to those versed in it, never revealing one's secrets to the other. Tyvillus remains with his creation today, his body in the stasis of Aduessuor. His mind, locked in reverie, maintains the form of the Quess'Ar'Teranthvar and is actually the medium through which the grove changes itself to communicate with an acolyte. Should anything disturb him or disrupt his reverie even for a moment, the tree will collapse within 1d10 turns into a mound of semi-molten

metals. After 1d20 years without the attentions of Tyvöllus, the metals will separate into the Nether Scrolls once again. The grove would be useless for no less than a tenday, even if Tyvöllus immediately returns to Aduessuor. Unless Tyvöllus is killed and the area surrounding the grove becomes a dead magic zone, this object is invulnerable to all mortal magics, including limited wish and disintegrate; even wishes only affect the grove for one hour. The grove lies within the Solarium, an upper chamber of Windsong Tower, though it is neither pointed out nor easily found. The room exists in a pocket dimension between the top level of the central tower and its roof, in effect, only those the grove or Tyvöllus wishes to teach ever learn of the room's existence (by the sight of glowing stairs leading into the ceiling of the Abjurers' Librarium, and only they can gain access to it when invited by either powerful magical presence). Only one student at a time is allowed into the Solarium, an apparent glass-walled room with a stone floor always under a sunny sky. Invited students and acolytes often disappear into the chamber for a tenday, their needs magically suspended or tended to by the grove; the longest any being has ever studied the grove was a year, and the Srinshée gleaned much knowledge from her studies in that time. During this, the student gleaned all she can from one of the grove's five modes of communication; only elves and gnomes and half-elves can even begin to understand the grove, and only those with Intelligence and Wisdom scores of 17 or greater can comprehend the least of it.

The Tablets of Pharyssolnyth

These tablets came to Cormanthor long ago with the survivors of Srinshinnar, though they remained hidden for centuries. The Pharyssolnyth Tablets came into Windsong Tower's keeping when the Srinshée chose to accept an invitation and join the ranks of the Tower Elders. These 37 large obsidian-black slates seem odd both to the eye and to the touch, their sides polished on one and raw on the opposite. Centuries of investigation revealed that the slabs are permanently enlarged black dragon scales. Years more of analysis and a delicate touch proved that their surfaces were minutely carved with nigh-invisible scrawlings and etchings, tactile writing unknown to any races of Myth Drannor. While they are incredibly hard to read, the Srinshée and others spent the better part of four centuries studying and recording their theories and translations upon the raw sides of the black tablets in ancient moon elvish. The Tablets, recorded by the silver wyrm Pharyssolnyth of Yrlaphon in the first century of that city's history, were a treatise on how dragons learn, understand, and cast magic, as spells or in items. DM's Note: Any nondraconic individual who reads all of these scrolls gains an understanding of dragons' powers and attitudes about spellcasting and magic and they receive a +2 saving throw bonus against any spells or magical-item effects cast by dragons.

Towerkin Rings

As noted before, every member of the faculty and the student body of Windsong Tower bears a Towerkin ring. The only way to determine if a wizard learned Art at Windsong Tower (other than imprudent and rude questioning) is to slay him and remove his rings, checking for telltale carvings: Along the inside of the band, minute carvings mimic the designs of the Tower Fence. Students and apprentices wore silver bands and the faculty and Elders wore gold rings; if a former student returned to Windsong to teach, the silver band would be transmuted to gold. The Towerkin rings allow the free and immediate use of any gates within five miles of the center of Myth Drannor, to automatically teleport without error to the central and largest building of the Windsong Tower complex when they entered an active gate. This access, approved by the Coronal, allows the many hidden students and tutors of the Tower to enter the school without being traced, tracked, or even followed, since all others using the gate went to its proper destination, not the Tower. Some initiates or tutors provide the Tower Elders with a ring of their own in which to set the Towerkin magics, a practice which increased over the years. The enchantments and carvings done by the Windsong Elders and their aides, while specific and potent in their own ways, never interfered with any other innate magics or properties of an item. Thus, by the time of this product, it was almost as likely that an initiate would

be wearing a plain Towerkin ring as an heirloom or stylized ring or a ring of warmth (or other magical rings) altered and enchanted as a Towerkin ring as well. In all, over 600 elves and humans and half-elves learned magic within the walls of Windsong Tower over the past five centuries, and many magical rings or family treasures might unknowingly be Towerkin rings willed to kin after the death of the previous wearer. DM's Note: A Towerkin ring does not count as a magical ring for the two ring rules maximum; its only magic is its permanent bonding with the hand, as it merely catalyzes the other effects embedded in other more active magics.

Secret Agendas

What was the true agenda and purpose of the Windsong Tower and its Elders? None have ever found out, as their closemouthed natures prevented any outsiders from learning their secrets. Some proposed this was an attempt by High Mages to teach High Magic to wizards and create wizardly simulacrum of their holy communal rituals for wider use; most reject this idea, for most High Mages find this practice disdainful of the Weave and the rituals that respect it and its mistress. Others suggest that it was a storehouse of artifacts, not unlike the Vault of Ages, and the elves simply took to teaching both magic and the lore of the elven artifacts. Still more believed the Windsong Tower complex was the Coronal's first attempt (occurring before the Opening) at integrating elves and nonelves in harmony; this is utterly unprovable, but many gold elves and other nobles find the mere suggestion horrifying. No matter what its true purpose, Windsong Tower holds far more mysteries and adventure opportunities for any who are associated with members (or are apprentice or student members themselves). The only fact known about their teachings are their graduation requirements: Each student must create a unique spell of first or second level in order to graduate and become a full mage or wizard; folk attempting to enter as senior students or faculty must provide a third- or fourth-level spell. With this known to be true, many have sought to join the Tower, believing they could gain access to a great library of spells and magic; this assumption is false, as the Elders guard all access to the full library of spells accumulated over 500 years. With graduation or a rise to faculty level, Towerkin receive a book of spells, three of each level they are capable of casting (or a starting spellbook of seven first-level spells), all drawn from the unique spells of the Windsong Initiates. The knowledge contained among the Windsong Scrolls (or the Codex Quevarr, as sometimes called among the elves) would dwarf any five elven wizards' collective spell libraries, and their hiding places (for the Scrolls are divided among the Elders) are all known only to one Elder, the Coronal, and the Keeper of the Vault of Ages. (CEoE pp.157-158)

As of 1356 DR:

"The bottom-most cellar level is all that remains of a school of sorcery whose membership was secret, but whose accomplishments and graduates (Elminster assures us) are impressive. The fighting in the Last Stand for the city raged fiercely here, reducing the tower itself to rubble-, or some say, a mighty feat of magic tore it out of the ground, and it rose into the sky like a Netherese skyship, whisking the surviving mages of the Tower to safety somewhere afar off "beyond the stars." Whatever really befell, all that remains on the surface today are fluctuating glows of failing magic that continuously play over the rubble where the tower once stood. At night, the effect is eerie and spectacular, centered around a raised 30' square area of tiles that was probably one of the floors of a room in the ground floor of the Tower. Now it stands as a continuously lit plateau, bare of rubble, with a circular rune cut into its center. The tiles glow white. The rune, a triangle of diamonds having barbed tails trailing from one point, set within two concentric circles, glows blue-green. If any part of the 30' square former floor is touched by any being or item, the blue-green radiance pulses as a gate operates, whisking away whatever touched the floor in area A1. The walls, floors, and ceiling of all areas in the cellar radiate very faint orange faerie fire like aura" (RoMD card).

(Opinions may vary on the status of Windsong Tower. I thought that Windsong Tower was originally moved out of Myth Drannor during the Weeping War and never was returned, Ed's statement was that the Tower was destroyed or flew away like a spelljamming vessel to parts unknown, notes on that can be found on the appropriate card in the Ruins of Myth Drannor. I plan on getting the Anauroch super adventure sometime in the future, but have not read it yet. My home game says that the elves moved Windsong Tower west out of view of Myth Drannor, and then circled around south of Cormanthor Forest and moved the Tower to Elven Court, to be guarded by the elves there and to continue being a place of learning that the elves could take advantage of. When the Retreat was called, the Tower was moved back into Myth Drannor because the defenses of Evermeet would not allow the tower to enter. It was moved to its old foundations in the mythal to allow the dragons and monsters there to act as guardians. Occasionally, the Golden Grove calls out to the dreams of a certain elf or human that it desires to instruct, and that being gets engrossed in a maddening quest to find the source of the call (usually getting killed before reaching the source.) House Omberdawn serves as the caretakers of the Windsong Towers while the Elves are called to the Retreat.

As of 1375 DR:

Several spellcasters of the Crusade (such as Althen Artren and Araevin Telshurr) along with a few of the baelnorn that still survive in Myth Drannor reopen Windsong Tower as a mage school. The purpose is to get as many quality individuals as possible trained in arcane arts in Myth Drannor. A vigorous screening process is used to ferret out evil individuals and individuals not likely to serve the interests of the new city. Each spellcaster donates part of his/her/its personal library for research material, and finally they all serve as the final guardians to one of the most powerful artifacts within Faerun. Several members of House Omberdawn return to Myth Drannor to continue in their family duties as the caretakers, guardians, and teachers in Windsong Towers.

S17 #109 Temple: The Weave Mistresses' Hearth

Temple of Mystra. 3-story Ground Dwelling, Grand; 1 level subterranean (CEoE p.75)

The Weave Mistresses Hearth was destroyed in the Weeping War. The subterranean level of the temple still exists, though the entrance collapsed when the temple did. Within the basement are two scalmandragons, bestowed upon the church by Mystra right after the mythal was raised. These scalmandragons are blessed by Mystra (much larger than normal size) and will not attack any of her faithful nor any of the Chosen. Within the underground level, there are still vaults that have not yet been plundered, consisting of items constructed before the Fall of Netheril. As of 1375 DR, the rubble of the above ground structure has been cleared, but the basement has not yet been rediscovered.

S18 #110 Temple: The Crescent Court

Temple of Sehanine Moonbow. 6-story Ground Dwelling.

Grand (towers at 8 stories); 1 level subterranean

This temple was built by an earlier Coronal and thus is a favorite place of pilgrimage for Eltargrim. Some say the ghost/spirit/shade of Coronal Miirphys has remained here as either a baelnorn of a sort or as a Reverend One, vowed to protect its holy ground forevermore. (CEoE p.75)

As of 1356 DR:

The Crescent Court is still under a magic-dead area formed during the Weeping War. (RoMD poster map)

The subterranean level was connected by a wide sinkhole to the mining tunnels of Clan Tarnystone. Within the subterranean level, Coronal Miirphys (watchghost Clc16/HolyLiberator 10 CG me) and Volsaias Starlight (baelnorn Bard8/Bladesinger10 CG em) held a lonely vigil, protecting the holy ground of the Crescent Court. The magic-dead zone did not extend to below

ground level, so the two quickly destroyed any interlopers they believe were plundering the dead and go back to their eternal discussion about the Fall and how it could have been prevented.

As of 1375 DR:

The Crescent Court has been reopened by the cleric Elmas Llundar (Clc 6 CG hem). A member of the Crusade that joined after the defense at Evereska, he decided to stay and rebuild the temple to Sehanine. He serves as the temple head priest, but has sent word to other elf settlements in Faerun that a more powerful servant of the goddess is needed here to shepherd the elves of Myth Drannor, but he does listen to and count on Coronel Miirphys for advice and protection when trouble starts.

S19 #21 Noble Villa: House Llundlar

Multi-dwelling Complex, Grand; one 5-story Ground Dwelling, Major with two levels subterranean (Main house), one 2-story Ground Dwelling, Minor (Servants' quarters), and one 2-story Burrow Dwelling with one small access building providing a stair down below (Storage, crypts) (CEoE pp.75-76)

As of 1356 DR:

The outer walls of the main major ground building were still solid enough to be standing, but the interior was wrecked due to battle during the Weeping War. The servant's building was leveled completely. Whatever treasures were there from the Weeping War or left behind hidden by the Llundlar had been looted. There does exist the family crypts below the main building with the description below:

"The Llundlath is the resting place of the half-elven Llundar clan, and is typical of many crypts that lie dark and forgotten beneath Myth Drannor- the final resting place of moderately wealth Myth Drannan families, their descendants scattered (or their lines exterminated) in the fall of Myth Drannor... the Llundlar were not particularly important (more influential families usually had magically hidden or guarded entrances to their crypts, and far more magical guardians). The Llundlar family arms was two-intertwined "dove-verbs", doves with long-thin, wyvern-like snaky tails, their tails linked in a helix before separating again to frame an empty circle within which various things were inscribed, such as names of deceased family members, when the device was used on tombs. Above their linked tails, the two dove-verbs are flying upward, one heading to the dexter, the other to the sinister. The family arms appeared as a bas-relief carving on the stone walls on every room of the crypts. In every room the family arms is carved somewhere, and the Myth Drannans were also fond of hiding places concealed inside hollow stone pillars, behind sliding stone blocks and pieces of carving, and beneath floors or the wall-blocks at the corner of rooms. In any empty chamber these might be found". (RoMD Card)

As of 1375 DR:

The heir of Llundlath in Evermeet's house Xelian Llundlar (female gold NG Cleric5/Wiz5 Sehanine) has arrived to rebuild the Llundlath villa. Repairs went quickly with all the magical help she brought with her after the Crusade, however the repairs are obvious when compared visually with the remaining stonework. Xelian is working on wreathing the house in crawling vines to minimize the visual impact. Xelian was not in the Crusade, but represents her son Alazosa, who was killed on the final day in the siege.

S20 #111 Temple: Silverbeard's Loft

Temple of Clangeddin Silverbeard. 3-story Adapted Tree Dwelling Major; 1 level subterranean (CEoE p.76)

As of 1356 DR:

Silverbeard's Loft still stood despite the heavy fighting that went on in this temple, due to all the physical non-magic enhancement the dwarves made to the treehouse. Remnants of the

Weeping War, several dead dwarven clerics of Clangeddin stood guard in the temple, attacking anything that intruded on this despoiled dwarven ground.

As of 1375 DR:

Silverbeard's loft is still desecrated, but the dead clerics have been destroyed by the fey'ri. The building waits for a new generation of clerics of Clangeddin to come and consecrate its halls. The subterranean levels are sealed, and contain several crypts of the dwarves who died in battle in the Weeping War.

S21 #112 Library: The Sanctorium

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

Surrounded by wide stone steps, the white marble Sanctorium's outer walls held many frescoes and carved murals of life in Myth Drannor (and the carvings were altered once each year by shapers, magics to depict new scenes and important events of the past year). Inside the building is a vast high-ceilinged and open hall, a single room lined with statuary of all the races of the city. A central desk at the hall's heart both provided patrons with a figure to request books from, and this figure also procured the books from the subterranean vaults for said patrons. No one who wasn't a graduate of Windsong Tower or a High Mage ever entered the vaults beneath the Sanctorium. While few were ever denied books or information by the Sanctorium's librarian, folk were never told what was below; only by requesting and finding out by trial and error did one begin to learn the vast array of knowledge on all topics stored below. (CEoE p.76)

As of 714 DR:

The surface access level was still standing, but the Sanctorium sustained extensive damage in the Weeping War. The Army of Darkness attacked the Sanctorium and fought through feeble resistance in the remaining librarians who stayed and fought, but received deadly battle in the books and defensive wards left behind. As rooms were entered, the books would fly off the shelves in a destructive whirlwind of power or would assume a humanoid form and attack any creature who entered the door, guardian creatures were conjured when certain things were disturbed on their shelves and tore apart the beings inside, spell effects went off and destroyed all they touched, and a sphere of annihilation teleported out of the deep vaults and started chasing around the outsiders who were present inside to the building until it was destroyed by a desperate yugoloth who used its gate ability to destroy it.

As of 1356 DR:

The Sanctorium was under the same magic dead zone that covered that covers House Moonglamour, created by the application of the phaerimm casting of Drainedoom (RoMD Poster Map). Because of this magic-dead area, this was a popular lair site for monsters such as trolls, giants, and bulettes and other creatures that relied on brute strength instead of magical abilities coming in from the forests north of the city. The Zhents went over this library and have thoroughly looted anything of value that was left over.

As of 1375 DR:

The Sanctorium became a stores building for building supplies when the elves retook Myth Drannor. Lumber, bricks and rocks were stored here and distributed by sergeants when the need was discovered. There are still some valuable on the final level that the Zhentilar could not reach, due to the stairs to that level caving in during the Weeping War.

S22 #72 Wizard's Domicile: Sundamar's Tower

4-story Tree Dwelling, Major

Strangely enough, this tree dwelling is less a part or an attachment on the tree so much as a stone tower that appears to have risen of its own volition and become entangled among the branches of the tree that once shaded it. For more than three centuries, Sundamar's Tower has floated among the branches of the Towersclutch Tree, shaking

and shifting with the wind and the branches. The base of the tower hovers about 40 feet above the ground, the former seat of the tower long since turned into a fountain. Oddly, Sundamar has never created a floating disc to allow supplicants to rise to the tower and visit; this leads many to believing that Sundamar caused his tower to rise in a failed experiment with spelljamming magics, and now simply enjoys the solitude provided by his isolated home. (CEoE p.76)

As of 714 DR:

Sundamar was an archmage extraordinaire, enough so that he completely and thoroughly sealed his tower from outside intrusion. As a result, he was able to keep the Army of Darkness (and the Coalition forces who needed his magic items) outside his tower. Only a specific spell of opening that he created would allow entry, and he was plane hopping during the Weeping War, only to return to his tower to see the city in ruin.

As of 1356 DR:

Tower Sundamar crashed to the ground when a phaerimm castes a drain doom on it, creating a magic dead area, and causes the magics holding it up to stop. After the tower crashed to the ground, the phaerimm tried to loot it, but got crushed in the fists of two iron golems that survived the crash but were still outside the magic dead area. Eventually, the draindoom recasts itself over them and they went inert. Oluubarga the gelugon eventually claimed the ruins, which had 1 habitable room for its lair.

As of 1375 DR:

What remains of Tower Sundamar is destroyed in the Crusade, as a large group of outsiders and fey'ri get trapped inside and force the elven forces to expend a lot of manpower and go in after them. After the War with the Zhentilar, the rubble is marked to be carted away and used in other repairs in the city buildings. The iron golems are taken under control by Coalition spell-casters and sent to stay in Castle Cormanthor to be used as unsleeping guardians.

S23 #16 Temple Shaundakul's Throne

Temple of Shaundakul. Multi-dwelling complex, Fortified; ground-level open-air dais/temple area in courtyard beneath curtain wall and two towers (three levels each) and 2-story Ground Dwelling, Major. The entrance off the Street of the Evening Star has broad steps leading up to a pair of massive arched doors set in the surrounding walls of this temple. With clergy guards stationed in towers and atop the walls, the temple was supremely safe and well-guarded. The temple is not one of the buildings, which housed the clergy and equipment, but is the open-air dais throne atop it at the center of the courtyard with a stone throne atop it. (CEoE p.76)

"A still-splendid building rises on the other side of that rubble, its empty windows still staring down the length of the street. This is Shaundakul's Throne, the chief remaining temple of a demipower once worshipped by men in the Moonsea North. Shaundakal, Rider of the Winds, is detailed elsewhere in this sourcebook. His temple consists of two towers linked by walls forming an enclosed courtyard, to a large central building containing an undercroft where the clergy lived, and a huge dais (the throne itself), open to the sky, where the demigod was worshipped. Here some very dangerous beings known as "windghosts: servants of the god, still guard their Master's place of veneration- and seem able. Elminster warns, to move a magic-dead area about to encompass intruders, and render them easy prey" (CGtMD p.18).

Author's Plea: Has anybody seen 3.x stats for windghosts? I have yet to find anything online.

As of 1356 DR:

Shaundakul's Throne was under a phaerimm cast draindoom magic dead area. The windghosts who protected the Throne has been altered by Shaundakul to be able to alter the measurements (but not the volume) of the magic dead area.

As of 1475 DR:

The magic dead area that covered the Throne has not yet been lifted, due to the last elder phaerimm that cast the spell still lives in the Tarynstone tunnels, outside the city boundaries underground. It is protected by several mind thralls, spell-traps, and its possessions are covered in Spellfields (see below). The demi-god has enjoyed a resurgence of popularity since the War of Reclamation due to a manifestation rescuing several soldiers lives in the siege. Several windghost poured out of the temple and helped the Dalelander army when they were overmatched in manpower and magic. After each windghost dispatched a dozen enemies each, the symbol of Shaundakul flared in a six foot flaming display that created a wind gust towing the fey'ri lines, disrupting missile weapons and creating some miscast spells. A priest of Shaundakul's temple in Highmoon has come here to reestablish the worship, one Darryn Windcall (LG hem Priest 5).

S24 #56 Temple: The Gleaming Hall

Temple of Garl Glittergold. 3-story Ground Dwelling, Major with 2 levels subterranean (CEoE p.76)

As of 1375 DR:

The Gleaming Hall was destroyed in the Weeping War by its Grand High Gemwarden Oalm Glamourgold in the battle of Templestars' Fall. (FoMD 38) The rubble of the building still marks the area where the Gleaming Hall once stood. In the rubble are still several gemstone of extraordinary value, however, each one has a curse to any individual who takes one into their possession. Only until the gem is given to a Grand High Gemwarden rank priest of Garl Glittergold and then receiving a Remove Curse from that priest will the curse be lifter from the defiler. Curses are random, but should be powerful and deadly to the individual bearing the gem.

S25 #56 Festhall: The Masks and Mirrors

2-story Ground Dwelling, Minor (CEoE p.76)

As of 1375 DR:

The Mask and Mirrors was completely destroyed in the Weeping War. The rubble of the building is has not yet been cleared.

S26 ##67 Inn: Skullwhispers House

3-story Adapted Tree Dwelling, Major; 1 level subterranean This inn earned its name as a place of hauntings, though the proprietor and many patrons don't seem to mind as it affects business little. At least four ghosts in all haunt this inn. One only appears on snowy nights at the door to the taproom as a half-frozen half-elf in horribly-rent leather armor, seeking shelter; with one step into the taproom, he vanishes. The most disturbing ghost is one of a sleepy child looking for comfort, if he crawls into anyone's bed, that person feels bone-numbing cold and this is often taken as an omen of impending death. (CEoE p.76)

New ghosts have appeared since 650 DR. There is a dwarf walking down to the cellar disappearing when he reaches the bottom of the stairs. There is a wizard that casts a spell in the taproom (however, unusually, the spell he casts is a fireball tinged with negative energy, undead creatures are healed and living creatures are damaged), an elven archer on the roof firing arrows down the alley next to the inn, he falls and disappears before he hits ground, a halfling fighter who is fighting fiercely who is backing into the fireplace and disappears there, and an elven female running across the backyard screaming, she disappears halfway across and sinks into the ground.

The Skullwhispers is a soul nexus, a magical field that mimics a necromantic magic mode that also traps souls when people die. A soul nexus is so subtle that it takes great archmages lots of time and study to determine what the phenomenon is and how to destroy it. People who die within the boundary of the soul nexus have their souls trapped, doomed to repeat their last action for all eternity unless the nexus is destroyed. Necromantic spells can be drawn out of it just like a necromantic node, but that action increases the chance each time for the wizard to be stuck in the node if he dies in it, due to the link he creates with the nexus.

S27 #67 City Building: The Wing Stables

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

When there is a need for the cavalry's winged denizens to fully be in the city, these are their semi-permanent roosts. The ground and first upper level within a supplemental ground building and the tree trunk are the stables for the moonhorses and unicorns. Levels above (reachable by flight or by the tree's internal stairs) are relatively isolated aeries for the hippogriffs and pegasi, and the top aeries nestled near the top of this massive High Magic reinforced shadowtop are the individual nests of each dragon commander of the Wing & Horn. (CEoE p.76)

As of 1356 DR:

The Wing Stables was partially destroyed in the Weeping War. In 1356 DR, reports came back from adventuring parties that griffin brutes, griffin corpse creatures, and various bone creatures made this shadowtop their lair.

As of 1375 DR:

The Wing Stables were destroyed in the war with the fey'ri. Due to how busy the Crusade is after the war with the fey'ri, they have not yet been able to clear the rubble from the site, however, all the incorporeal undead has been destroyed.

S28 #43 Business: The Shop of Secrets

2-story Ground Dwelling, Major; 1 level subterranean

This shop specializes in the buying and selling of magical spell components and other rare oddities, and Aster Enoctor (CE hm F0) manages to always procure whatever items are sought, no matter how rare, though it may take him years to fulfill an order of particular rarity; his fees rise with the length of time and effort involved with each search. The bulk of the ground level is storage and display of many rare, stuffed creatures slain by adventurers, since Aster also provides this service of preserving the corpses of slain monsters. (CEoE p.76)

As of 1356 DR:

One of the spawn of Yoorr-Acht, Yoorr-Elst (green dragon adult male Sorc 8 LE) has made a lair here in the basement level of the Shop of Secrets. When he discovered this basement, he was surprised (and slightly befuzzled) and the amount of torture machines, surgery items, and alchemic components that survived to present day within an elven city. He carefully moved all these items over to a corner of his new lair so he wouldn't accidentally destroy them. They became his favorite items in his hoard. He took up collecting torture items as well as growing his hoard.

As of 1375 DR:

Yoor-Elst was destroyed in the battle when his sire Yoorr-Acht and a mysterious rider took to the air against the fey'ri. His lair has yet to be discovered due to how careful he was in concealing its entrance. His horde is much larger than a normal dragon his size due to his collection of torture items.

S29 #9 Guild Hall: The Speculum

3-story Ground Dwelling, Major; unknown subterranean levels
Headquarters for the Guild of Wizards, Conjurers, & Enchanters.
Many hint that the guildhall hides many secrets, the greatest of which is an
extradimensional safehold where they study or hide their more potent magics. (CEoE
p.76)

"To the south, across a still clear flagstonepaved street from the Castle rises a much smaller, domed building. It is the Speculum, a hall where wizards once demonstrated new spells, took on apprentices, came seeking apprenticeship, and purchased (or advertised their need for) exotic spell components. Now choked with rubble from its collapsed ceiling, this dust-choked ruin notable as the site of a "safehold" or hidden extradimensional apartment, believed to have been established by the archmage Alaghlar of the Horns. There is a hole in the flagstone floor of the Speculum's vast central hall; if one inserts the correct magical key, the portal entrance to this hidey-hole appears in midair nearby" (CGtMD p.16).

Within a couple of copies of the Kery'Faertel, there exists a glossary of military terms of several pages in the middle of the book. If these pages are lit up by purple light, the text on the pages disappears and a recipe to create a key that open the Safehold of the Speculum. (This is the reason that Elminster is so secretive about this tome, he knows and he occasionally uses this safehold to hide important people and things). The other copies that contain this formula are in Blackstaff Tower (the Blackstaff is the only other person in Faerun who knows about this secret page), the Silverymoon Royal Library, and the Evermeet royal library. In addition to this information, use of different light on different pages will give detailed rituals and ways to deactivate traps and vaults all around Cormanthor and to open up safeholds all around Cormanthor (places that the Ahk'Faern and the Ahk'Velahrn would use).

As of 1375 DR:

The Crusade has turned the Speculum into a military barracks. 500 soldiers bunk here, and there is enough room to include a complete armory and kitchens large enough to feed all the soldiers at the same time. There is now a skyway (rope bridge) from here to Castle Cormanthor.

S30 #121 Biscotti Transport (Home-Game)

Tree-Dwelling 4 story with one subterranean level.

The Biscotti family was a human family at where merchants and a caravan service. They left Myth Drannor at the start of the Weeping War and moved on to Tilverton where they continued their profitable business until the entire family was killed by a trade rival out of Sembia. The subterranean level is huge, and can fit 10 wagons 3 by 3 and 1 tied to the great iron doors that lock up the storage area.

Kerradunath

The End of Privation and Want is one of the literal renderings of Kerradunath, while most (elf and human and others alike) call this Nobles' Ward or Lake Ward, after Glyrryl's Pool. While many elves would also prefer to keep this ward as clear of non-elves as possible, the heavy traffic of trade and money attracts them as surely as an elf to sweet music. While businesses are scattered pell-mell across the city, much of the financial wheeling-and-dealing of trade and the guilds takes place here, among the dining halls and festhalls and taverns of Kerradunath. Despite its tranquil nature, many from other wards jokingly suggest that Glyrryl's Pool was really created to provide the cutthroat merchants a place in which to dispose of their trade rivals. (CEoE p.77)

K1 #57 Tavern: The Blue Lute

1 -story Ground Dwelling, Minor (CEoE p.77)

As of 1356 DR:

The Blue Lute was still standing. It was used by several adventuring groups as a safehouse as they were exploring in Myth Drannor. Several enchantments were made permanent by spellcasters, so this was one of the safest places for outsiders to hide in the ruins.

As of 1375 DR:

The Lute was destroyed by Fey'ri. They caused the building to collapse on the elven forces who were resting there during the siege. All inside the ruins were killed. The bodies have not yet been recovered, and the souls are trapped in the rubble due to overlapping enchantments on the rubble.

K2 #49 Noble Villa: House Symbaern

6-story Ground Dwelling, Grand; 1 level subterranean (CEoE p.77)

(Author's request: Do we have any information on House Orangyl? I am completely unfamiliar with this elven clan.)

As of 714 DR:

Villa Symbaern was been partially destroyed in the Weeping War. The insides of the Villa were rocked by so many explosion and other spells that they collapsed in one big fall. All who were trapped inside lost their lives, except for the house baelnorn Ilrune Symbaern.

As of 1356 DR:

"Over sixty years ago, the Shadows Shields adventuring band used powerful magic to avoid the elven patrols and reach Myth Drannor. Under the high house they found a crypt, only to meet a sleepless guardian there, the family baelnorn, once the elven mage Ilrune Symbaern. There was a mighty battle. Treasure was blasted to dust and flying shards, pillars hurled aside and earth torn asunder, and House Symbaern collapsed, burying the crypt. (AoMD p.6)

"The unmapped ways down through the fallen house are narrow irregular tunnels that rise and fall as they traverse the tilted, smashed rooms of the fallen house. Spiders and snakes move around, The entire structure groans on occasion as rubble occasionally trickles down. (AoMD p.7)

Ilrune (baelnorn em LG Wiz 15/Archmage2) still waits, guarding the remains of the elves that are left in the crypt and meditating on how to alter his spells so that the next grave robbers won't be prepared for what he will cast at them. He occasional forays out into the city and tries his new variations on the outsiders still within the mythal.

As of 1375 DR:

Due to meritous service in the siege of the Ruins, the new nobility family House Orangyl has been given the grant to take what is left of House Symbaern, and fix it up. All the family wizards from all over Faerun converged on the new property and spent several weeks in construction and spell repairs and made the villa livable again. Ilrune has accepted the new lordship granted by the Crusaders and peacefully left his crypt (taking what was left of the family treasures and burying the bodies in the Burial Glen with simple stone markers), and has started serving in Windsong Tower as a teacher, specializing in the magics that were prevalent in the glory days of Myth Drannor.

K3 #71 Wizard's Domicile: Halpaeril's Tower

4-story Adapted Tree Dwelling. Major; 2 levels subterranean (CEoE p.77)

Halpaeril Tower was destroyed in the Weeping War in 714 DR. The rubble was not cleared until the Crusade was victorious over the Fey'ri forces in the Siege. What material that was left that could be salvaged was taken away for reuse in other building projects, and the rest was taken to a new landfill site. The stairs down to the subterranean levels caved in during the Weeping War,

so the underground dungeons have not been looted by anything. The only indication of the subterranean levels is a sink-hole that has formed in the exact center of the place where the Halpaeril's Tower once stood. Within this underground complex is a hidden safehold that contains notes, some spellbooks, and some magic items from the Imasker Empire.

K4 Gate: The Honorsgate

City Building, Major

Like Silversgate, this building is actually a free-standing arc within which is a magical gate. However, Honorsgate's arch is made of solid silver shaped by magics that make it look like a pair of scimitars, set pommel down and their blades arcing up high to touch points more than 30 feet above the ground. This public two-way gate leads to the Forest of Mir, as it was used most often for either hunting forays or akh'velhrn practice maneuvers down in the drow-infested Forest of Mir; this gate was anathema to any drow, and it often remained open longer since any drow that entered the gate did not survive the passage into Myth Drannor. Also like Silversgate, there are four armathors here at all times, though this is more to keep folks from harming themselves on the razor-sharp sides of the Honorsgate. (CEoE p.77)

Before the last stand of the Eternal Srinnaala, several members left vague clues in various areas around Myth Drannor (usually in the form of tactile language (see below) on pottery such as chamber pots and plant-pots, or in the form of maps made of several crystals that need to be assembled in a certain order to create a map of the location of the fortress in the Moonwood (an old fortress of Aryvandaar that holds a small mythal of incredible power, created as a holding area for the Speaker of the Vyshaan clan, his family, and several retainers and bodyguards). This fortress was discovered by the Srinshree several centuries ago, she left it as is, but left notes for her close confidants so they could find it if they ever needed a place to retreat. All who know of this place besides Elminster and the Blackstaff (and a few unmentioned others) are dead. In addition, Eraelathil, the Halfling blade was lost during this battle. In 1374 DR, a halfling shadowmaster joined the Myth Drannor elves and is considered the new Captain of the Scouts. He reports directly to Captain Fflar Starbrow Melruth concerning the movements of the Zhentarim, and was part of the adventure band that helped liberate Shadowdale from the Zhentilar, and returned the Warblade back to the elves (see below for bio).

K5 #78 Wizard's Domicile: Summerstars House

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

The sisters Alyndra and Nueleth Summerstars, archmagistresses both, share the main house and the subterranean laboratories and libraries equally, as they have shared all things since their childhoods long centuries ago. (CEoE p.77)

As of 1356 DR:

The burrow dwelling was in control of an adult green dragon named Nerathelsellas. Nerathelsellas came from the Forest of Miir to explore Myth Drannor and to add to her treasure hoard. What she did not count on was the level of competition she would get from the other denizens of the ruins. She ate more infernal than she ever imagined and got wild-card abilities as a result. She expanded the burrow to fully the size of the grand building above ground.

As of 1375 DR:

Nerath was killed during the raid led by Yoorr-Acht and his mysterious rider. She was not able to resist the compulsion spell that Yoorr-Acht cast over the mythal and flew out of her lair and fought. She buried her treasure deep under a falling ceiling trap on the opposite side of her lair from the entrance. Adventures who figure out where the treasure is buried must first move a two ton boulder from off the spot of excavation without setting off the ceiling trap (the trigger is an invisible broken off column that sits on the boulder and holds up the, this trap is damaging to a dragon, but fatal to a medium size creature that gets caught in the fall-zone.

K6 #20 Noble Villa: House Iliathorr
4-story Ground Dwelling, Grand; 1 level subterranean (CEoE p.77)

As of 1356 DR:

Villa Iliathorr was under a draindoom magic dead field for hundreds of years, and it was obvious of its appearance. While structurally sound, all the preservation enchantments were not able to keep certain wood structures from rotting and causing holes in the roof, some holes in the walls, doors from warping and falling, and furniture from disintegrating from wood rot. There were a number of left-over elven undead warriors left over from the Weeping War. Due to their anger at being killed and from the destruction of the city, over two dozen elven, human, and half-elven warriors rose again in the form of skeletal warriors (bone template fighters, rangers, bladesingers). They wielded the magic arms and armor that they had in the Weeping War and killed every outsider that they were able to lure into Villa Iliathorr's basement. They had an impressive collection of magic items and equipment hidden in all sorts of nooks and crannies in the house.

As if 1375 DR:

Villa Iliathorr is still standing, it is no longer under the influence of a magic-dead field, and has been claimed by House Iliathorr once again. Frensa Iliathorr (ef NG Rog5/Sor3/Guild5) answered Severil Miritar's call for a Return and fought in the Crusade. After the fighting, Frensa produced the deed for the property in Myth Drannor and was granted the land. What undead that were left in the cellar after the Fey'ri occupation were sent to their afterlives.

K7 #11 Wizards' School: The Irithlium
6-story Ground Dwelling, Grand; 3 levels subterranean

Among the most haphazardly constructed of all the larger buildings in Myth Drannor, the Irithlium consists of four mismatched wings linking turrets to the central core building; this construction took place over 300 years of development (and destruction by the students inside). While the western and southern wings reach six levels up, the other areas never exceed four levels. The rooftop courtyard formed on the building's northern end does allow access into the Irithlium, though only for those magically tagged to allow entry (else some nasty spelltraps set by the DM). (CEoE p.77)

As of 1356 DR:

"To the west of the hall, beyond a largely intact block of tall, many-balconied apartments and private homes (most rise four floors above the street, and retain fragments of their once-spectacular painted glass windows and lifelike exterior relief carvings), is another sprawling building, consisting of four wings linking turrets to a central core. This is the Irithlium, once a fabled school of wizardry. Apprentices by the dozen perished here, in the titanic battle in which Myth Drannor fell. The roof erupted into fragments in several places; fires raged in some corridors, and some chambers collapsed entirely, but the outer walls stand largely intact, and many mages dream of unearthing might elder magics here. They'll find it largely stripped bare, but even the Phaerimm haven't finish exploring the many underground rooms of the Irithlium. They are hampered by monster attacks, for in the final battle of Myth Drannor, a fell magic of awesome power was worked by the attackers creating a large magic-dead area that still envelops the entire school today" (CGtMD p.17).

The Irithlium became under a magic dead area caused by the chaotic spellcasting of both armies of the Weeping War. In a attempt to even the battlefield between defender and attacker, a apprentice tried casting a wish spell from a scroll to keep the yugoloths from using their special abilities, but the result was a miscast wish, and everybody lost their ability to cast magic. The defenders were quickly slaughtered and the Army of Darkness continued to move forward. The lone survivor was Corineus Drannarken (CG em baelnorn Wiz15/Fig4/Blad4) (for more info, see

The Seige pp.234-236) who retreated into the subterranean levels and protected the treasures stored within.

As of 1372 DR:

The Shade empire, after their return to Faerun from the Plane of Shadow, took their war with the phaerimm to Myth Drannor and started hunting down the phaerimm there. A total of six phaerimm and their mind-slaves were killed in the underground levels (entrance is a false pillar in the main welcome room; LOTS of pillars!) of the Irithlium by Corineus and a Vaasa fighter by the name of Vala Thorsdotter. (for more info, see The Seige pp.184-257 intermittently) By this time, the damage to the Weave in the Weeping War had repaired itself.

As of 1375 DR:

The remains of the Irithlium have been purchased by the country of Halruaa to be used as an embassy to Myth Drannor. (In secret, they wish to study the mythal close-up to try and understand the magic field better and see how their magic fields can be further enchanted. Also, some of their records indicate artifacts of power out of Netheril found their way here after the Fall and they are trying to see if those are true. The ambassador is one Tellnellok (hm LN Div 16), a diviner of middling power with a full retinue of bodyguards and guardian spellcasters from the Council Building in Halruaa. Right before the Halruaans take over the building, Corineus stashes all the artifacts left over from the Weeping War in the Windsong Tower and takes those remains he has been guarding and place them in honor into the Burial Glen, with illusionary scenes depicting their deeds.

K8 Rowhouse: Magelings' Manor.

3-story Ground Dwelling, Major

Despite the size of the Irithlium, the school provided very little space within the building for singular rooms, assuming all students could share rooms. Those who preferred some privacy often took rooms here, and the food prepared by Usaagar (CG hm T1), a Calishite expatriate, is far better than the fare within the school. (CEoE p.77)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K9 #40 Noble Villa: House Nightstar

4-story Ground Dwelling, Grand; 2 levels subterranean (CEoE p.77)

As of 1356 DR:

Villa Nightstar still stood. Its outer wall were still up and whole, but the main house was dangerous to transverse for heavy beings to explore, due to rotting floors and to the outer walls spider-webbed with cracks and crevasses. The villa had not been looted, the Army of Darkness went past this house in their pursuit of the Coalition forces still in Myth Drannor. The survivors of the War forgot all about this building and it had since been unoccupied except for bats, stirges, rodents, and other vermin. It rested in a magic dead zone brought on by the Weeping War, but that zone had shrunk considerably.

As of 1375 DR:

The magic dead zone over Villa Nightstar has been repaired by the Crusade forces with the help of Storm Silverhand right before the end of 1374 DR. The villa was destroyed in the siege of Crusade forces when fey'ri forces fell back to this building and tried opening a gate that was locked within the building. The villa collapsed, killing everyone inside. The remains of the villa inside the walls have been cleared, but the stairs down into the cellars are still filled with rubble. Unknown to all, a large group of alhoon (lich illithid), have made the subterranean levels their collective lairs and have been using a secret entrance (only accessible by a mouse size crack in the earth, they polymorph or use gaseous form to access these byways) to the Tarynstone tunnels to continue their plundering of Myth Drannor's treasures. They are reading to leave the

underground of Myth Drannor and journey back into the Underdark and take up location in Sherigard.

K10 Noble Villa: Battlehelm House/Lair of Facel
3-story Ground Dwelling, Grand; 2 levels subterranean
Home of the Clan Faerondar (CEoE p.77)

As of 1356 DR:

Villa Battlehelm was destroyed in the Weeping War. The emerald dragon Facellatious (fd old) opened the subterranean levels and made one giant level for her lair. She originally lived on a different planet outside Realmspace. On a vision, she saw that gem dragons would be returning in numbers to Faerun, and she wanted to be one of the first to pick out a choice lair from what was available. She hired a spelljammer ship large enough to carry her and her hoard to Faerun and paid the crew handsomely for their silence. She knew that the return of gem dragons was near, and readied reports to give out to the individuals she meet to get acclimated to their new home. For an emerald dragon, she was approachable and is a little interested in conversation with bi-peds.

As of 1375 DR:

Facel has allied herself to the elves, in trade for information, treasure, and lair guardians. She serves as member of the newly created air cavalry that consists of the surviving eagle riders from the Crusade and griffin riders that have joined out of Tangled Trees in southern Cormanthor. Her lair serves as the group's headquarters temporary headquarters until a new air stable/command center can be built.

K11 #115 Temple: The Winds' Nest
Temple of Aerdrie Faenya. 2-story Tree Dwelling, Minor
Aerdrie's open-topped temple rests amid the top branches of a triad of trees more than 200 feet above the forest floor. (CEoE p.77)

As of 1356 DR:

The Winds' Nest's ground level was covered by a magic-dead area caused by the Weeping War. The greater temple up in the tree was clear. The cornugons Ilitharghe and Ourmisser made this their lair, due to the height that the temple was in the air (created an additional security feature the baatezu exploited). Their treasure is grouped together on their altar, which has been desecrated with ruins and marking to Asmodeus, Lord of the Nine. They have been making sacrifices to it to try and gain rank in the infernal politics of the Nine Hells.

As of 1375 DR:

The Winds' Nest has been consecrated again, and is now being run by two avariel clerics of Aerdrie Faenya. The avariel Pelderias Warmdraft (NG ef Clc13) and Melfaelliis Cloudrider (CG ef Clc7/Hli6) joined the Crusade as they were visiting Evereska in disguise when the armies arrived. After learning of the threat present in the Fey'ri, they joined the Crusade to help fight it. They have also sent a third companion Coulisse Brightsword back to the Aerie at Mt. Sundabar to contact others of their race to help fight the Fey'ri. They always travel in polymorph shape of gold elves of the same sex to hide their appearance. After the war with the Fey'ri was over, the two avariel stayed in Myth Drannor after learning of a temple to Aerdrie was still whole but desecrated. They have since taken over as the duties of the priest at the Winds' Nest and help with the rebuild of the city, but still in disguise.

K12 House/Villa: Riirose
Multi-dwelling Complex, Grand; one 5-story Tree Dwelling, Major (main house; accessible from ground) one 3-story Ground Dwelling, Major (stables & servants quarters), one 1-story Ground Dwelling, Minor (bathhouse), and one 3-story Burrow Dwelling, Major with 2 subterranean levels and 1 above (family crypts, cells, extra chambers).

"Ribose" is the villa of the lesser noble House Lacer. (CEoE p.77)

As of 714 DR:

The battle at Ribose represented the final defeat of the Nomad of Scars (see below), an elven traitor spellcaster who turned many battles in the earlier campaigns in favor of the Army of Darkness, due to his knowledge of elven spell-battle techniques and his willingness to stoop to any dishonor to kill members of the Ahk'Faern.

On Kythorn 22, eight members of the Ahk'Faern swore a blood vow that at the end of this day's battle, the Nomad of Scars would be no more. They went about setting a trap using illusions of wounded elven spellcasters and humans. These illusions were made to hurry into Ribose and look as though they had starting to fortify the building.

The bait worked well enough to lure in the Nomad and his remaining undead retinue into the grounds around Ribose. The battle lasted several hours, and each side suffered hideous casualties. The Nomad was gloating over the last victim that would be claimed by his spells, an elven female Ahk'Faern who was drowning in her own blood, when a spellcaster behind him awoke from unconsciousness, and channeled what was left of his life into a force sword outlined in purple faerie fire and forced a swing at the Nomad's back. The Nomad was cut in two. Before the body parts hit the ground, the entire area was enveloped in a quick-rolling fog that drained the life energy of anything it touched (except for undead, which grew stronger the longer they stayed in the fog). The tree and all the building collapsed and were destroyed.

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K13 Festhall: Erladden Towers

2-story Ground Tree Dwelling, Major

This enclosed rental villa/festhall sponsors many galas each tenday, and it is well stocked with diversions and drinks enough for 1,000 persons a night for a month. (CEoE p.77)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K14 #61 Inn: Daggerdark Hall

1-story Ground Dwelling Major, Fortified; 1 level subterranean (CEoE p.77)

As of 1375 DR;

Daggerdark Hall was destroyed in the Weeping War. The rubble of the building was cleared by the beginning of 1375 DR. The elven forces have been engaging in a hit and run battle with a group of alhoon that made Daggerdark Hall basement as their lair. The reason the alhoon survive in the face of such overwhelming numbers is that they have created a hidden gate inside the basement. Whenever the elves gather in sufficient numbers to cleanse the basement, the alhoon retreat through the gate and disperse within caverns in the Desertmouth Mts.

K15 #10 Festhall: Tyrintar's Hall

3-story Ground Dwelling' Major

Once called Gargoyles' Grim for its many looming gargoyle drainspouts and wall carvings, this large banquet hall and meeting-house was later named for one of the city's first great heroes after the Opening, a paladin whose fame as a noble battle-hero was once known across Faerûn. With that paladin's love of dancing with the ladies of the City of Song, the central two-stories-high dancehall had many-layered spells laid in the hall to provide background and dance music; this was done to provide music when musicians were scarce, or to allow the immediate adjustment of music and its tempo and mood to the lighting or the mood of the room. (CEoE p.77-78)

As of 1356 DR:

"South of the Speculum, across another street, stands a building almost as large as the Castle. From the air, it is roughly triangular in shape, and is massively built (by long-ago dwarven master craftsmen) of stone with arched windows and gargoyle-like rainspout figures. This is Tyrintar's hall, a large banquet hall and meeting-house named for the first captain of the city, a paladin whose fame as a noble battle-hero was once known across Faerun. Its huge central hall is said to retain traces of its former greatness- but the jeweled guests who sit at the long tables are now undead! Multilayered spells were laid in the hall to provide background and dance music (for when performers were scarce), and to link this with lighting that continuously altered to suit the tempo and mood of the music. From time to time, something triggers this old magic, and the eerie lights and sounds of long-ago merriment spill out of the hall once again. It is said that casting a legend lore spell there can be an overwhelming experience for all but the most powerful archmages (CGtMD p.16).

Within the hall, there were a large number of spirits of past customers who died in the Weeping War. These spirits loved the Hall so much that they could not rest until they enjoyed one more revel within its halls. On the night that the Hall fell to infernal forces, Calivort's Waltz was to be played, a six-hour waltz that was popular among the elves at the time of the Fall. These spirits sat at the tables talking and joking until such time that a group of adventurers would come and destroy them once and for all, or come and play Calivort's Waltz and allow them to enjoy their final revel.

As of 1375 DR:

The undead in the Hall have finally been sent to their afterlives by the bard Soren Strongsong (Bard7, Virt5.) Tyrintar's Hall has been renovated into a barracks for a company of soldiers in the elven army. The mostly stone construction of the building withstood the years well, and the building was sturdy enough to convert. The dancehall has been altered so that topographical maps of Cormanthor can be shown to patrols so that all the soldiers know the troop dispersement of all the armies standing in the Dalelands, the Moonsea, Cormyr, and Sembia. A rope skyway has been assembled that leads from Tyrintar's Hall to Castle Cormanthor.

K16 Numerous: The Nests

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

Business: Ryfon's Essences and Scents

Temple: Beauty's Branches

Festhall: Lady Artin's

Built at various times and curling up along the tree's branches, what are collectively the Nests are actually three separate sites at 80, 110, and 150 feet above the streets. The temple faithful are trying to work up enough capital to buy out the other two and convert all of this into a center for Hanali. (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K17 #79 Guild Hall: The Anvil

2-story Ground Dwelling, Minor

Headquarters of the Brotherhood of Weaponsmiths. (CEoE p.78)

As of 714 DR;

At the end of the Weeping War, the Anvil was still standing. This was due to the Allied forces fully looting its halls before the Army of Darkness progressed this deep in the city. Phantoms of the last battle within its hall shows of a line of dwarven warriors falling under a mass of ogres and flinds four times their number charging through the smashed front door.

As of 1375 DR:

The Anvil was destroyed in the Crusade by the Fey'ri forces as they collapsed the building in front of advancing Crusade forces in covering a retreat further into the city.

K18 #64 Inn: The Wyvernwatch

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

This walled inn has a central courtyard separating the three buildings of this complex. This is a favorite place to stay for many travelers to Myth Drannor, as the taproom, kitchens, and offices are separate from the rooms in the larger building. (CEoE p.78)

As of 1375 DR:

The Wyvernwatch was purchased by the Ahk'Velahr scout leader Randell Phuezznuett when the city reclaimed Myth Drannor. He has put a lot of money in the place to improve its appearance and to give it the look of a first rate inn found in highly populated places such as Waterdeep or Sembia. What people do not know is that within the walls are halving-sized crawl spaces that connect every room to the wine room in the basement, behind a cheap wine rack. This is for the procurement of items from guests and to quietly take care of problems without the help of the city guards. The list of alcohols available is truly expansive, and it is rumored that he has help in the form of teleporting wizards to help create an impressive array of dishes that can be served from the kitchen. All of his family is helping run the place. Father Robles is the manager and the head bartender, mother Melessa heads the laundry and cleaning crews, papa Gobbs heads repairs and gardeners, gamma Fellas heads the kitchen, sister Melba is the head bouncer, and brother Atherton is the "procurer", handling supply runs and procuring things from guests that might benefit the family.

K19 Bath Hall: Merethyl's Ministrations

3-story Adapted Tree Dwelling' Grand

The lowest level of this hall reaches about twelve feet from the ground, but its floating disc that takes people up to the main entrance places them about 40 feet up, entering from above. What makes this a Grand building is its opulence and its transmogrification of several tree branches into ivory bathing pools high above the ground. If one can imagine a hedonistic bathing experience, the staff will do everything they can to make it happen; service such as this is what makes this the most elaborate & expensive bath hall in town. Expect anything, but the favorites are the open-air baths and the heated waterfalls. (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K20 Warehouses: Résuael's

2-story Ground Dwelling, Minor (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K21 House: Drewuol Manse

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

Home of the up-and-coming merchant Couln Résuael (CE hm T2). Most folks believe him to either be a pauper or a skinflint, since his house's outer demeanor does not match what riches they believe he makes in the trades in wagons, horses, ropes, leather, and more. The bulk of his riches and opulent manor house lies in the cellars beneath a humble one-story wood-and-stone building. (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K22 #39 Noble Villa: House Aunglor
4-story Ground Dwelling, Grand; 1 level subterranean (CEoE p.78)

As of 1356 DR:

House Aunglor was standing, but was in sad repair. Trees were growing out of the remnants of the roof and the walls, and the entire structure was bowed in on itself, looking as though a strong breeze or the light tap of a weapon would cause the entire structure to implode. Alhoon have laired in the basement in the past, but had moved on to sturdier building for fear of being killed by falling debris. They looted anything left of value within the basement and the connected tombs.

As of 1375 DR:

House Aunglor was destroyed in the Crusade by errant spells. A miscast disintegrate brought about the final fall of the structure during the mop-up duty of the Fey'ri outsider forces. A member of the Aunglor, Ajaar XII (LN Fight9/Wind5 me) has been granted to rebuild a villa on the site of the old. The debris has been moved over to a corner of the property to allow for any recycling in the construction process.

K23 Guild Hall: The Rose Blooming
3-story Ground Dwelling, Grand
Headquarters of the Botanists' Guild. (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K24 Guild Hall: The Quill's Rest
2-story Ground Dwelling, Minor
Headquarters of the Clerks, Scriveners, and Scribes' Guild (CEoE p.78)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K25 #1 City Property: Tilver's Dam/Glyrry's Pool
Oacanth's Stream flows through the city, but its progress has long since been impeded by Tilver's Dam, south of the Greenfields. Tilver, a famous human engineer and first guildmaster of the League of Builders, Engineers, and Architects, worked with the half-elven mage Glyrryl to both complete the dam without serious harm to the forest's ecosystem and shape the trapped reservoir of water into the beautiful moderately deep lake south of the city. One of the dam's and pool's purposes was to afford easier access to water for the growing populace. Besides the walkway across the top of Tilver's Dam, there are two other fords across Glyrryl's Pool. One leads to Gemblaunt Isle, though it is often rendered invisible and intangible by the master of that isle when he wants privacy. The other is the wishing Bridge along Suldar's Walk, from which many throw coins or flowers into the pool to make a wish. (CEoE p.78)

As of 714 DR:

Tilver's Dam/Glyrry's Pool was mostly under a magic dead area brought on by the dying coalition's final attempts at slowing the Army of Darkness. Many of the final spellcasters that fell during the Final Flight spent their lives in fortifying their spells to increase their killing power or effective range so that "just one more" enemy life was extinguished. The magic dead area over the pool is not uniform, and as such the boundaries occasionally shift as the Weave moves and shifts across Faerun. The last spellcasters of Myth Drannor made their stand on the dam, hurling down death and emptying wands into the oncoming hordes to give the non-combatants a couple more moments of flight.

As of 1375 DR:

The ghosts of the last spellcasters are all tied to the bridge, as they cannot go to their afterlives until the weapon used to slay them is destroyed. That weapon, an enchanted battle-ax that has long ago left Myth Drannor in the hands of a looter, is buried in a long-lost treasure hoard somewhere in Faerun.

K26 #4 Wizard's Domicile: Gemblaunt Isle

Multi-dwelling Island Complex, Grand; one 3-story

Ground Dwelling, Major with link to second dwelling; one 4-story Burrow Dwelling, Major Arguth the Gem-Mage (LN hem W19), one of the casters of the mythal over Myth Drannor, lives on this relatively unspoiled island; he earned his name by his nine ever-present ioun stones which whirl about his head in intricate orbits. The island is entirely covered in rose bushes of red, white, blue, green, and gray hues, though the central tower of Arguth juts out above the foliage, gleaming gray stone and silver carvings flashing in the sun. Some mutter that he secretly rules as the Master of Windsong Tower, though none can offer proof to support this idea (other than it might explain the exclusive home and other amenities offered by the city to Arguth). (CEoE p.78)

As of 1375 DR:

Arguth's home has been long since destroyed, but there is a secret left on the isle. Between two pine trees, there exists a dormant safehold. Long since covered by the magic-dead area that covered Glyrry's Pool, there is no record of it in any lost accounts of Myth Drannor, or is there any link to it in any of the memories who still live on Faerun to this day. This safehold has three participants in it, locked in Adoessven, awaiting the touch of an elven high mage to come and awaken them. Felicious Raerdrinne (Wiz20/EHM2 cg em) and two teenagers of house Raerdrinne (Miallia ef Wiz2 and Soliccia em Wiz3) sought refuge here during the final days of the Weeping War, as they were unable to make their flight out of the city.

K27 Guild Hall: Silvershingles

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

Headquarters of the Society of Silversmiths & Fineworkers (CEoE p.79)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

K28 Guild Hall: The Hall of the Open Book

2-story Ground Dwelling, Minor

Headquarters of the Lorekeepers' Alliance. This two-story building houses the guild's offices and a book bindery on the second floor, while the ground floor serves as a library and scriptorium both for the guild and for clients. (CEoE p.79)

The Hall of the Open Book was destroyed in the Weeping War. The rubble has not been cleared, and several bushes, trees, and weeds are growing out of the pile of broken stones and rotting walls. Within the rubble is a magical chamber pot that is still whole. If examined, textile writing is discovered, and a description of a far off forest is given with some directions on the inside of its borders. If these directions are followed (it will be with some difficulty, for the Moonwood is not as large as it was in 712 DR), the glade which hides the Eternal Srinna fortress will be found.

K29 Tavern: The Flaming Goblet

2-story Burrow Dwelling, Major, Fortified

Among the strangest lighting effects in Myth Drannor are found in the cellar Flaming Goblet tavern in Kerradunath; each entrant through the front door finds a glamour-goblet of light in her left hand, flames flickering in its bowl, and guests may either drink from the goblet of light, causing themselves to glow for a time, or carry the goblet as a torch. Young rowdies frequent this tavern, and late night guests can expect to see many of the

illusory goblets dashed against the walls to spill their radiance all about, lighting the taproom and halls merrily with flickering glows. (CEoE p.79)

The Flaming Gauntlet was destroyed in the Weeping War. The rubble has been cleared since 1375 DR.

K30 Guild Hall: Weave House
2-story Ground Dwelling, Minor

Headquarters of the Stylists' Society. This guild's members are the premier clothiers, weavers, dyers, and tailors of the eastern Heartlands. Dominated by halflings but populated by half-elves and humans as well, it is still setting a number of fashion trends in clothes that are embraced by the lesser nobles and the common folk of the city. If the nobility deign to accept anything from the Stylists' Society, it must be designed and created by the gold elf Lady Guildmistress Chaenath Iazymnal (LN gold ef F2/W1). (CEoE p.79)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR. Whatever fashion designs that existed in the rubble have been taken to the Castle for storage.

K31 Guild Hall: Phoellus. Mill & Armory

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

Headquarters of the Armorers' Alliance. This is a purely dwarven-designed building with its waterwheel in the swift moving Oacenth's Stream. Phoellus Ironshoulder was the first dwarven armorer among the elves. He arrived as an ally soon after the Opening and built this mill to drive the bellows and the other machinery within his foundry and mill. This guild grew out of his efforts, and after his death, the guild adopted the mill as its headquarters. (CEoE p.79)

As of 1375 DR:

Phoellus was destroyed in the Weeping War, and the rubble cleared in 1375 DR. The entrance into the underground storage level has collapsed and there is still a great deal of usable items underground. These items will be much more expensive than their contemporary items due to their construction and their place of origin. There are several automations and animated weapons that guard the items in the vault.

K 33 Site of the Banes Duel/Seldarrsha Nieryll (The Starsoul shrine)

As of 714 Dr:

This 32-hour-long battle started at the ruins of Castle Cormanthor and spread across the wards of Cormanthor and Dlabraddath, involving over 5,000 elves and 20,000 orcs, gnolls, ogres, and mezzoloths. The last of the major officers of the city, Captain Fflar, led the fray for much of the first day until sorely wounded by a barbed spear at sunset. However, despite his injuries and a noted drain on healing resources, Fflar rested only briefly and again took the field when word came that Aulmpiter raged about the city with newly summoned nycaloths, the elf troops falling back before them. Captain Fflar brought himself back to the front, now set along Oacenth's Stream. Magic enhancing his voice, Fflar issued a challenge of personal combat to Aulmpiter and his nycaloths, stoking their temper with taunts and jibes at their true status as lower planar bullies and errand-runners for the truer evils. As expected, tempers flared (as did the hopes of Fflar's troops), and Fflar came under attack. After watching the captain and Keryvian engage a dozen nycaloths and emerge victorious, Aulmpiter allowed himself the indulgence of personal combat. The two battled alone, encircled by an audience of seven nycaloths and 13 mezzoloths. The epic battle of claw versus *Keryvian* lasted nearly three hours, neither commander giving any quarter and both suffering numerous wounds that might have killed lesser beings. The battle culminated in a desperate gamble by Fflar, who had

watched the movements of the *Mantle Stone of Vhyrridaan* orbiting Aulmpiter's head; he swung his great sword and intercepted the stone, destroying it with one clean blow! As the two elf bards who witnessed it were struck blind by its brilliance, only limited details can be unearthed about the Commanders' Fall. The power of both the sword and stone burst forth in a ring of white, blue, and purple fire, engulfing Fflar and Aulmpiter but fully immolating the ring of yugoloths around them. As these fires imploded swiftly, a second blast more focused than the first arced out from the center a crackling ring of energy that lanced across the battlefield at the city's center and robbed yugoloths of their health as much as it granted strength to the elves. At the blast's center, naught was ever found of Fflar, Aulmpiter, or *Foebane*, aside from the blasted silhouettes of their shadows etched in white in the pavement where they stood. With the fall of Aulmpiter, the Army of Darkness temporarily retreated back to Crownfrost Tower as it assessed the battle. They would soon return, with no thought or tactics beyond annihilation. (FoMD p.41)

The soil under the pavement contained a secret. Keryvian was buried a foot underneath the pavement, driven through the pavement point-first by the force of the explosion. The soil around the Banesduel battlefield had been blasted into a volcanic glass consistency that was purplish in color. This soil can serve in the place of traditional spell components in spell-casting, and sometimes cause wild-card abilities for spells or cause spells to function in different ways. Magical detection is not able to pick up Keryvian out of the ground due to the level of magic that still exists in the soil and through the mythal in general. There is however an oval crack in the pavement where Kervian broke through and a depression of purple glass can be seen in the middle of the pavement.

As of 1380 DR:

"It was a ring-shaped colonnade in the heart of the city, open on all sides. In its center stood the Tree of Souls, whose slender silvery trunk (note: other sources say white-barked, oak-like tree with gleaming green and gold leaves, see *Elves of Evermeet* p.76) almost twenty feet (note: other printed sources has listed 500 ft tall as grown height, see *Elves of Evermeet* p.76) in height. Some among the coronal's advisors had suggested guarding it in a courtyard of Castle Cormanthor, or even concealing it in the wood outside the city, but Ilsevele had decided that the tree was a gift to be shared by all of Myth Drannor's folk. Through the open archways of the Seldarrshen Nieryll anyone passing through the square around the colonnade could see the tree, or even step inside to feel its presence. The tree's own influence and the spell-shields Araevin had woven around the shrine protected it far better than mere walls of stone or doors of adamantine could ever have.... sunlit center of the shrine through the cool shadows of the colonnade to the stone steps outside.... Around the Seldaarshen Nieryll the ceremonial watch of warriors handpicked from the Coronal's Guard stood in vigilant silence, but only a few steps away the People of the city carried on with their business" (Last Mythal pp.337-338).

*The Tree of Souls represents the greatest connection between the People and the Seldarine that has ever existed. In addition, this is the greatest artifact of magical power that exist in Faerun. Its powers are many, however very few are known by the elves. Known powers of the Tree are: "Elven High Magic to be cast within 100 miles of its location without cost, and that will grow for 1 mile a year until Faerun is covered, it acts as a gate to and from Evermeet" (*Elves of Evermeet* p.76), no scrying device or spell can penetrate within 50 yards of the tree, and it radiates a emotion: peace spell effect (*Will Save Dc:55*). In addition, the spell shields that have been woven by Araevin Telshurr provide a epic armor bones of +20 and a deflection bonus of +10, increased the hardness of the Tree of Souls to 30, and provide it with regeneration 10. (Please feel free to add powers as you see fit.) The decision was made by Coronal Ilsevele Miritar Starbrow to plant the Tree of Souls where Myth Drannor was finally loss, the site of the Banes Duel, despite arguments from her husband Captain Fflar who instead arguing that the Tree should be planted within Castle Cormanthor for added security The soil at the Banesduel battlefield positively*

radiated magic, and the Tree of Souls quickly absorbed that energy to further enhance its abilities.

K34 #125 Clan Steelire (Old Clan Tarynstone) Estates

1 2-story Mansion with 5 2-story towers, Fortified with a 2-story Grand subterranean complex
This site was once the home to the dwarven clan Tarynstone, a wealthy dwarven clan who were expert miners and workers of all metal. They lived in Myth Drannor for four centuries, steadily increasing their wealth with great works of metalsmithing took the breath away even from the elves (who metalsmithing designs were quite different from dwarven designs). Secretly, they were also mining underneath Myth Drannor what precious metals and gemstones that existed in the planet's crust. Clan Tarynstone had no desire to come close to any elven estate due to the rumors of underground family crypts. It was by mistake, however, that a junior miner on his first dig hit a patch of sandstone that was loosely packed. The result was a ripple effect that caused a wall of the bottommost crypt of House Starym to collapse and cover a coffin. House Starym discovered the mining tunnels, and took the matter to the Council. It was House Starym that called the loudest for the Tarynstone dwarfs to receive the death penalty during the trial. After the trial, Battlemaster Vuth Steelire purchased the property at the behest of the Grand Mages and Spell-Captain Josidiah Starym so that the city would be able to use the property as secret ways in and out of Myth Drannor (see entry C15 #123 for similar details). Clan Steelire allowed many operations start and finish inside their halls, and this was one of the last buildings used and taken within the Weeping War.

As of 714 DR:

At the end of the Weeping War, a strong clan of orcs took Steelire Estate as it's lair. They heavily fortified all the entrances into the estate and started the process of looting the estate. However, by 718 DR, they were down to a third of their number. So the survivors of the clan took what they could carry and left Myth Drannor, going back to their tribal lands within the Tortured Lands.

As of 1356 DR:

Several devils made Steelire Estate their lair. It had blossomed into a "little Hell" complete with torture devices, traps, gates to watch the doing outside Myth Drannor, and alters to the Nine Lords of the Hells. All the walls and rooms had many scorch marks on the walls, floors, and ceiling due to the devils using fire to burn out the rubble left over from the Weeping War.

As pf 1375 DR:

The remains of Clan Steelire have returned to Cormanthor. The majority of the clan resides in Highmoon, where they settled after leaving the Spine of the World in 1374. Perhaps one hundred dwarves live in a mine within the Thunder Peaks that they possessed several hundred years ago, after the fall of Myth Drannor. Three dozen members of the family have returned to Myth Drannor when the armies of Deepingdale marched north to join the Crusade. The leader of the family, and the wielder of Mhaorathil is Kreiger Steelire (see below), a dwarven cleric of Moradin and currently a captain in the army. He plans to rededicate the old temple of Moradin in Myth Drannor, but has not journeyed to the site, due to time constraints and military missions.

K35 #126 Grand Temple of the Seldarine

Multi-dwelling complex, Grand, Fortified, one 5-story Ground Dwelling (worship hall, offices, storage, labs, teaching rooms, healing rooms, personal quarters), Grand with 2 subterranean levels, 1 2-story Ground Dwelling (personal quarters jr. priests and traveling priests) Minor, 1 three story Grand Ground Dwelling (coliseum)

As of 1380

The new temple to the Seldarine is being set up in the same square that the Starshine Shrine has been constructed in. Its material is the same blue crystal that the buildings in ancient Aryvandaar was constructed of, as Avaeran Telshurr recover the spells that created those materials in his selu'kiira. The main worship building has been completed, but the other two buildings have not yet been started. Each god has its own wing in the central building, along with worship halls,

alters and offices for the priests. The administrative order of the priests have not yet been determined, but the management functions of the church are being run by Althen Artren (actually one of his latest created simulacrum is running it, see below), as once he was a high priest within another church in Highmoon. Several priests keep their quarters there, so the building is constantly full of clerics in the middle of their duties. Several artifacts have been recovered from the ruins of the temples that were destroyed in the Fall, and those items of power are being kept here in a vault, guarded by several spectators and animated weapons. (Mentioned Prologue of Final Gate, building specs and flavor text by the author of this document)

Diabraddath

This is the newest sector of Myth Drannor, and the eastern end of Myth Drannor is more forested than the older, built-up western part of the city. It also tends to be the primary residential and business area for any N'Tel'Quess that live in Myth Drannor proper. Its ward is known to the elves in Common as New Ward, while the humans and others call it Alliance Ward. Neither of these names link with the elven term for the community, since Diabraddath vaguely transcribes as the ending of Labrad, and refers to the dwarf-elf gardener who is buried here at Greeners' Glade. (CEoE p.79)

D1 Numerous: The Rose Tree

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

Inn: Elbauthin's Hall

Row House: Rose's Rest

These two tree dwellings rest above the streets and amid the branches and trunk without any more surface access than a winding stair within the tree's trunk. Rose's Rest is so named for the plentiful red roses that climb about its trunk and along the open stairs.

Elbauthin's Hall, the lower of the two dwellings, has its stoop set 25 feet above the Street of Song, while the lowest rooms of the Rose's Rest are 60 feet up. (CEoE p.79)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D2 Guild Hall/Inn: The Golansyr Inn

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

Headquarters of the League of Innkeepers. (CEoE p.79)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D3 #60 Inn: Owl Towers

Multi-dwelling Adapted Tree Complex, Grand; two 3-story Tree Dwellings, one 5-story Tree Dwelling, and one 1-story Adapted Tree Dwelling linking all three trees at their second levels above ground. The floor of the wide wooden taproom that spreads out to connect all three trees/Owl Towers is 60 feet above the Street of Song and the Meadow, though the lowest storage and cloakroom levels of the three tree dwellings (accessed from the taproom into the trunks beneath it and inaccessible from outside) are 45 feet from the dirt. The wide-open rich wood of the Owl Towers taproom makes it a cozy, warm place to be, no matter how large the room and how sparse the crowd (which has never been a problem for Bialaer Erkowe (LG moon em W(D)7), the owner and host whose adventuring days ended with the loss of his left hand, though he still knows his alurakar

dualist spells (and casts with a +4 casting time penalty due to his missing hand). (CEoE p.79)

As of 1375 DR:

The Owl Towers still stand in Myth Drannor. They have been reopened by the city in light of the war with the drow of Elven Court and with the Zhentilar. This acts as an eastern command station for the military and a lounge for patrol groups who work the eastern ruins. The Owl Towers also act as the primary base for the Knights of Myth Drannor, who have been working with the elves on the drow attacks on the city. Each Knight who answered the call to service bunks with one other Knight, and they all have their spell-protected quarters on the top floor of the five-story building, the stairs and hallways of their inn is heavily spell trapped in ways that they only know how to bypass, because Myth Drannor is still a war zone. this building has continued to serve its purpose as inn and lounge, and is where off duty patrols stay, and the Owl Towers have been heavily enchanted to resist attack, spells, and scrying. The two 3 story tree dwellings have been converted in offices or sergeants and captains, consumable stores and war material stores, rooms for record keeping and training rooms

D4 #2 City Park: The Meadow

This peaceful clearing provides a secondary marketplace at the height of the summer and harvest trading seasons, though it most often is the site of picnics, children's games, and lovers' strolls. (CEoE p.79)

As of 1356 DR:

There existed a magic dead area from the spell destruction of the Weeping War. Many skeletons lurked among the remains that litter the Meadow from the last battles in the Weeping War. Some of the skeletons used the same enchanted weapons and armor that they wore, however due to the magic dead area, all these items were in desperate need of repair. The Meadow was heavily overgrown with underbrush and tree growth.

As of 1375 DR:

The spellcasters of the Crusade have repaired the magic dead area here. All the undead have been cleared out, and the Meadow is used primarily as a trap-laden obstacle course for enemies of the Elves. The underbrush and several tree that grew here over the centuries have been cleared, except for the ones that harbored dryads.

D5 Tavern: Curiosities Cold & Clear

2-story Burrow Dwelling, Minor (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D6 #74 Inn: The Pipe & Unicorn/Alicorn Inn

4-story Ground Dwelling, Major; 1 level subterranean

Owned by the Ildacer family, this massive inn can provide rooms for nearly 100 people, and its dining and taproom facilities are excellent. The cellar brewery permeates the entire structure with the rich aroma of their distinctive, earthy Pipe & Unicorn Ale developed by the taproom's short but spirited brewmaster, Vulph Giftankard (LG halfm F0). (CEoE p.80)

As of 1356 DR:

Several spirits of House Ildacer haunted the Pipe and Unicorn as they stayed and fought the Army of Darkness to try and save their inn. They succeeded, the inn survived the war, however all the family members who stayed and fought lost their lives in the battle. The spirits manifest as ghosts, and only the return of House Ildacer to reclaim the inn will release their binding.

As of 1375 DR:

House Ildacer reclaimed the Pipe and Unicorn in 1374 when several members of the family stayed in Myth Drannor with the Crusade. Producing the deed to the property, they entered the inn and assured the spirits that House Ildacer has returned to stay. The ghosts, satisfied that they saw their descendants and their valor in retaking the city, left for Arvandor. The returned Ildacers named the inn to the Alicorn to help the spirits feel like their duty was done. The Alicorn is a popular spot for the traveling merchants and artifact sellers to display their wares, as free ale is given out to merchants who conduct their business within the private rooms in the taproom. Dances and bardic performances are regularly preformed here, as well as bardic instruction to willing participants. Finally, this is a popular spot for the Harpers, as they watch the parade of merchants who enter and leave the place, and collect information about other lands such as Sembia and Cormyr. The main bartender Silar Ildacer (me Bard6/Harp5 NG) is a lifelong Harper who always has his ear open for information. He is remarkably well informed about the current political situations in all the areas around the Dalelands and the Dragon Coast. Experienced brewmasters of every race have been recruited to improve the quality of the fair here, and several chefs with experience working with nobility have been hired away from Sembia and Cormyr.

D7 #65 Inn: Shuldin's Stonespire

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

An accomplished brewer and engineer, Shuldin (CG hem F0) built the stone-and-wood single-story building about the base of this petrified tree to provide simpler access to the inn above, which his father left to him (the former Spire of Stone, after the petrified tree that sheltered it). The lesser/ Lower Taproom and private meeting rooms of the ground building always smell of beer from the cellar vats, though the amenities and service of the upper taproom and the sumptuous rooms of the inn make this a great place for an stay in Myth Drannor. (CEoE p.80)

The Shulden's Stonespire was destroyed by unknown cause sometime after 1356 DR. The rubble is still at the base of the tree where the inn was located, and has been overgrown with creeper vines and plants like wild onions and wild leets.

D8 House: Saundersûn

2-story Burrow Dwelling, Minor (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D9 Warehouse: Phammar's Roots

1-story Burrow/Ground Dwelling, Minor; half level above ground (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D10 Warehouse: The Krisomhal Shipping Company

2-story Ground Dwelling, Minor (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D11 #38 Noble Villa: House Narlbeth

Multi-dwelling Complex, Grand one 3-story, Ground Dwelling, Major with one level subterranean (Main house), one &-story Ground Dwelling, Minor (Servants, quarters & guest house), and one 2-story Burrow Dwelling beneath a one level access building (Storage, crypts) (CEoE p.80)

As of 1375 DR:

House Narlbeth is still partially intact. All the above ground buildings have been destroyed during the Weeping War as the house baelnorn set overlapping spell traps on the property before escorting the family survivors on to Evermeet. The Army of Darkness set off all these traps, and the combined damage destroyed the buildings and destroyed a great number of humanoids and yugoloths. The underground levels are still intact and still sealed. All the underground levels are protected by enchanted elementals and animated weapons.

D12 Festhall: The Heart of Sisiaara
3-story Burrow Dwelling, Major; 1 level above ground (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D13 #11 Wizards' School: The Incanistaeum
1-story. Ground Dwelling, Major
This famous school of wizardry is where the fabled Seven Wizards of Myth Drannor teach. This building seems to be a solid blockhouse of dwarven-make, though any dwarf getting a close inspection of it finds it vaguely unsettling, as if the building appears to be something it is not. The students of the Seven Wizards (or the Incanists' Society, as they preferred to be known) attend this small blockhouse building, which appears far more nondescript outside than it is inside. Riddled with many permanent duo-dimensional chambers, the Incanistaeum houses over 300 chambers and seven levels within a one-story simple stone building. There are even dormitories and two taverns within the Incanistaeum for the staff and elder students; similar to Castle Cormanthor, the Incanistaeum could be a small wizards town unto itself. (CEoE p.80)

As of 714 DR:

The Incanistaeum was destroyed in Ches 712 DR. In those initial sieges, the spell battles were so great here that the Weave went wild and caused the enchantments that modified the school to go berserk. All the duo-dimensional magics on the interior rooms inverted, and they shot out their contents in blasts that were everywhere. These blasts kill both allies and enemies alike, and created melon size holes in the stone walls that became softer than normal due to their strengthening enchantments reversing. The Tower still stood after the Weeping War, but its treasure contents are now scattered in a wide circle around the tower, sometimes up to 300 feet away.

As of 1375 DR:

The Crusade has converted this into a barracks. All the damage from the Weeping War was quickly repaired by the spellcasters in the Crusade, and spell wards have been placed all over the building. A small number of soldiers and spellcasters have been stationed here to go on patrol in the southwest ruins and west of the Glyrry Pool. A roped skyway starts here at the top of the tower, runs over to the barracks at the old Tyrintar's hall, and then turns north to empty near the southern entrance to Castle Cormanthor.

D14 Tavern: The Treants' Treat
3-story Burrow Dwelling, Major; 1 level above ground
This was Myth Drannor's first tavern/business to have an open clientele and no exclusionary tactics toward customers. Still famous, the roots-entangled subterranean walls of the taproom have allegedly played host to two gods (Arvoreen and Mystra) and an Elven Court (actually, an elven Tree Spirit animated some roots in one corner and discussed current politics with its former elf friends). (CEoE p.80)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D15 Guild Hall: Brethren's Bow Hall

2-story Ground Dwelling, Major; 1 level subterranean
Headquarters of the Brotherhood of Bowyers & Fletchers. (CEoE p.80)

The Brethern's Bow Hall was destroyed in the Weeping War, and all rubble has been cleared as of 1375 DR.

D16 Inn: Shamblin's Towers
Multi-dwelling Complex, Major one 1-story Ground
Dwelling, Minor two 2-story Tree Dwellings, Minor one 3-story Tree Dwelling, Major two
levels subterranean including the linking central taproom with spiral stairs in all corners
and at the entrance to link all four dwellings as one. (CEoE p.80-81)

Shamblin's Towers was destroyed in the Weeping War, and the rubble still sits there as of 1375 DR. Wild grapes have completely overrun the rubble and the rotten wood and stone hunks can no longer be seen through the arbor. A few soldiers here fell during the Weeping War, and vermin such as giant centipedes and giants rats have been reported in this area.

D17 Temple: The Tower of the Hand
Temple to Azuth. 3-story Ground Dwelling Major,
This temple to Azuth actually begins behind what many consider the temple, at the arcing
crystal wall facing the open-air theater benches before it. These fill out the courtyard of
the former tower of Demron, the wizard creator of Myth Drannor's Baneblades, and this
area is the primary worship area during good weather. While parts of Demron's tower
(including his laboratory, bedroom, and private library) remains sealed to respect the
dead mage's secrets, the ground floor of the stone tower is now the major temple with an
altar shaped as Azuth's Hand (and Demron's remains lie beneath it). *(Author's not: I
believe canon is that the Tower of the Hand was destroyed in the Weeping War. But it
serves my Faerun to have it up. What follows is what I am using for the Tower of the
Hand.)* (CEoE p.81)

As of 1375:

The Tower of the Hand still stands in Myth Drannor. It was not desecrated during the Weeping War, due to an avatar of Azuth appearing and enchanted all the weapons and spell-trigger items with an epic spell, allowing all these items to wield themselves with great skill against those who would harm the temple. These items did so amazing well, and there are a lot of remains of yugoloths and humanoids still within the halls. There are still secrets aplenty that inhabit the Tower of the Hand, and the weapons are still active. Only the captains of Myth Drannor and priests of Azuth, Savras, and Mystra are able to enter with no fear of attack.

Mythranthor and Demron still exist in a fashion, in the fulfillment of the ancient prophecy:

"Demron and the Coronal had an intricate and secret plan where six swords would be made, one each for life, love, Art, death, hate, and war. Their magic would be might, but were ever all six united a great lost secret of Myth Drannor would be revealed, elf and N'Tel'Quissar alike would understand the truth of the coronal and Demron's dreams (FoMD p.48).

Both exist as mythal ghost, watchghosts that are soul echoes of the casters they resemble. They are exact copies mental and personality, but have the physical properties of watchghosts, and they are tied directly to the mythal that can only appear with a special trigger. Once all the Baneblades are found, the rightful wielders of those weapons can join together the auras of those weapons and unlock the watchghost from their safeguard. Both appear together and talk to the captains. Demron will appear like he did at the end of his life, ancient, hobbled, wise, regal in appearance. Until the mythal is repaired, Mythranthor will appear with bruised, holes in his body, and wicked looking wounds, as his appearance is tied to the mythal. When it is repaired, he will again look whole and healthy, if incredibly old, as he did when he cast his mythal spell. (I do this because in some sourcebooks that include Myth Drannor that some elves in Reverie in the

mythal are said to be able to talk to him. I believe that sourcebook is Cormanthor: Empire of Elves p.143). Both will give out knowledge to those they believe are rightful captains of Myth Drannor. In addition, a signal is sent out along the Weave that calls the Kingblade. This happened in 1377 DR when the last banblade was recovered. The Srinshree appears with the Rule Tower and allows a new claiming ritual to start. All the Chosen of Mystra, the Chosen of the Seldarine, and the Crown of Fire are summoned to support the ritual and to witness the event of a new coronal being crowned. Indescribable joy and contentment are radiated through the mythal when the new coronal is crown in Myth Drannor, and the watchghosts are completely unlock when that happens, to serve the peoples of Myth Drannor.

D18 House: Telvandel House

3-story Tree/Ground Dwelling Major,

This house is home to the best known dualist wizards of Myth Drannor, who have all fallen together to write a folio or tome about all four branches of dualist wizardry, each donating a

book or scrolls about their type of magic; tentative titles include .The Tome of Duality, The Libram of Mystra's Four Forces, The Faerakkar, and The Quartet's Tome. In order of seniority, they are: Martainn Aelasar (LN moon ef W(D-Alurakkar)22); Braich the Firetongued. (NE hem W(D-Encikkar)18); Sim Uilleam (CG gm W(D-Nelluonkkar) 17); and the Lady Séonais Camusiil (N gold ef W(D-Dijakkar)15). Despite the fact that each of these wizards has at least one or two apprentices, they are not officially taking on students and thus, this site is not considered a wizards' school. (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D19 Inn: Delchomedar's House

3-story Ground Dwelling Major, (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D20 #29 Noble Villa: House Audark

Multi-dwelling Complex Grand Fortified; one 3-story Ground Dwelling Grand with one level subterranean (Main keep), two 4-story Tree Dwellings Major (guard towers, servants' quarters) attached to outer thorn & wood walls grown by magic, and enclosed courtyard with one 1-story Ground Dwelling (stables) (CEoE p.81)

As of 1356 DR:

House Audark still stood in 1356 DR, but it was not a place any adventurers should have went, for this was the chosen lair of the pit fiend Nuleardra, one of the surviving pit fiends from the destruction of the gate to the hells by the Knights of Mystra. Nuleardra chose this villa due to the surviving pieces of furniture and art treasures that still pervaded the building. He had grown soft in is exile from the hells, only seeking occasional amusement in forays through the ruins for food (he likes to kill lots of things, cooks them to preserve the food, and stores them in dry, cool basement rooms so he doesn't have to leave often), magic items, (in case his previous masters come looking for him), art pieces (he has taken a liking to elvish and dwarvish artwork), and mating partners (he's not too picky, most creatures serve his purpose). Nuleardra fought to kill any creatures that entered his lair, for he felt safe in his home and wished not that his presence be broadcasted throughout the Realms. He tired in his spirit for the evils of the Nine Hells and wished a more simple existence. Clever adventurers caught in his path may bargain or bribe for their lives, if they allow a gees to be places on them never to talk about his existence. Paladins and clerics of good deities should never feel comfortable around him, for with one swipe of his vorpal lighting bolt sword is enough to send them on their way to their patron., Nuleardra likes the taste of these characters due to their innate goodness.

As of 1375 DR:

Villa Audark has been leveled in spell battle during the Crusade. The cave-in of all the buildings caused the subterranean levels to collapse as well. Treasure still exists in the ground the villa sat on from the occupation of Nulearda (he disappeared between 1356 and 1370 DR, none knows of his current location), and from the Audark family who hid many things in the family crypts in the underground level. The Crusade has cleared the rubble to the villa, and has smoothed out the soil so that it appears as a great patch of dirt that had its grass and weeds removed by spade.

D21 Business: Chalsarda's Scents & Perfumes

2-story Ground Dwelling Minor,

This is the home and shop of Chalsarda (N moon ef W9), a master enchantress and perfumier known throughout Myth Drannor for her enchanting scents of magical and natural origins. (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D22 Guild Hall: Builders' Manse

2-story Ground Dwelling Minor,

Headquarters of the League of Builders, Engineers, and Architects. (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D23 Business: Halister Bloodmark, Scribe & Bookmaker

2-story Ground Dwelling Minor Fortified,

This building is the home and shop of Halister (LN hm F0), a human of unknown parentage from the southern Realms who gained the name Bloodmark by his red imprint within every book he creates. He is a well-respected scribe by elves and N'Tel'Quess alike, and he is a ranking member of the Clerks', Scriveners', and Scribes' Alliance, who also created beautiful book covers and tomes from rare materials such as dragon turtle shell or patches of dragonscale. (CEoE p.81)

Halister Bloodmark's Scribe and Bookmaking was heavily damaged during the Weeping War, as both sides used this building as rallying points in various points during the Final Fall. By 1356 DR, the building had collapsed into another pile of rubble that so frequents this part of the city. After the Crusade takes Myth Drannor, the rubble was cleared and the ground left open of missile fire.

D24 House: Ellisar's Rest

3-story Ground/Type Dwelling Major,

A secondary property for the House Ildacer, the Lord-Speaker's younger brother and his family occupy this residence. (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D25 Wizards' School: The Six Tyryl Towers

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

The largest structure in Dlabraddath rose by wizards' magic only a short decade ago, and the Six Tyryl Towers are a point of pride to many of Dlabraddath. This school of wizardry has attracted a wide clientele of adventurers and would-be heroes as the masters.

Specialties lie in evocations and powerful magics; they even lay claim to having some

knowledge of the Netherese magics, though many elves who still remember that arrogant and abusive realm are keeping close watch on the Towers and its students. (CEoE p.81)

Indeed the Six Tyryl Towers had magic from ancient Netheril. Foremost in its collections, the spellbooks and workbook of the archwizard Chronomancer has in its deepest vaults, only being read by the senior teaching staff of the school, and by wizards trusted to destroy these secret should their death ever be close. Those spellbooks still exist, but they exist in the possession of High Mage Staffron Neirdre within Haevault Villa's bubble universe.

As of 714 DR:

Six Tyryl Towers suffered great damage during the Weeping War. The Nameless Chosen shattered on the ceilings of the western tower during the battle of Silversgate. Several battles took place around these towers during the Final Fall. One of the final captains of the Ahk'Faern, Phyrre Iliathorr, fell from a great height when the mythical overpower of defense and flight failed. The captain of the Army of Darkness forces at this site was the human mage Nezas the Traitor. Nezas started showering the battlefield with powerful magic in his fury at the city and the Six Tyryl Towers in particular. He cast Imprisonment on three of the officers who fell out the sky and lived to scream in agony, which was Phyrre (FoMD pp.39,50) and two of her sergeants. After that deed, he started casting destructive magic at elven forces and wall shattering magics at the building itself, but was eventually killed by the Ahk'Faern mage Juppar (FoMD pp.39,50). Eventually, the sheer amount of magic being used in the vicinity of the Towers caused the Weave to warp and eventually tear. After this, all the spellcasters on both sides quickly retreated and went to other parts of the battlefield, leaving fighters to determine the final fate of the battle around the Tower.

As of 1356 DR:

"The largest structure in Dlarbraddath was known as the Six Tyryl Towers. They were largely destroyed in the downfall of Myth Drannor, when the young apprentice wizards who dwelt there fought against the army of evil, and met brutal ends.

The Towers stood north of the Street of Song at the eastern end of the Meadow. The two westernmost Towers still rise above the rubble at the eastern end of the Meadow, but they are separated from the easternmost pair of surviving towers by devastation; the center of the building was blown apart in the city's final battle. The Six Tyryl Towers was then a newly-established school of wizardry, and some of the magic used against its wizards, Elminster warns, created a magic-dead area nearby.

In the ruined Towers themselves, some quirk of magic (possibly a powerful magical curse has created many of the monsters known as "wizshades" (detailed in Volume 7 of the Monstrous Compendium), both from the unfortunate students of the school, and from adventurer-archmages who have come to the tower since.

They are often encountered in the building, sometimes accompanied by harmless but frightening phantom images of other wizards of the school, and by at least two deranged former teachers at the school, who live on as the rare undead known as lebendtod, and defend the Towers against all intruders with their spells. A recent explorer's tale makes the rounds of Dale taverns tells of a beholder seen spinning through the air as it was hurled out of the school by a spell that lashed it with crawling, encircling lightnings-and when out in the open air above the Meadow, it was struck by a meteor swarm, and destroyed!"

(CGtMD p.19)

Spell-Captain Phyrre Iliathorr and her two sergeants were still trapped in Imprisonment spells in the rubble of the northern fields of the Towers. By sheer chance, one of the dragon gargoyles that sat on the roof of the central building flew straight up during an explosion and landing directly over the spot where Phyrre laid. Its nose points to the exact spot that a Freedom spell must have been cast to release her from binding. To do that, the magic dead zone in this field must be neutralized, and the wizard casting the spell must have time to work the magic, so the caster must be protected from any denizens that still live within the ruins of the Tower (Author's Note: I

have Shadow-using spectral mages lairing in the Tower's basements, so their magic works and the PC's don't; insert smile here). Phyrre will be unconscious from her wounds and will die soon after being taken out of Imprisonment. Faervian will still be in her grasp, ready to serve the city once again. If rescued and kept alive, she will first ask what happened in the battle and will ask her rescuers if they are able to rescue her companions as well.

As of 1375 DR:

Phyrre Iliathorr and her sergeants have been rescued by adventurers in the trust of Althen Artren during the night that Yoor-Acht and his rider attack the fey'ri in 1374 DR. Sneaking in using magic and taking advantage of the wars above them, they journey to Villa Iliathorr and find Phyrre room, casting divinations to find her resting place. They quickly journey over to the Towers and uses magic to temporarily repair the Weave and cast Freedom on all three individuals while fighting a holding battle against spectral wizards who appear out of the ruins and attack. They quickly get out the city by running south out of the mythal and teleporting away to safety. She intended to join the Crusade to fight to free Myth Drannor from evil forces until rumors from elves that were friends to the Harpers that Nezas the Traitor survived to this day. She and her old allies declared vengeance on her old foe and received provision, equipment, and new spellbooks in the form of several kiira from Althen Artren for to her success. She was so grateful for her rescue and her hospitality that she granted Althen Faervian for his purposes and leaves in search of Nezas. Althen bestows one of his trustees Faervian for his own purposes. The Towers have been torn down and the rubble carted away for further use elsewhere. The spectral wizards were destroyed by Coalition forces. However, the underground levels have not yet been fully explored due the complexity of the spell-wards and the deadly traps and guardians left by the teachers before the Fall. The first level has been cleared, and several items of power from several civilizations were discovered by Crusade forces. The Skulls of Skullport have constructed a two-way no key portal to Skullport for their purposes in the fourth level of the basement in an empty vault.

D26 Dance/Dining Hall: The Wandering Ioun
2-story Ground Dwelling-Major (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D27 Park: Greeners' Glade
Sandwiched between Halidom Street and Gondrim's Ride, Greeners' Glade is a peaceful park and wooded glade with a low hillock at its heart. Atop that hill is a dwarven burial plaque for Labrad, the First Gardner. Labrad was among the first settlers here soon after the city of Cormanthor was founded, an orphan of Old Elven Court. His parents were Drannor Whitethistle, his elf father, and Konora Onyxhelm, his dwarf mother from Sarphil, both killed in the Darkwoods on their trek to answer the Summoning of the Rule Tower and the People. Labrad continued on and settled here, though this area was considered beyond the city's outskirts until Eltargrim opened the city to N'Tel'Quess. Labrad's efforts gave way to much of what still remains as the Glim Gardens; legends say that there was a flash of magic and a sudden blooming of white roses upon the First Gardeners' Hill when the mythal rose and the Coronal named the city after his father. (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D28 Warehouse: The Droamar Dome
2-story Burrow Dwelling Minor with half-level above ground (CEoE p.81)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D29 Row House: Madame Pykkaen's House
2-story Ground Dwelling Major; 1 level subterranean (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D30 Guild Hall: Feasts Faermiir
3-story Ground Dwelling Grand; 1 level subterranean
The Feasts Faermiir is the preeminent place from which to cater parties among the elven nobility (or hire away their staff for your own). This guildhall serves as the Headquarters of the Restaurateurs Guild and as a central storehouse of knowledge on recipes and cooking knowledge for any races that call Myth Drannor home. Dining hall, dancehall, festhall, and tavern owners join this guild to adapt to and learn the customs and tastes of the many varied races of Myth Drannor, and they learn other ways to cater to certain clientele. (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D31 #18 Guild Hall: Naturalists' Hall
3-story Burrow Dwelling Major with one level above ground
Headquarters of the Guild of Naturalists. (CEoE p.82)

The Naturalists' Hall is partially covered in an adventure in the book called Welcome to the Realms in the 1 edition gray box. The above ground building was destroyed in the Weeping War. As of 1375 DR, due to the gates to Undermountain and the occasional monster that appears from there, the underground levels are guarded at all times by both Ahk'Faern and Ahk'Velahrn forces. The above building ruins have been cleared and taken away.

D32 Warehouse: The Fellowship's Stores
2-story Ground Dwelling Minor
This warehouse holds equipment, supplies, and raw materials for members of the Fethaller's Fellowship. (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D33 House: Bhaltair Hamblassil
2-story Tree Dwelling, Minor (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D34 Tavern: Tyryl's Tankards
1-story Tree Dwelling Minor (CEoE p.82)
This new tavern has taken over the old Bells' Ringing, tavern site and refurbished much of the interior taproom, stripping away the knife-throwing targets in favor of more tables. Liusaidh Dyaena (LG hef W3) has grown rich in the few short months since she began catering her business to the local wizardry students and faculty of the Tyryl Towers; of course, much of her money goes to spell-proofing her tavern or reinforcing a ward that

only allows minor spells and illusions to be cast within this site. Her location at a primary landing among the Manysteps also draws much walk-in traffic.

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D35 Row House: The Axe's Rest

2-story Tree Dwelling Minor

This row house is owned by Grymna Pyrice (LG df F3), a retired adventuring dwarf who bought this house then opened its many rooms up to renters (so, many say, she'd have someone around to listen to her endless yet fascinating stories of adventuring west of Cormyr). (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D36 Guild Hall/Festhall: The Lady's Laugh

4-story Ground/Tree Dwelling Major with 1 level subterranean
Headquarters of the Festhalls' Fellowship. (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D37 #49 Business: Undiall Hegaeril: Furs, Silks, & Cloth

2-story Ground Dwelling Major, Fortified

This building served as the home and shop of Undiall Hegaeril (N hem F0, the well-respected tailor, purveyor of garments and materials, and the long-standing secondary guildmaster of the Stylists' Society, the right-hand man of Guildmistress Chaenath lazymnal. If a person can provide even the merest image of a garment, Undiall and his staff are more than capable of duplicating it flawlessly. This site also uses more than half its space as storage and warehouse space for the goods and materials used by the Stylists. Society. (CEoE p.82)

This building was partially destroyed in the Weeping War. All rubble has been cleared by 1375 DR, and the rest of the building has been repaired. .

D38 Guild Hall: The Chorale Club

3-story Ground Dwelling Major

Headquarters of the Confederation of Choraliers, Harpists, and Musicians.

While three stories high, the top two levels of the Chorale Club are only two open chambers for the performers to practice in areas with good acoustics. (CEoE p.82)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D39 #50 Tavern: The Overfull Jack

1-story Ground Dwelling Minor (CEoE p.82)

The Overful Jack was destroyed in the Weeping War, and the remains have been cleared by 1375 DR.

D40 #7 Temple: Lover's Glade

Temple to Sune and unofficial shrine to Hanali. (CEoE pp.82-83)

North of the city proper (but inside the mythal) is a small, beautiful woodland glade, whose floor consists of a cracked circular bowl of steps rising up in concentric rings from a central pool. It lies on the north side of the eastern stream, just across its flow from where three winding paths through the woods from the city meet. Known as Lover's Glade, this was an open-air temple to Sune, Goddess of Love. By her will, no predators (carnivorous or hunting creatures with an intelligence of less than 14) will enter the glade in darkness, making it a relatively safe place to sleep. The Glade is eerily lit by several dancing lights and faerie fire spells, because of the mythal's power to augment magics that illuminate but do not deal damage. When cast, these last until dispelled by dispel magic or the will of the caster, or until one year has passed per complete year of the caster's age. The water of the pool is said to be safe to drink, but it also harbors some sort of aquatic guardian creature: a spectator according to some accounts. It guards the treasure at the bottom of the pool, thrown in over the years as offerings to Sune Firehair: gems and magical items that, so the tales go, lie in a layer several feet deep at the bottom of the pool's 20-foot diameter, 90-foot deep shaft.

As of 1375 DR:

The pool guardian still guards the bottom of the pool, and if spoken to, tells visitors that he has guarded this treasure since 649 DR. He doesn't give the name of the wizard who keeps summoning him to this vigil, but hints that "one with great destiny and purpose summons me, and I obey with loyalty and with love." Sune has called one of her priests to stand as the unofficial priest of Lover's Glade. The priest Trysta Redsheen (hf Clc7/Bard5 CG) came here a couple months after the defeat of the fey'ri and started staying in the Lover's Glade. The Crusade knows of her presence, but she is watched, for none of the Captains know her purpose. She is a seductive dark beauty who knows how to get a man following his instincts instead of his duty.

D41 #44 Business: Baelemoan Windriver, Harp-Maker

2-story Tree Dwelling Minor

The building, set 20 feet up above Gardners' Ride, with a fabulous view of an expansive violet patch, provides a suspension bridge stair leading up to its doors; this stair is winched up into the tree at night against the main door to provide some security. This small tree hollow serves as the home and shop of the noted harp-Maker Baelemoan Windriver (N hem D3 of Rillifane), whose friendships with some of the Harpers at Twilight is a well-kept secret. (CEoE p.83)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D42 Wizard's Domicile: Jalbaerth's Tower

5-story Ground Dwelling Major; 1 level subterranean (CEoE p.83)

Sometime before the Retreat, Jalbaerth's Tower fell to a battle between two dragons who wanted to pillage it. A huge blue and green dragon battled over the right to knock the tower down. As a result of the battle, the tower was knocked down anyway, and both dragons retreated, too injured to take possessions of the treasures therein. Some of the magic that this tower held is still in the rubble in 1375 DR, along with vermin that have "wildcard" abilities. This is another ruin that has been overgrown, this one with wild melons vines.

D43 #119 Noble Villa (Ruins): Dlardrageth Keep

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

This haunted complex has been in ruins for centuries preceding the Opening, as clearing it or inhabiting the area is anathema to the elves; apparently, the House Dlardrageth consorted with incubi and succubi and other lower planar creatures to breed a stronger race and increase their own power. This tactic, unheard of since the atrocities that led to the Descent of the Drow, drove the Coronal Miirphys and the High Mages of Cormanthyr

to bind the entire clan of corrupt elves and their evil allies (and consorts) within their ancestral villa more than 3,500 years ago. The entrapped elves and tanar'ri soon destroyed themselves and the villa in their desperation, much of it stemming from a major spellbattle between the Lord-Speaker and the Archmage. Dlardrageth Keep has never again been inhabited, for the spirits of those trapped are still bound by the High Magics to remain here forever and never to taint the shores of Arvandor (or any less holy elven realm). (CEoE p.83)

From 714 to 1375:

There will be no major changes except that the rubble will have settled more over the 7 centuries since the Weeping War. At night, the glow of the High Magic wards and the spirits flying around can be seen from several hundred years away, giving the area a feeling of unease and of unsettling feeling of damnation.

D44 #69 Wizard's Domicile: Nanchan's Tower

3-story Ground Dwelling Grand

Nanchan (CE hm W13) is a vain and pretentious mage who has to provide extensive outward signs that he is a wizard and he has perfected his craft. His tower is ranked as a Grand building simply because the showy Nanchan has cast spells shaping the stone tower into a tree and coating the outside of it with a layer of gold. (CEoE p.83)

As of 714 DR: Nanchan became a spectral wizard due to his lust for his possessions. He rose immediately and destroyed all beings who entered his tower to plunder it. He continued doing this though out the years, collecting treasures and learning new spells as intruders bring them in.

As of 1356 DR: Nanchan had risen to 18th level with the killing of intruders into his ruined tower. In addition, his personal spellbook collection had increased at a faster rate within the last decade due to the increased amount of traffic entering into the ruins.

As of 1375 DR: Nanchan was destroyed in a spell battle with several fey'ri in early 1374, and all of his collected treasure been claimed by the victors. These items will be spread out in various lair sites in Myth Drannor as the fey'ri did not trust their personal possessions near their fellows. The tower itself was destroyed in the Reclamation, and the rubble has been cleared by the Crusade.

D45 #28 Noble Villa: House Haladar

5-story Tree Dwelling Grand

House Haladar's villa wraps about the trunk and cuts through it while set 200 feet in the air. A singular building, it spreads within the massive trunk and rests its outer wings along the branches. (CEoE p.83)

As of 1375 DR:

House Haladar was destroyed during the Reclamation. The rubble has been cleared, but there are secret rooms that were located in the root system of the great tree that held the house. House Haladar has members that remember these rooms and these elders might contract out adventurers to clear these rooms of their traps and guardians and quietly return the articles stored there without the knowledge of the Captains of the city, to avoid the city claiming the items.

D46 Library: Uvaeren's Legacy

4-story Ground Dwelling Grand, Fortified

This large stone construction has wide surrounding stairs allowing steps up to the library from all sides. Its four entrances have stone guardian creatures looming atop the arches; while few ever remember to bother, inquiring of their health and disposition may get them

to speak back and perhaps reveal the location of some lore well-hidden (a rare occurrence). Unlike many of the other libraries in the city, only the minority of the lore stored herein is on scrolls or tomes and easily accessed by nonelves. This library contains the secrets that only reveal themselves to the diligent and knowledgeable, and half the challenge of discovery is finding how to even begin to find out where and how information is stored in this grand building filled with lost knowledge.

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

- Scents (bottles of captured scents, if sniffed in a particular order, provide clues or stories jogged from memory; most wizards and armathors use the Hall of Scents to train themselves to identify poisons, herbs, and other substances by smell alone);
- Sound (statues within the building will reveal their knowledge if sung to with proper songs; the lore comes through when the statue joins the singer in a duet, leading the singer toward the next notes and words, though any break in the singer's voice or song will stop the flow of the magic);
- Lights (sunny days see many folk in the Hall of Crystal, aka the Solorium, where the stillness of the air yet the constant movement and pattern of the crystals seems to tell some folks things either in the movement, the reflections and flashes of light, or the sunbeams and their knowledge colors and patterns on the floor and walls; most simply find this a tranquil place of beauty and never uncover the hidden lore within the spinning, twinkling crystals after centuries of meditating herein); or
- Pain (there are some carvings and murals throughout the Legacy Library and the city at large, where proper command words and a touch are all that is needed to unleash the emotions and the pain stored in empathic crystals within the murals; the lore would be useless without placing it in context with the mural and its subject matter).

Among the most dangerous of rooms in the Legacy Library is the Memory Chamber. This is the southernmost domed chamber, which occupies the top three floors of the Legacy Tower. The walls appear coated with thick crystal formations of various colors; only those of the sternest mental mettle can enter this room and not go mad, for the empathic crystals resonate with millennia of stored memories, nightmares, doubts, fears, hopes, dreams, and sheer knowledge. Akin to a spelljamming helm, sitting on the chair at the room's center causes the chair and many crystals to glow; if an elf goes into reverie while in this chair, he can either leave memories as new crystals on the wall or read older ones long embedded above him (0.5% chance per Intelligence point of success per hour, adjusted by 5% per century of age beyond 250 years). Non-elves cannot hope to read the knowledge of the Memory Chamber, though sitting in the chair has a 35% chance of driving them insane from a rush of alien knowledge. Prying crystals off the wall is dangerous, as it creates a magical surge of fractured and unleashed memories (successfully save vs. spell at -6 penalties or suffer the full effects of a fear spell despite level or race immunities); however, there is a 10% chance that crystals broken off the walls of this room could become tel'kiira if properly enchanted after extracting them. For

this reason, there are always two Akh'faern and one armathor on duty outside the entry to this chamber. (CEoE p.83-84)

As of 714 DR:

One of the final tasks of the High Mages before the Restoration of the mythal at Elven Court was to seal the halls of Uvaeren's Legacy so that the information inside would endure for future generations of elves to take advantage of. These spells insured that the buildings could not be destroyed by magic, and that the rooms that contained information was locked with spells that could only be unlocked by another High Mage or by a divine being. Physical damage was dealt to the building in the Final Fall, but no member who tried to claim this building for a lair survived more than a tenday due to guardian enchantments and ethereal guardians placed within the halls.

As of 1356 DR:

Uvaeren's Legacy still stood, but the High Magics that sealed the libraries failed long ago due to fluctuations of the Weave, the decay of the mythal, and to no High Mages from Evereska or Evermeet to strengthen the wards. Any being could have access the libraries within. However, due to the reputation the building garnered over the centuries, no intelligent creature spends more than a few hours at a time within these halls.

As of 1475 DR:

A fey'ri, learned in the ancient elven methods of information storage, investigated this building and realized what he found. Without telling any of his fellows, he starts to investigate the libraries to find a way to kill Sarya Dlardrageth and take her place as the ruler of the Fey'ri. In his arrogance, he sits in the Lorespirit's Room to access the information there, and is possessed by the most powerful lorespirit still in existence: Elmellius Arlenis (Wiz 20/Incan 5/EHM8 CN em). Elmellius destroys the soul of the fey'ri in disgust, changes the body into something he approves of more, and seals the Legacy in a High Magic bubble which is opaque and resistant to all magics except for Wish, Miracle, or other epic-level spells. When the Crusade is finished with the War with the Black Network, they start to investigate this building but have not yet been able to penetrate the wards.

D47 (#59 Dancing Hall: Moontapestry Hall
3-story Ground Dwelling Grand (CEoE p.84)

During the Weeping War:

The Coalition forces knew that this would be an attractive location for the Army of Darkness due to proximity to important intersections of the city. Several spelltraps were placed here so that when they were sprung, they released bullets out on the unexpected enemy forces. The traps worked to perfection, and several hundred Darkness soldiers were eaten by the bulettes. Strangely, the bulettes that were placed in traps, returned here after the war to find mating partners and lair here when having their young.

As of 1356 DR:

This building served as the lair of the pit fiend Aglaeroch and its servant devils as they searched Myth Drannor for prey, treasure, and entertainment. All entrances beside the main front entrance have been blocked up with magic traps or debris so that attackers have only one avenue of advance or retreat.

As of 1475 DR:

This building still stands and is in good shape. The city officers are deciding what individual or group of individuals it will title over to. Inside the building, there are harmless phantom images of some of the battles that took place in the Final Fall campaign. This building was conquered two different times to serve as a base of operations for each side in the Final Fall. Every full moon, the final battle in these walls plays out again, the exhausted elves being overwhelmed in their upper story position by hordes of ogres and yugoloths.

D48 Business: The Clanstones Fistcarat

2-story Ground Dwelling Minor,

This small, stone house is the home and business of the Clan Chief Bakrich Fistcarat (CG dm F10); he and his four sons and two daughters are dwarven glowstone crafters, and word of their rechargeable magical stones has made their work much in demand. (CEoE p.84)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D49 Business: Hammerswift Smithy

1-story Ground Dwelling Minor,

This blacksmiths' shop has earned some notoriety as a producer of high-quality works, including the rare blueshine and everbright effects on any weapons, regardless of previous enchantments or abuses. However, the owner and primary smith, Radon Hammerswift (NE dm F5), is quickly getting jealous of his half-orc apprentice, Torcull Deoch (NG hom F0). Though he adopted the orphaned half-breed as an infant and taught Torcull everything he knew of forge work and smithcraft, he finds himself uncomfortable (rather than proud) that the teen's craftsmanship and facility with dwarven skills far exceeds his own. (CEoE p.84)

This building was completely destroyed in the Weeping War. All rubble has been cleared by 1375 DR.

D50 (#27) Noble Villa: House Pholont

Adapted Tree Dwelling Grand, Fortified 2-story Ground/Tree Building Major with 2 levels subterranean, and one 5-story Tree Dwelling Major, linked at the upper level of the first building (CEoE p.84)

As of 1356 DR

Villa Pholont was still standing at the time of the Seizing. However, shortly after the start of 1356 DR, an adventuring group tried to take shelter within the house after it had several running battles with the inhabitants, only to run into phaerimm that was working on converting the tree dwelling into a lair/spell laboratory. The ensuing battle was fierce enough (though incredible short) that the limbs holding up the five-story building were damaged and started to sag under the weight of the building. The phaerimm did not survive, and only one member of the adventuring group got out of the building by means of tripping a wandering gate completely by accident.

As of 1375 DR

The debris from the ruined villas has not yet been cleared by the. When the tree dwelling collapsed, it crashed into the ground building and together the force of the fall collapsed the stairway into the underground levels. The Pholonts did not believe that the city would fall, so they did not move their family treasure from Myth Drannor out of the city, but just moved it instead into the guarded subterranean levels. They used construct with alternative abilities as the guardians of their estates, which were highly effective due to the surprise element of their abilities against foes. The constructs are still there, covered in dust and dirt.

Appendix I

Long-Lost Magics

New Feat: Craft Spellfield

You have learned to cast a magic field called a spell field. A spell field is a security device that holds items of your choosing in a field of light that allows you to place or withdraw items at your

discretion with only a command word. Otherwise, spells may be entered in a spell matrix that triggers when any being touches the field that doesn't use the command word.

Prerequisite: Craft Contingency Spell, Arcane Caster Level 18, spells: Glyph of Warding, Tenser's Floating Disk, Simbul's spell sequencer, permanency

Benefit: You can craft a spellfield anywhere you like if you meet the prerequisites. Crafting a spellfield takes one day for each 1,000 gp in its base price. To craft a spellfield, you must spend 1/10 of its base price in experience points and use raw materials costing one half its base price. Some spellfields will incur extra costs in basic materials or XP as noted in the descriptions of their component spells and the spells in the spell matrix. These costs are in addition to those derived from the spellfield's base price.

Based on descriptions in the Campaign Guide of Myth Drannor pp.38-39

Calculation: BP of Contingency Spell of Simbul's spell sequencer+BP of Contingency Spell of Glyph of Warding+Cost of Tenser's Floating Disk permanent+ Exotic component cost of any spells with exotic components into the spell matrix (six such spells may be entered).

New Feat: Craft Belluth

Benefit: You have the ability to create a belluth, an ancient elven magic item that functions both as a spell-trigger item and as a ring. A belluth is a piece of finger jewelry designed for the slender, long fingers of elves. A belluth can store up to 25 charges of up to 6 level spells or can function as a ring. By rotating the ring 180 degrees around and touching a gem, you can alter the function of the device. As with rings, only two ring functions may be active on the person at a time. Only a total of four belluths may be worn on a person before there is a penalty for spellcasting or combat.

Prerequisite: Craft Wand, Craft Ring, Arcane Spellcaster 15th level, ancient lore or a teacher. Crafting a belluth takes one day per 1000 gp of the base price. For the wand function you must spend 1/25 of the base price in XP and spend 1/25 of the base price in XP for the ring function and use raw materials costing half its base price. Some belluths will incur extra cost in basic materials and XP as noted in the descriptions of their component spells. These costs are in addition to those derived from the spellfield's base price.

Based on descriptions in Cormanthor: Empire of Elves p.150

Lifedrain 8th level wizard/sorcerer (Transmutation)

Range: 0

Comp: V, S, M

Duration: Special

Cast Time: 1 Round

Area of Effect: 70' radius sphere

Save: None

Use of this mighty spell is thought to have created much of the lifelessness at the heart of the vast desert of Anauroch! This spell affects on water in geographical forms (like lakes, rivers, oceans), or in meteorological form (rain, snow). It does not affect water contained in living things. A lifedrain spell destroys water within its area of effect and prevents from existing in the area of effect: water cannot fall into, form within, condense within, or flow into the spherical area of effect of this spell. (Daring wizards sometimes use this spell to lay bare the bottom of a lake or pond, to recover a lost item, or to reach a sunken chest or trapdoor).

Living creatures find conditions in the area of effect to be very, very, dry – uncomfortably so: for each turn that one performing any sort of activity except simple rest, that creatures

loses 1 hp due to dehydration. Plants cannot grow within a lifedrain field- and desert-like conditions soon occur. A lifedrain cannot be affected by dispel magic or water magics, only a limited wish or more powerful spell can destroy it. Otherwise, it lasts for 1 year per level of caster (ends immediate on caster's death). Casting a lifedrain permanently drains 1hp from the total possessed by the caster. The material components of this spell are a piece of bone and a fire of any make and size. The bone is placed in the fire during the casting, and both are consumed in a flash by the spell. The spell area of effect forms centered on the caster

As written in (CGtMD pp.57-58)

Draindoom 9th level wizard/sorcerer (transmutation)

Range: 0

Components: V, S, M

Duration: until caster's death

Area of Effect: Special

Save: none

This deadly variant of the lifedrain spell "leapfrogs" out of control, recasting itself at random intervals, draining nearby magics to do so (which explains why some area of both Anauroch and Myth Drannor are "magic-dead", drinking the magic energy of magic items brought into them). The spell destroys liquid water (not ice) outside the body of living things, in a succession of 70' radius sphere. The first sphere is centered on the caster, and the spell will recast itself again 2d12 times, at random locations within 1 mile of the original casting site. No one can control where these later casting will occur, or when: the second casting will occur in 1d4 days after the first, the third in 1d12 days, the 4th in 2d20 days, and all the subsequent castings are d100 days after the previous one.

The spontaneous casting requires no caster or material components. They always drain any magic items within their area (saving throws vs. disintegrate apply, to avoid this draining) when forming. A draindoom spell destroys water within its area of effect and prevents from existing in the area of effect: water cannot fall into, form within, condense within, or flow into the spherical area of effect of this spell. Living creatures find conditions in the area of effect to be very, very, dry – uncomfortably so: for each turn that one performing any sort of activity except simple rest, that creatures loses 1 hp due to dehydration. Plants cannot grow within a draindoom field- and desert-like conditions soon occur. A draindoom cannot be affected by dispel magic or water magics, only a limited wish cast on either the original casting site, or on the most recent spontaneous recasting will halt (or a properly-worded wish). Otherwise, its effects last and continue until the moment of the caster's death. The material component of this spell area a piece of bone and a fire of any sort and size. The bone is placed in the fire during the casting, and both are consumed in a flash by the spell. The spells area of effect is centered on the caster.

As written in CGtMD pp.59-60

Appendix II

Persons of Myth Drannor

The Company of Claws Adventuring Group.

Taglien Durothil male gold elf (Fight4/Wiz3/Mystic Knight2/Arcane Archer1 CG)

"I am not a wizard! I possess a very well-rounded education."

Taglien arguing smugly with his companions about what spells he should use in combat.

History:

Taglien is a distant nephew of Selshurra Durothil, the family speaker of Clan Durothil in Evermeet. From his birth, Taglien was treated by the rest of the family different. Family members except his mom and his brothers avoided being seen in public with him. Regardless, he entered his school years with boundless energy and enthusiasm to learn about swordplay and spellcasting. Having graduated near the top of his class in school, he was summoned to Leuthilspar for an audience with Selshurra. She offered Taglien a chance to gain fame and fortune. She assigned him to go to Faerun and recover the family Tel'Kiira, the family Moonblade, and the honor weapon Redethemar from Myth Drannor where the previous Speaker Ilianard Durothil fled. Taglien accepted the task and went by elfgate to Blackstaff Tower and started east toward the forest of Cormanthor.

Knowing that he was unprepared to enter Myth Drannor, he took work as a mercenary in Sembia under the Shurguard mercenary service. There he met his current adventuring companions and gain valuable experience in fighting and spellcasting. Due to an encounter with vampires in Westgate, the group retired. Following Phuezz Nuett to Shadowdale, the group discovered a poem where a great treasure out of Myth Drannor was hidden. The group found Eraelathil, the Halfling Blade, and Phuezz took claim to it. The group followed a lead to the tower of Althen Artren in Highmoon, where he recruited the group in missions that were important to him. They journeyed with the Crusade, made an impromptu invasion of Myth Drannor under the cover of the Dragon Raid, and helped the Crusade in the final siege of Myth Drannor.

Currently:

Taglien is current holding the honor of being the first gold elf in family Durothil history to hold both the Tel'kiira of the House and bearing the Moonblade of house Durothil. He was justly proud of the circumstances until he unlocked a memory placed by Ilianard. The memory shows his mother giving birth to a moon elf male baby! The memory goes further and shows that an Ahk'Faen'Tel'Quess ritual being cast on the baby, and the baby became a gold elf. He does not yet know that he is the baby in that picture. If the secret of that ritual is let out to the elven population in Evermeet, the Durothil family will lose a lot of political power among their gold elf family allies. Selshurra knows of this, and once she finds out that Taglien has claimed both items (making him the heir to the Speakership of Clan Durothil), she will stop at nothing to ensure "the bastard half-breed" will not let out this secret and destroy the family power base or claim the Speakership from her oldest daughter. At this time, Taglien serves in the Ahk'Faern with the rest of the Company of Claws as dungeon crawlers in the ruin city to make it safe again. He has attuned himself to the mythal of Myth Drannor.

Seralynna Durothil female gold elf (Wizard7/WarWeaver2 CG)

"Well, you shouldn't have been standing there!"

Kelissa yells to Taglien after casting a fireball on an oncoming group of trolls that were about to attack him.

History:

Seralynna is from the small Durothil house in Evereska. Her father, Vhoorheim Durothil, is the second powerful political Durothil in the family and is the Speaker and Elder of the house in Evereska. Seralynna has been protected all her life, and she quickly got the idea that whatever happened to her, her parents would get her out of it. That notion changed when she was heading south to Sembia, with one of her merchant cousins, when the caravan she was a part of was attacked by a large group of bugbears in Cormyr. She was taken for food back to the bugbear lair deep in the Thunder Peaks. The day that she was to be eaten, the Company of the Claws invaded the bugbear lair (after most of the hunting patrols had all ready left). The group rogue, Phuezz Nuett led her out of the lair and safely hid her in a rubble pile while the group completed its mission to recover Mhaorathil. After returning with the rest of the group, she decided that she needed to toughen up so she could make her way in the world. She became an apprentice to Althen Artren and started earnestly studied battle magic.

Currently:

Seralynna bears Faervian and serves as a captain in the Ahk'Faern. She received it from Phyrre Haladar and the Company released her from her imprisonment during the Dragon Raid. Phyrre gave it to Althen Artren for his help in preparing her to find Nezas the Traitor, and he in turn gave it to Kelissa to serve Myth Drannor. She has learned the art of war well, and will gear her studies to warweaving in the future to be a strong combatant for Myth Drannor. She serves both in the Company of Claws as a dungeon crawler and in active duty on patrol in the Ahk'Faern while studying at Windsong Tower to improve her aptitude for magic. She has sent a message to her family that she is alive, and is expecting a visit from her parents soon. Currently, she has no suitors, nor is she particularly attracted to any soldiers in Myth Drannor. She has attuned herself to the mythal.

Astari Starym female gold elf (Druid8/Catlord2 CN)

"If you try that stunt again, I WILL feed you to my cats!"

Astari says this to anyone who irritates her for more than a minute.

History:

Astari is a druid that sometimes doesn't act like a druid. She is from the family house in Evermeet, she left Evermeet because she did not fit in at all with the rest of the Starym family, not being interested in their political goals, in the accumulation of wealth, or the study of magic. She felt most at home in the wild. After several attempts by her father to teach her "your place in the family, little elf", she left Evermeet and started wandering the wilds in Faerun. Eventually, she met up with Taglien Durothil, Phuezz Nuett, and Deshayne the Drunken, and the four of them started the Company of Claws, due to the fact that she has a dire lion animal companion and a gray wild-cat/tabby cat named Mister Bubbles. The Company assisted her in her attempt to claim the title of the mouth of Aubaerus the Ravenmaster, the next High Druid of Cormanthor, by destroying a hag coven east of Sembholme. The group was unsuccessful in that endeavor, as two hags escaped their reach and fled to Faerie.

Currently:

Astari lives in Myth Drannor with the rest of the Company clearing dungeons to make the city safer. She searches the forest of Cormanthor with her cats looking for the two final hags that escaped her. She learns at the feet of Aubaerus about the great wonders and deadly threats that are present in Cormanthor, and he is subtly teaching her the proper path for her chosen life. She is also trying to figure out what Mr. Bubbles is, for he talks, and has some type of magical ability (he once turned a sword pointed at him into a bouquet of flowers, and is completely immune to scrying spells). She has dreams about a great rift in the southern half of Cormanthor filled with twisted plants and animals and that vomits out bluish fog that spreads out one mile of the mouth. She has talked to Aubaerus about these dreams, but he has said repeatedly that she should never journey there, for it is a place of death and disease. She has attuned herself to the mythal.

Vim Starym male gold elf Cleric8 Lathander

"Oops. Sorry."

Vim apologizing to the rest of the Company after dropping yet another valuable yet fragile item.

History:

Vim was a priest on the fast track in the church of Lathander in Evermeet because of his popularity and gentle demeanor before he was selected to return to the mainland and find his cousin Astari. Following divinations as to her whereabouts, he finally tracked her down in Highmoon, at the tower of Althen Artren. Ensuring that she will survive to return home to Evermeet when her mainland business was finished, he stayed and joined the Company of Claws.

Currently:

Vim finally realized that Astari would not be returning to Evermeet. That is fine with him, for he has now found renewed purpose in the restoration of Myth Drannor. He sees immense possibility here, because he can see through the rubble and death the past glory that was the City of Song. He is learning the duties of senior priesthood from Althen Artren, and has built several temples in the Art Tower and the Blade Tower, in the upper and lower keeps of Castle Cormanthor, and in all the barracks and duty stations currently used in the city. He is helping the Company of Claws clear dungeons of dangerous beast and traps, and occasionally journeys to the Army Hospital on the banks of Lake Eredruie to give succor to the soldiers still recovering there. Vin has not yet learned the ritual to attune himself to the mythal

Randell Phuezznuett male halfling NG (Rogue6/Shadowdancer4/GuildThief 5)

"NO, dammit! I didn't put in any spices at all into that stew!"

Phuezz Nuett arguing with Astari Starym about his cooking, again.

Background:

Randell (Phuezzzy to his friends or Phuezz Nuett to his business associates) is from Sembia, where he and his family were a thieves guild all to themselves in the city of Ordulin working for the powerful and rich to sabotage their business enemies. In addition, the family took work from the country government to act against opposing governments and increase the business opportunity for Sembian interests. Eventually, Phuezzzy got tired of the danger involved in this work, and have made too many enemies among the Sembia powerful to operate safely. He left the guild and started working among a reputable and government-chartered mercenary group called the Shurgard, popular for monster eradication and caravan escort. There he met with the other members of the Company of Claws and acted as their cook while doing his best to hide his rogue skills. That worked until their near fatal cargo recovery mission in Westgate, where he had to showcase all his abilities to get the Company out of Westgate before the vampire gang they fought against mustered all their allies and destroy them. Since then, Phuezzzy has been serving as an above average (if very reluctant) rogue for the rest of the Company.

Currently:

Phuezzzy is the current wielder of Eraelathil and has been selected by Captain Fflar as the head scout for the armies of the Ahk'Vehlar and as the principle trainer for scout in that group. When time from his duties permit, he assists the other members of the Company of Claws in dungeon exploration and in the running of the Wyvernwatch, an inn he purchased for his retirement. He has brought in all his family to help him run the inn, and they also serve as reserve members of the Ahk'Vehlar scouts when need arises. The inn serves as a watch post of new visitors of Myth Drannor, as persons of interest to the military are sent to stay at the Wyvernwatch to be watch by all the halfling that run the place.

Deschane the Drunken human male (Monk9/Drunken Master1) LN

*"*sigh*, Ish thish bodd! umty agen?"*

Deschane, spending his freetime between adventures.

History:

Deschane's background is shrouded in time, for he has forgotten most that he has done due to his heavy drinking of his favorite alcohol, firebelly. What is know is that he met with the founding members of the Company of Claws somewhere in Sembia and joined them for an equal share of the spoils they would receive and all the alcohol found in the adventures. He is obviously a monk from the way he dresses and from his actions when not drunk. He has a unique form of martial arts that combines the brutal strikes of the Tiger's Strike discipline and the fluid grace and economy of motion he learned in an ancient and forgotten elven martial art practice, founded before the days of the raising of the mythal in Myth Drannor. He has also learned to combine

elements from his heavy drinking into his stances and feints, and now commands respect in all other monks he meets for his distinctive style and brutal efficiency.

Currently:

Because of a lack of anything else to do, serves in the Ahk'Vehlar as a principle ambassador bodyguard because of his skills, and because he wields the Power Arm of Myth Drannor! The Company recovered the pieces of the artifact on their frantic running around in Myth Drannor the night Yoor-Acht the Mighty raided Myth Drannor against the fey'ri. Given permission from all the captains after a wizard mind-read him to get his intentions and aspirations (which he doesn't have any, he's always content where he is) to be its wielder, they gave him the responsibility of the head of security for Myth Drannan ambassador when they are outside Myth Drannor. He has been taught all the Arm's powers and is learning lessons on how to be a bodyguard effectively from former bodyguards in the Crusade's army.

Slam, Son of Chug, Grandson of Smashed LG male half-ogre (Paladin 9) Tyr

"Raaaargh, I will give them a chance to repent," Squeezing his huge fingers together and looking through it with a yellow eye: "A very small chance to repent."

The Company of Claws ask Slam what he would do the next time he met with the Zhentarim caravan he has been trading with just outside his shack near the Spiderhaunt Forest.

History:

The Company of Claws met Slam on their way to Highmoon, following a tip to sell some books about Myth Drannor. At the boundary of the Spiderhaunt, they ran into a huge humanoid fighting against a large group of man-sized spiders led by a two-story tall spider. The entire group almost lost their lives, but they fought to victory and took several days to heal. He started to journey with the group, and helped them recover Mhaorathil from an abandoned dwarven mine. He then left, led by a vision granted him by Tyr.

Currently:

Slam is currently on loan from the Abbey of the Just Hammer to the Abbey of the Sword. His incredible strength and his enchanted battle-maul have helped the Tempusites battle back some of the horrors that are emerging from the portal-filled depths. He has found a steed, he rides an mean tempered dire boar of huge size. The boar is marked with the scales of Tyr upon his rump, and escorts Slam in any area where he can fit. Slam is happy about his current situation, and is still trying to convert anybody he runs into to "follow the blindness of Tyr".

Kreiger Steelire LG male shield dwarf (Cleric7/Warpriest2)

"OY, yer n ugly one, ain't ye?"

Krieger meeting Slam for the first time.

History:

Krieger is the head priest of the Steelire clan. This clan was a Myth Drannan clan that boasted the Captain of the shock troops Vuth Steelire, and they stayed and fought until right before the Baneduel. Seeing that the city was lost, they covered the retreat of three other flight and escorted these folks to the city of Tilverton. They turned south and journeyed deep into the Thunder Peaks, creating a deep mine and starting a relationship with the fledgling dale Sessrendale. After a few hundred years, the entire clan moved back to their ancestral lands back in the area of the Spine of the World. Krieger went to Highmoon to act as the priest for several construction crews hired to construct the walls around Highmoon. On a dream from Moradin, he met with Althen Artren to discuss a burden on his heart. The Company of Claws escorted Krieger to the ancient Steelire mine and helped a soul find its eternal peace, while at the same time Krieger claimed Mhaorathil as his own. He journeyed back to Highmoon, prepared the way for the clan to return to the Dalelands, and thoughtful of his new status and wondering what the future would hold.

Currently:

Krieger marched north with several dozen dwarves with the Army of Deepingdale to help the Elves retake Myth Drannor. Krieger fought like a demon, holding lines that should have shattered under their onslaughts and leading charges that saw both outsiders and fey'ri retreat in haste and the oncoming rush of ominous chants and furious weapon play of Dalesman and dwarf. Krieger is the leader of the clan members who will return to Steelire Manor in Myth Drannor, is serving in the Ahk'Vehlar, and is looking to restore the dwarven temples in Myth Drannor (has not had the opportunity to do so, too many battles to fight and dungeons to clean out).

Althen Artren NG Moon elf male (Wiz3/Clc3/MysticTheurge17/Archmage5/ElvenHighMage1)
Tel'Quessir'Ri or "Outside the People." Called the Outsider, the Crazy, Corellon's Hand

"I like talking to myself. It is so much easier to get things done with eight of me running around." Statement made to an adventuring group he has hired for mission of importance, after having a discussion with seven of his simulacrum as to what their tasks are for the day.

"Well, there is that, isn't there."

Statement made tongue-in-cheek to the same group of adventurers when an important detail of his next mission is pointed out to be false.

History:

Althen Artren is an elven wizard/cleric that has lived in the Highmoon area of Deepingdale for several centuries. The Artren clan was a family that was long ago exiled outside the elven nations for crimes they were accused of in Semberholme before the raising of the mythal at Cormanthor. Clan Artren is able to trace their genealogy back from Aryvandaar to Arcorar and to the present day. Althen was born in the year 604 DR to his parents Alpheon and Sellera Artren. As per the family tradition, the firstborn son Artren learned the arcane arts and the religious rites of the priesthood of Corellon Larethian from his father and the family loremaster. When he was starting in his first century, the Weeping War erupted in Cormanthor. All the living members of Clan Artren joined with the Harpers, donned disguises, and journeyed to Myth Drannor to fight against the hordes of the Army of Darkness (Disguised were needed for the Artren's to fight in the armies Ahk'Faern and Ahk'Vehlar, due to that their lives were forfeit if they were caught by elven soldiers in elven lands.) His parents were killed in the Battle of Twilight's Falling, but Althen was on another front in the war, and lived all the way through the War to be one of the final survivors of the Final Flight. (He was one of the group of suicide soldiers in Castle Cormanthor that distracted several hundred Army of Darkness members and managed to escape through the Tarynstone tunnel network under the city.) He then spent the next few decades working with the Moonshadow forces of Semberhole, protecting the elves that lived there from the encroaching forces of the Remnant of Darkness and of the humans of the surrounding areas, and worked on fortifying the wards around Myth Drannor to discourage intrusion from outside forces. It was in 864DR when his disguise fell apart and he had to flee the Cormanthor forest. He then spent the next few centuries wandering and fulfilling missions for the Harpers, exploring ancient elven ruins adding to his spell repertoire, and trying to improve relations between the elves and the other races of Faerun. In 1184, he went back to Highmoon and served as the High Priest of the Creator's house there for several decades, serving the needs of Tel'Quessir and N'Tel'Quessir as best as he could until he felt the call of Arvandor. As he was about to step into the heart of the Evertrees and journey to Arvandor, he was teleported to Corellon's Grove in Evermeet. There, Althen met with Corellon and was informed of these things: Clan Artren and Althen in particular were held in high regard by the Seldarine for their service to the Tel'Quessir and for trying to improve relations between Tel'Quessir and N'Tel'Quessir even though the clan was exiled from fellowship with the elves. He was going to be given the chance to lift his family's exile within the next couple of centuries, but he had only one chance to do so (the exile could only be lifted by the Coronel of Myth Drannor by decree), that the elves would try and reclaim Myth Drannor sometime in the future, and Althen was to prepare the Dalelands and the mainland elven towns for that attempt. If the elves failed to reclaim Myth Drannor, then Althen would fail in his chance to redeem his family, and would be called to Arvandor. Althen was then blessed by Labelas

Enoreth to live a longer life, Sehanine to more fully understand the secrets of omens, mysticism, and death, and by Corellon Larethian to understand the souls and magic of the elves and to serve as an example of what Corellon wanted the elves to become. He was then teleported back to Highmoon to start his god-given commission. Althen has been preparing for the elves attempt to retake Myth Drannor since 1252 DR. He has teleported to all the major libraries of Faerun outside the elven lands and has researched all the accounts of Myth Drannor he could find. The basis of this research starts with the mythal raising in 261 DR and goes through all the way to the end of the Weeping War and the reestablishment of Elven Court. He has commissioned several adventuring groups to bypass the wards that he helped set up around Myth Drannor to retrieve items of power and any historical accounts that were left over to prepare for the eventual reclamation attempt.

Currently:

Althen Artren is one of the most knowledgeable individuals on the history of Myth Drannor still living in the Realms at the start of 1374 DR. (He is also the most accessible by far, as Elminster of Shadowdale and Khelben Arunsun are exceedingly hard to pin down and only give out information on subjects if it improves their own plans or by Mystra's decrees.) He has fought in several battles of the Weeping War, read thousands of accounts of the survivors and historians, and has explored many of the battle sites after the Elven Retreat in 1344 DR. Due to the foresight given him by Corellon, he was incredibly surprised when he found out about the Retreat, but decided that it shouldn't interfere with any of his own preparations. Althen has continued protecting the Semberholme forests, his magic being sufficient to destroy any threats to the elves there and to have kept them from killing him. Almost all the elves that knew of his exile and would make attempts on his life left for Evermeet. The elves that remain in Faerun know him as an eccentric but powerful wizard who works on protecting them and creating defenses and gates to help them survive in this modern world.

Althen's current list of allies is quite impressive. Since the family's exile, all Artren's have been life-long member of the Harpers, and help out any member of that organization that they can, be it through magical healing or giving out information or the casting of hard-to-find spells at reduced cost. He has become a member of the Deepingdale government due to his arcane abilities, generous donations to the coffers and military armory, and practical advice he has given Thereman over the years. Under disguise, he has recently hired a noted group of mercenaries and sent them to Daggerdale to help with the defense of that country. (It took several hours of conversation between the mercenary commander Knight Captain Sargaroth Claythorn and Althen in disguise to get Randall Morn to even read the contract. Randall read every detail of the contract, and because it was given a stamp of approval by a High Priest of Tyr, reluctantly accepted the large group of mercenaries to his command. Actually, he still has very little trust for this group, however, the mercenaries have such a impeccable record of success and reliability that he is SLOWLY coming around and thinking this is a godsend.) He has helped out and been helped by the Chosen (and just as often traded spells with them due to each participant's plans crossing the others, note he has never won any of these exchanges, but sometimes delaying a Chosen is victory enough.) There are several elf noble families the Artrens retain close ties to (among more progressive thinking families) and provide aid to when necessary.

The list of enemies to the Artrens is even longer. Althen has been a life-long opponent to the Zhentarim. In fact, he and Mansoon has each killed the other in spell-battle once (and neither really relish the chance at the tie-breaker) much earlier in their careers. Due to his Harper connections, he remains an opponent to the Red Wizards, the Shadowmasters, Cult of the Dragon, and most recently the Shades mounted a covert attack and tried to claim his magical tower.

Althen has worked on simulacrum magic so extensively that any simulacrum he makes has a higher percentage of his personality and abilities. In addition, he has more control over their actions than the typical wizard has over his simulacrum, due to modification in construction processes and in material components. Finally, he has crafted several spells that allow him to interact with his simulacrum, be it summoning them to battle with him (survivors of confrontations with Althen report that after a word they were staring down 16 different Althen's each with a wand or staff pointed at them), that allow him switch places with any simulacrum he has created, allow

him to plant information or commands that needed to be fulfilled, and that allowed him to access their minds and learn what they have learned. His spell library dwarfs the libraries of most spellcasters, and he has other hidden backup libraries around Faerun in case this main one is destroyed in battle.

He is an officer without portfolio in the fledgling government of Myth Drannor, handling several needs of the city like running the temples in Castle Cormanthor, teaching magic at Windsong Tower, and

Equipment:

Archstaff of Khoevoerm

Longsword+5 "Aina El Kirmaeg" made of alchemic silver with Holy, Dancing, Vorpai (made during the Crown Wars)

Longbow+5 "Aina Cu" Holy, Distance, Acidic

Bracers of Defense with "Speed" enhancement

Enchanted Holy Symbol (made of alchemic silver and contains the five Alchemy Stones and a Luckstone)

White Robe of the Archmage

Cloak Resistance +4

Ring of Protection +4

Ring of Wizardry Type 4

Scroll, potions, and wands in abundance

The Nomad of Scars (Wiz12/Oozemaster6/Incantrix10) NE Moon half-elf male

"The hate-filled shall always outlive the hated."

The Nomad of Scars to the last member of the Ahk'Faern he kills with his spells at the battle of Riiose during the Final Fall in 714DR, shortly before his own defeat.

History:

The Nomad of Scars grew up as Haladdera Tsornyl, a minor wizard/poet adopted into the Tsornyl clan in the Semberholme area. He had little talent in the fine arts but excelled as a wizard, and served as a minor clan wizard helping out wherever his talents would allow. He was the lone survivor of the attack made by Moander on the village of Tsornyl in 75 DR. He fought his way from the village edge to the battle-lines where the elven armies of Myth Drannor were fighting to keep Moander's children from spreading further. With Moander's touch rotting his body with every step, he finally fell a dagger's throw from the High Mages that were casting the N'Quor'Khoar ritual, screaming for help as his flesh melted off his body. The High Mages, who were not able to stop their casting for fear of creating a magical storm that might destroy southern Cormanthor, finished their casting and banished all trace of Moander and his children, including Haladerra, below the earth.

Being the only elf who was still alive in his grasp, Moander kept Haladdera alive, torturing him for decades because of the elves that trapped him. During his imprisonment, Haladdera never once cursed his captor or begged for death, but swore death and vengeance against the Ahk'Faern in particular and Myth Drannor in total for leaving him to this fate.

After finally tiring of the sport he made of Haladdera, Moander made Haladdera mostly whole and offered him a deal. Moander would remove all of his essence out of Haladdera and teach him new and powerful magics if Haladdera would leave the N'Quor'Khaor prison and work on trying to break the High Magic bonds.

Haladdera agreed and spent the next couple of decades learning arcane arts under Moander's avatar. Moander gave Haladdera all the surviving spellbooks and magical devices left over from Tsornyl and completely removed his taint from Haladdera's body, allowing him to leave the N'Quor'Khaor prison.

Haladdera went against the deal that Moander offered him and fled Cormanthor for a time. He went into the Tortured Lands and lived as a hermit, exploring his new powers and formulating

plans of revenge against Cormanthor. It was at this time he earned his moniker the "Nomad of Scars" from the humanoid tribes he slaughtered mercilessly, due to his physical appearance of a leprous elf with poorly healed wounds and his ability to appear anywhere and attack without remorse. Eventually, Haladdera purged what was left of his elven nature with acts of brutality and murder and took to calling himself the Nomad of Scars.

The Nomad came across an abandoned Netheril outpost on the border of the Tortured Lands. After plundering it, he realized that Netheril's mastery of magic was the key to deal blows against the elves of Cormanthor. With new resources at his disposal, he sought out surviving wizards of Netheril. During the next few centuries, he studied under the likes of Aumvor the Undying, Alokkaier of Hlontar, and Larloch the Lich-King, exchanging services in the world for forgotten knowledge of Netheril.

When the Nomad heard about the humanoid armies gathering north of the Moonsea, he went to take over the army and lead the charge to Myth Drannor itself. When he came across the Trio Nefarious, he realized he was overmatched in power and offered himself as a soldier under their banner. The Trio accepted, and the Nomad was placed under the command of Laummas the "Lich-King of Hlondath". The Nomad fought with Nezzras "the Traitor" until Nezzras' apparent death at the Battle of Fallen Flight. The Nomad continued to fight until he was apparently killed in the Final Fall at the battle of Rirose, where a follower of Mystra sealed his fate.

Currently:

The Nomad is currently in a stasis sleep created by his contingency magics deep within his primary hidden lair within the Tortured Lands. He waits for the day that Myth Drannor shall rise anew, for he foresaw a day when the elves would again try to reclaim this kingdom, and rebuilt the City of Song. So great is his hatred for the City of Song that the trigger to release him from stasis is when an elf once again sits on the throne of Castle Cormanthor.

The Nomad would appear today as a leprous half-elf who appears to have died of starvation. Little remains of his ears and nose, and his lips have cracks missing out of them. Several poorly healed scars criss-cross his face and body, and his eyes are yellowed and dead-looking. He retains little hair, having scraggly tufts left only on the top and above both earholes. He always appears in travel-stained adventuring attire that is well-worn and often repaired. He carries with him a duskwood staff carved in the shape of a striking black dragon with twenty-four bows of moon-ivy tied onto the neck of the dragon (one for each member of the Ahk'Faerun he has personally killed with his spells or weapons in the Weeping War). He wears a slim longsword on his right side, and never wears armor, depending on his spells and special abilities to protect him from physical attack.

He is a master of contingency magics and in the ability to make spellmantles, the magical devices created by Netheril archwizards for their own personal defense. He will have several spellmantles active on his person at all times, each being unique to the situation the Nomad engages in. Further, he creates contingency packages upon his both for both offensive and defensive purposes. He has a large cache of magic items that he has bartered for from his previous masters, and from his own explorations in the Netheril ruins that dot the Tortured Lands and Anarouch. He engages in occasional forays into dungeons such as Undermountain to further his magic item cache and to expose himself to new magics.

There are only two emotions that the Nomad feels now. A driving hatred of Myth Drannor and the beings that live there is the first. He will kill any being quickly and without remorse if he divines that they live in or near Myth Drannor, or are an elf-friend in any way. He will go out of his way to destroy any caravan or any military force that serves Myth Drannor, not fearing death due to the contingencies and spellmantles that he places on himself, and the number of clones that he has grown and ready for use. He attacks in the way that will do the most damage or cause the most death to the group he engages, not caring about the long-term results of the attack. He tries to use summoned creatures or undead creatures to keep distance between him and his foes so that he can use his spells to best effect.

The other emotion is fear of being captured by Moander or any of his agents. The Nomad still has nightmares about the horrors he had to endure at the hands of Moander's avatar in the Darkwatch, and has no illusions about how he would be treated if he were to be captured again, and would rather take his own life than endure that treatment again. The Nomad will avoid any

location he believes is sacred to Moander or any person he believes is a servant of Moander, trying to avoid the attention of the trapped god.

The Nomad would trust and work with only one person alive in the Realms, and that would be Nezras the Traitor. The Traitor has survived to the present day, and if the Nomad were to learn that, he would certainly set out and try to ally himself with his old comrade in arms, and dark would be the day for Myth Drannor where that to happen.

Noted Equipment:

The Staff of the Nomad – a staff of power type item that has alternative spell-like abilities, ones that would mirror a black dragon's abilities (dragon breath 4th wizard spell, water breathing instead of fly) and spell-choices typical of a black dragon

Several spellmantles

Ring of spell storing

Several Netherese scepters

Several belluths

Weavehater (Longsword +3 Spellcutter (allows to cut through magical fields, walls of force, and prismatic walls)

Scrolls and Potions in abundance

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