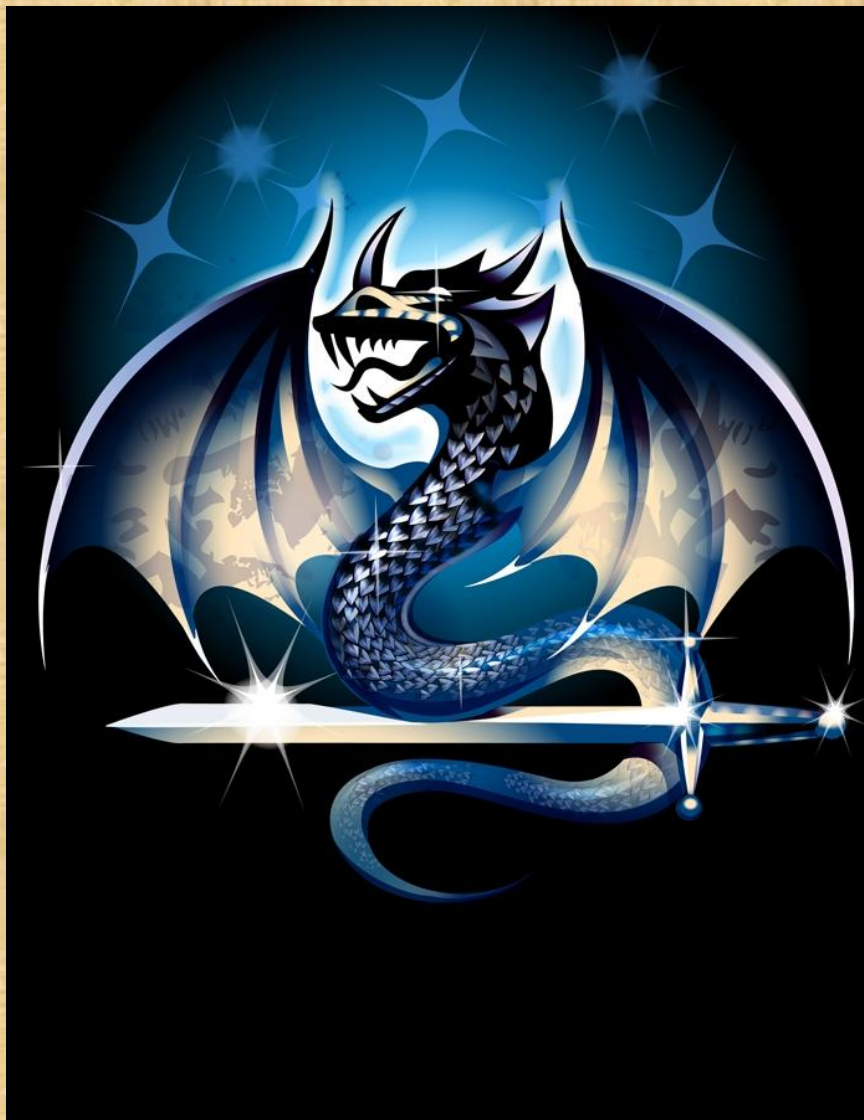


SHARRVEN



Realm of the Dragon

Compiled, edited and in parts written by

“Snowblood”

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SHARRVEN & SURROUNDING REALMS



Introduction to Sharrven

Sharrven was founded by Moon Elves and a few Gold elves due to overcrowding in Evereska and those elves fleeing the elitism and hubris that plagued Siluvanede. Sharrven enjoyed a golden age that saw it reach heights approaching those of ancient Shantel Othreier. The realm gave birth to the realm of Eaerlann in response to the direct threat posed by a return of Vyshaan ideals. Sharrven's end came after a just a handful of centuries after it established Eaerlann. The fey'ri utilised long forgotten portals to unleash tens of thousands of 'monsters' who unleashed a slaughter unseen since the Crown Wars upon the cities and settlements of the realm. The few survivors fled to Evereska, Illefar and Eaerlann, leaving but a few hidden settlements and tree steadings behind.

Sharrven had a complicated rulership structure, that changed over time, but was dominated for most of the realm's existence by a series of war leaders who took direction from an inner circle of matriarchs, the Evaere (wise old female elves, all from important elven families, who had both personal influence and magical powers), to whom the heads of all elven families could appeal in matters of governance (in practise, a dozen or so of the most powerful and wealthy families cajoled the Evaere constantly, and the heads of lesser families spoke to them at annual conclaves or in emergencies).¹

Daily life in Sharrven was guided by a "live in harmony with the land" thinking. Rather than the human habits of clearing brush and trees, building roads, and erecting structures of stone and dead (cut) trees and other materials, the elves preferred to "garden" living trees and shrubs to shape them into structures, planting specific vines and leafy bushes and influencing them with magic to interweave and create thick "thorn-hedge" living walls and roofs for their dwellings. Herbs and edible berry-plants were grown as part of dwellings, small furry forest creatures were bred and tended as human shepherds tend flocks of beasts, being culled and harvested with an eye to constantly improving the quality and quantity of available food, and so on. Dance and soft, wordless sung music were popular hobbies, and spells that involved real-time tracing of metal items (such as the weapons borne by an intruder, or a woodcutter's axe) were a specialty. The elves blended into their realm rather than reshaping and "conquering" it.

Sharrven's Elf mages used combinations of spells that caused trees to grow into dense barriers of boughs, thorns, and foliage (straight "hiding"), to confuse scent tracking and critter minds by causing predators to "look past" enspelled areas and be unable to notice that they're doing so, and general confusion/fatigue spells that afflict all who don't carry "keys" (talismans or tokens) conferring immunity to those spells. In other words, wander near and you'd feel disoriented and tired and subconsciously want to get away, but aside from getting away wouldn't want to do anything else energetic.²

1. Ed Greenwood @ Loremaster.org 2009

2. Ed Greenwood @ Loremaster.org 2009

Age of the

Dragon Riders

-9000 DR

The Fifth Crown War ends with the utter defeat of the Vyshaan and the dissolution of Aryvandaar. Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace. Many elves begin migrating back to the Elven Court in the eastern forests. Keltormir and Illefarn emerge intact from the Crown Wars, and the latter realm joins with the vassal realm of Ardeep now that Shantel Othreir is no more.

-8600 DR

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

-8400 DR

A few sun elves return to found Siluvanede in the north-western reaches of the High Forest. Coronal Vaellennsra sends delegation from Illefarn to oversee the re-founding of this Gold Elf homeland in the western High Forest. The envoys ensure that the returning Gold Elves honour Kelytha's Peace before allowing them to re-build over the ruins of old Occidian, the new city Lothen of the Silver Spires. In time they are joined by clans of Moon Elves migrating from the remains of Shantel Othreier, Ardeep and Illefarn.

The Sun Elves of Siluvanede continue the elitism and arrogance of the Vyshaan ancestors, which does not sit well with the realms Moon Elf minority. Driven by a desire for change the Moon Elf nobles and a few Sun Elf clans gather to discuss the establishment of a new realm to free from the taints and hubris of the past.

-8200 DR

Founding of Uvaeren. Its First Rysar begins with the crowning of its first coronal. Elves from the outer reaches of Illefarn begin migrating to this new realm,

many looking for a fresh start away from the constant reminders of all that was lost during the Crown Wars.

-7600 DR

Founding of Sharrven in the southern reaches of the High Forest, due to overcrowding in Evereska and elitism of Siluvanedenn elves. Many of the Elves reunite with their kin from Illefarn forming a lasting bond between the two nations. The Evaere, led by the High Mage sisters Nithrallnor and Rithaenlor Vinae, elect the Moon Elf Duskblade Telporine Estelda as the realms first Araegisses. The council of elderly matrons charges her with leading Sharrvens forces as they fight to clear out the areas around their new realm of orc, trolls, giants and hobgoblins.

War of Reformation

-7599 DR

Telporine Estelda leads a mixed group of knights, archers, infantry and spell blades on a long and arduous campaign to root out their enemies from the Tildarynn Hills, (later known as the Sisters in honour of the Vinae twins). After the battle of Shadows Run, the first tombs in the sisters are dug for the many fallen, the first of many.

-7450 DR

After successfully routing out the last hill giant stronghold in 'The Sisters', Araegisses Telporine Estelda is slain whilst saving a clutch of Gold Dragon Hatchlings (whose parents have already been slain), from a marauding band of Green Dragons out of the High Moor. Given to the care of several Moon and Green Elf youngsters, these 14 dragonettes bond upon hatching with their carers, forming the nucleus of what later becomes the Arkiirkerym – Order of Dragons and their Riders.

The Evaere immediately elect Telporine's Second, as the next Araegisses of Sharrven.

-7449 DR

Coronal Ulraeth's youngest daughter marries Whyllyr Ammath, the current Aradoness of Sharrven, a sure sign of the continuing interdependence of the two realms.

-7436 DR

Araegisses Whyllyr Ammath resigns his commission at the birth of his second child, citing the risks of his job do not outweigh his responsibilities to his family.

Ostracised for his decision, his family migrate to Everanshee in Rilithar to live with the Coronals family.

Aeriadnay Estelda becomes the next Aradoness of the realm.

The Battle of the Unicorn Run

- 7380 DR

Aeriadnay Estelda's forces slaughter the last tribes of goblinoids at the confluence of the Unicorn and Delimbyr Rivers, beneath the bough of the Southwood. This victory firmly establishes Sharrven as the premier power in the southern High Forest. Victory is gained largely through the use of Gold Dragons and their riders working in concert with the troops and magi of Sharrven's armies.

-7099 DR

Coronal Ulthrath of Illefarn dies when a portal he is about to enter in the House of Long Silences, explodes, killing him, his wife, and four of their 9 children. Too young to even be considered for rulership, the Conclave of Lords using the Rule Sceptre, elects Ulthrath's cousin, the Selutaar Ellardreth Moonsong as the newest ruler of the empire.

The wise and energetic Elladreth sets about expanding Illefarns influence and reach throughout the former Elven empires of Keltormir, Shantel Othreier and Aryvandaar. Through his sponsorship the trade portal networks are expanded greatly with trade franchises and cantons set up in places as far away as Chult, Yuirwood, Riildath, the Moonshaes, Sharrven, Siluvanede, Cormanthor, Rystalwood, and Uvaeren.

-7071 DR

Aradoness Aeriadnay Estelda retires to a quiet life of study and teaching, founding the Order of the Shadow Queens, a group of powerful, High Mage Matrons, whose job it is to sit outside of Sharrven's internal politics to safe guard the realm. Though they rarely if ever speak out. Their words and pronouncements are considered by many to be law.

The Moon Elf Ranger Hallon Hawkmoon is elected to lead the realm.

-7002 DR

Aradoness Hallon Hawkmoon and a hunting party he is leading, mysteriously disappear whilst investigating

reports of strange demonic creatures being sighted in the mountains north of Caerynghlass. Despite several searches and the scrying of the Shadow Queens, no signs are found of either the Aradoness of the mysterious intruders. The Moon Elf warrior- priestess of Angharradh, Nahomaer Eveningshine becomes the next Aradoness of Sharrven.

-6870 DR

Coronal Ellardreth of Illefarn and the Song Knights agree to establish watch posts, hostleries and chapter houses at all of the major portal exits throughout the Empire. Thus increasing Illefarn's presence and hopefully influence throughout all the lands that were once in Elven hands.

-6692 DR

Aradoness Nahomaer Eveningshine settles a border dispute between Moon Elf settlers to Caelpiir and long-term resident Gold Elves. The dispute leads to the establishment of a permanent garrison within the settlement

-6562 DR

Riots once again break out within Caelpiir as the garrison is called away to take care of roving forest orc bands in the north. For 8 days and nights Moon Elven farms and tree homes are burned and their occupants either forced to flee or put to the sword in an orgy of frustrated blood-letting. The rioters and rebels are only brought under control with the arrival of Dragon Riders from Lhuvé.

Aradoness Nahomaer Eveningshine resigns in disgrace at her poor handling of the settler's dispute, and her sister, Alarendi Eveningshine is elected in her place.

-6562 DR

Aradoness Alarendi Eveningshine leads a group of dragons and their riders against a pack of black dragons hunting down off of the Highmoor. Tracking them back to their lairs the Wind-Riders discover a nest of black dragon kin preparing to lead a horde of goblinoids and stone giants. The horde leaders are slaughtered before the horde can form.

-6135 DR

Alarendi Eveningshine retires as Aradoness after giving birth to her first child. She takes up her new post as Desmril of Baerel and the realm's Araegisses Tallin Hawkmoon is elected to rule in her stead.

-5888 DR

Dwarven ambassadors from Shanatar to arrange trade between the two realms. Tallon Hawkmoon is invited to journey with the Dwarves back to their realm to see what they have to offer for himself. A delegation of Dwarves stays behind for the purpose of prospecting and mining exploration in the foothills of the Great Starmounts.

-5660 DR

Intevar's Librarium and some strongholds in Uvaeren are attacked by greedy elf wizards from Siluvanede and other places, seeking knowledge of High Magic, to no avail. However, Intevar dies of a poisoned wound. Tallon Hawkmoon tracks several of the attacking mages back to Lothen, but the authorities there deny all knowledge and bar him from entry.

-5728 DR

Whilst travelling on dragon back to his regular trade-moot with the Dwarves, Aradoness Tallon Hawkmoon and his clutch mate are shot down by overzealous dwarves thinking they are under attack. Both dragon and rider are killed in the crash, and a subsequent investigation fails to identify the exact culprits. As a result relations between the two realms remain frosty.

In a surprise move designed to foster better relationships with Siluvanede, the Gold Elf Ormpillaer Ellorshin is selected as Aradoness of Sharrven.

-5611 DR

Ormpillaer Ellorshin is assassinated by summoned demons whilst on a diplomatic tour of Telardon. He and most of his escort are slain. The perpetrators are quickly rounded up by are mysteriously disintegrated by forces unknown in their holding cells before they can be properly questioned.

A retaliatory raid led by 3 Shadow Queen High magi sees several prominent figures within Telardon's society meet a similar fate to the much loved Lord Ormpillaer. Sensing war upon the horizon, the mysterious Shadow Queens instruct the Council of Velarshree to select the Duskblade dragon rider, Falrassa Moondark as Araegisses and ruler of Sharrven.

-5300 DR

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

-5238 DR

After guiding Sharrven through a generation of peace, despite being named war leader. The aging Falrassa Moondark passes happily to Arvador at the end of a long and fruitful life. He leaves behind a legacy that long outlives the memory of his name in the form of the Silver Blood Touched Elves of Moondark.

The great, great, great grandson of the Vinae Twins, Rintallor Vinae becomes the newest Araegisses and ruler of Sharrven.

-5000 DR

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

-4980 DR

A group Daemon'fey tomb raiders are destroyed by Rintallor and several tomb guardians, assisted by the Baelnorn Vinae sisters. In the ensuing battle, they fey'ri and their devilish minions are obliterated but so to his Lord Rintallor and his moonhorse mount. Remorseful and righteously angry at the loss of their kin the Vinae twins visit their own brand of fury upon several orcish tribes living within the Greater Starmounts, ensuring that no horde will come from there for at least the next 500 years.

The popular War Leader Arccantyll Lighshiver, becomes the latest ruler of Sharrven. His first order of business is to increase the army's readiness and to begin forming closer defensive ties with Ardeep and Illefarn.

-4846 DR

Coronal Escathallon of Illefarn and three entire circles of druids are slain whilst attending a High Moot in the south-western High Forest. In all 53 druids and their apprentices are slain. When questioned, their animal companions tell of the druids

being slain then the bodies destroyed by winged elves wielding strange, archaic weapons and magic.

-4800 DR

The Dlardrageths [-5000, -4500] subvert several powerful Siluvaneden sun elf houses and, by encouraging demon-elf crossbreeding, create the fey'ri. The fey'ri houses conceal their secret heritage and come to wield great power in Siluvanede.

-4700 DR

Nobles of Sharrven who seek to restrict the ambitious Siluvaneden found the kingdom of Eaerlann among the ruins of Aryvandaar. Fearful that the Sun Elves would repeat the mistakes of the Vyshaan Empire, the Velarshree of Sharrven, backed efforts by War Leader Arccantyll Lighshiver and young nobles establish the realm of Eaerlann amongst the ruins of Aryvandaar. To this end they began rebuilding the walls of the ruined capital Sharlarion, renaming it, Glaurachyndaar, the City of Scrolls.

-4550 DR

Leading a team of geomancers and life shapers, along with a strong contingent of soldiers and dragons, War Leader Arccantyll Lighshiver, the Green Elf settles upon a site for the new nations first new city. More importantly it is a seat of power devoid of the taints of the past. The elf tree city, named by War Leader Arccantyll Lighshiver Teuveamanthaar, is founded on the present-day site of Tall trees and named the capital of Eaerlann. Magical and material support is supplied by Illefarn much to the appreciation of the populace of the city. A system of portals is established at key points around the realm along with a series of watch posts and signal towers along Eaerlann's northern, western and eastern borders, all interlinked by portals and communication orbs.

-4539 DR

Whilst travelling alone from Darmaerthe to the old religious city of Mhilamniir, War Leader Arccantyll Lighshiver is attacked and eaten by a rogue green dragon and its mysterious demonic rider. The famed High Mage Delsinor Estelda become the next Araegisses of Sharrven.

-4500 DR to -4300 DR

Seven Citadels' War

These skirmishes between the elite forces of Siluvanede and the fledgling forces of Eaerlann are sometimes collectively referred to as the Sixth Crown War.

-4500 DR

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

The offensive action against the Fey'ri by the combined might of the magi of Eaerlann and Arcorar help ignite the flames of war. Arcorar's people became caught up in the conflict, and there they died. Whilst they had only planned to imprison the fey'ri for a few centuries, none survived the war, who knew how to release them from the magical reverie, thus in time they were forgotten.

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

The Siege of Bellan'

-5498

Moon, Gold and Green Elf forces from Eaerlann and Ardeep lay siege to the southern Siluvaneden citadel of Bellan'daaran. The small fortress city on the southern slopes of the Lost Peaks is quickly over-run, and a guerrilla style of warfare persists for months amongst the hills and valleys surrounding the mountains. Initial losses by Siluvanede troops are horrific forcing them to pay closer attention to their new ruling Lords, the Floshins, Ealoeths, and Aelrothi's.

-4489 DR

After suffering grievous losses from the outset of the war, the demon tainted houses of Siluvanede open the Vyshaan armouries left to them by House Dlardrageth. Eventually the Gold Elves open four of the five armouries, unleashing horrors upon the world that have not seen daylight for more than 5000 years. Outraged

by the presumptive arrogance of the Siluvaneden Gold Elves, the Araegisess of Sharrven declares war upon the Vyshaan pretenders, which in turn draws Ardeep and Illefarn into the conflict.

-4449 DR

Sack of the Sunlit Spires

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

-4440 DR

Eaerlann presses Siluvanede. The Siluvaneden open several of Aryvandaar's ancient citadels and equip their warriors with Vyshaantar weapons. This tactic draws Sharrven into the war.

-4400 DR

The Battle of Aelyth (Swanship War)

Greatly strengthened by their use of Vyshaan battle crawlers, and worse, the fey'ri led troops of Siluvanede finally meet the full might of Sharrven's military forces when to two sides meet in the glades and meadows surrounding the Gold Elf settlement of Aelyth'vorshin, (a tree town nestled upon the northern banks of Starfire stream, a minor tributary of the Dessarin.

In a battle that rages for 21 days and nights across vast stretches of forest, the combined might of Sharrven's armies, mages, dragons and the timely arrival of the Skyfleet from Illefarn sees the demonic elves and their duped gold elf minions routed from the woods east of the Lost Peaks.

-4363 DR

In revenge for their heavy losses sustained at Aelyth, the Dlardrageth's convince several of Telardon's Selutaar to make use of a Vyshaan War Mythal. In an act of human-like treachery the Fey'ri magi allow their Gold Elf lackey's to die whilst they cast an abomination that brings about the complete annihilation of the Sharrven fortress city of Tiru Orindraar.

-4357 DR

The Rape of Telardon

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

-4300 DR

The Sack of Lothen

With the full backing of the forces of Sharrven brought to bear against the victorious Siluvaneden, the Seven Citadels war is finally ended with the sacking of the capital Lothen. Fleeing with their surviving forces, the Daemon Fey flee to Nar'kerymhoarth to open the final and greatest armoury known to them. The final battle unfolds as Sharrvenar High Mages, Dragons and Windriders, battle with the fey'ri and their demonic allies as they emerge from the fifth armoury in a desperate and unsuccessful gambit to reverse their fortunes in the war. The legacies of the Vyshaan that cannot be destroyed are again stored away in the darkest vaults and galleries of the armoury. Once sealed the Moon Elves refuse, and forbid anyone from speaking its name, and establish a garrison of strong Spell blades to forever watch over this darkest of evils.

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

Coronal Ar'reyla sends a contingent of Armathors and Song Knights to watch over the various Fey'ri prisons, and to assist with the hunting down of any who remain.

-4218 DR

Finally laying her sword and stave to one-side, Araegisses Delsinor Estelda, retires from active service to her people and takes up the mantle of Shadow Queen and a position on the Velarshree Council. Her long and meritorious career is sung about in every

Festhall and tavern across the two realms. Whilst is defeated and battle-shocked Siluvanede, her name fills those survivors who hear it with hatred and loathing. Delsinor nominates her nephew, the High priest of Corellon, Kassaldor Estelda to succeed her as Aradoness, a nomination the Conclave of matrons accepts.

-4211 DR

Coronal Ar'relya passes onto Arvanaith peacefully in her sleep, her grand-daughter Yrgenta Moonflower becomes the new Coronal of Illefarn.

With help from Armathors supplied by Kassaldor Estelda the warlike Coronal of Illefarn continues the hunt for missing Fey'ri whilst at the same time stepping up the hunt for roving bands of orcs and hobgoblins that have started appearing in increasing numbers amongst the hills and valleys of the Sword Mountains.

-4188 DR

The Cloven Shield Goblinoid Horde led by the Ogre-Magi K'jaius Nathrglasht thunders out of the Crag and Spine of the World. They quickly overrun many of Illefarn's northern settlements with refugees pouring into Aelinthadaar via the portal network. Leading a small relief force from Caelpiir Kassaldor Estelda manages to save countless elves whilst buying time for the Coronal to gather her forces.

The War of the Moonrose

Leading the largest army of elves seen since the end of the Sixth Crown war, Coronal Yrgenta and her 100000 warriors smash the Cloven Shield Horde upon the Plains of Iliyannar outside the gates of the city currently under siege. Singling out the hordes leader K'jaius for single combat, Yrgenta manages to slay her, but not without being mortally wounded in the process.

-4160 DR

The shield dwarf realm of Ammarindar is established beneath the Graypeak Mountains. Kassaldor Estelda immediately sends goodwill ambassadors to greet the new arrivals and to offer any assistance as may be required. His enthusiastic overtures are met with cautious optimism by the dwarves, who are not used to such an effusive and open welcome by an elf.

-4144 DR

A delegation of Dwarves from Ammarindar stops over in Lhuvë before heading west to Illefarn to discuss the possibility of establishing trade relations with the Elves as part of their drive to get their goods to a working seaport via barges along the Delimbyr River. It is not long before a vigorous trade between the dwarves and elves is in full swing, bringing huge profits to all concerned.

-3917 DR

The drow city of Menzoberranzan is founded by Menzoberra the Kinless. In that same year, Aradoness Kassaldor Estelda, is slain by drow raiders looking for ancient Vyshaan weapons and magics in the ruins dotted about the High Forest. His second, the Araegisses Alluvæ Starsong, daughter of Earlann's Coronal, immediately assumes command, and calling upon Wind-Riders for help, manages to drive the dark elves from the forest for a time.

-3864 DR

A terrible battle between House Nasadra and House S'sril leads to the exile of the former (which later founded the city of Ched Nasad) and the rise of House Baenre as the First House of Menzoberranzan.

-3845 DR

The Eaerlanni elves begin discreetly observing Netheril sending regular reports to their sponsors in Sharrven. Araegisses Alluvæ Starsong begins sending human and half-elven spies to trade with the Netherese to ascertain just how much of a threat they are likely to become.

-3843 DR

The drow city of Ched Nasad is founded, beginning centuries of strife between the drow and the dwarves of Ammarindar.

-3839 DR

Drow raiders from Ched Nasad make their first foray into Elven lands when they attack outlying farms and tree steadings on the edge of Darmaerthe. In retaliation Alluvæ Starsong leads a force of dwarves and elves who begin a concerted campaign to again drive the drow deep below the surface where they belong.

-3830 DR

At the behest of the Shadow Queens, the Eaerlanni elves initiate a formal dialogue with humans of Netheril and begin instructing promising Netherese students in the Art. Taking his final instruction from the High Magi in Telriin'Caer, Netheril's first arcanist is Therion of Gers.

-3706 DR

After a brief and bloody career protecting the realm, Alluvae Starsong retires from office, citing a weariness of killing and death. She and her husband along with 5 of their 9 children take ship to Evermeet and a peaceful new life. At the next Matron's Conclave, the Dragon riding High Mage, Nirillith Moonsong is elected as the new Aradoness of the realm.

-3655 DR

Orcs pour forth from the Spine of the World, but the elves of Illefarn and Eaerlann stand to meet them on the west bank of the Dessarin River at the Battle of Weeping Arrows. Just about to be overrun by the 150000 strong horde, a relief force in the form of dragons from Sharrven and Dwarves of Ammarindarr turn them back with help from the fledgling Netherese Empire and the Rengarth barbarians. The tribal lands of the Rengarth are absorbed into Netheril, although the barbarians remain largely autonomous. Driven south this orcish incursion last 19 years.

-3654 DR

A Sarrukh lich of tremendous power disguises himself as a human arch wizard and appears to the Netherese who have begun to learn magic from the Eaerlanni elves. Although he calls himself Arthindol, the Netherese dub him "Terraseer" for his power to see events all over the world. The Terraseer teaches secrets of the Art to humans and reappears to help them over the coming centuries, never seeming to age. Among his achievements are translations from many of the nether scrolls, the exploration of the Sword Coast North, the occupation of Old Owl Well, and the warning of impending doom at the hands of Karsus among his many other prophecies and teachings.

-3533 DR

Directed to their location by the Sarrukh Lich known simply as the Terraseer, Netherese tomb raiders and arcanists plunder the Vyshaan tombs beneath old Sharlarion. A copy of *The Nether Scrolls* is discovered amid the ruins of Aryvandaar. The Netherese abandon

the magic they learned from the Eaerlanni in favour of the scrolls' greater power.

Under instruction from the Shadow Queens, the Dragon riding High Mage, Nirillith Moonsong leads a hunt for the errant and vile lich in an attempt to stop it and recover the lost scrolls.

-3649 DR

Again at the behest of the Terraseer, who now operates from a hidden location, the Netherese begin to enslave the rock gnomes living in the hills nearby. Several tribes flee west across the border into Ammarindar and thence into the Gray peaks and eastern High Forest, founding several new and magically hidden homes.

-3520 DR

At the behest of the Coronal of Eaerlann, the elves of the Eaerlann, Sharrven and Illefarn begin helping gnome slaves escape from their Netherese captors and move south and east across Faerûn.

-3373 DR

King Azkuldar of Ammarindar initiates trade relations with the magic-wielding humans of Netheril. Through this relationship Nirillith Moonsong sends her spies and agents to hunt for the Terraseer and scout out his location.

-3215 DR

Having finally tracked him down, the Dragon riding High Mage, Nirillith Moonsong leads 6 High Magi to destroy him in his lair, deep beneath the Gods Watch Mountains. Surprised by the might and power of the Lich, 5 of the Selutaar are slain when a mountain peak is thrown down upon them by the Terraseer and his arcanist minions. Amongst the dead is the Aradoness and 4 Great Wyrms.

Nirillith's youngest son the Spellsinger, Nantorath Moonsong becomes the next Aradoness upon the death of his mother.

-3150 DR

With the help of Songknights from across the north the Trail of Mists (a series gate) is established to speed the escape of gnome slaves from Netheril. Parties of magi and Songknights are despatched to set up way stations along the trail until the gnomes can be taught to manage it for themselves.

-2900 DR

The Shadow Queen Khalavaera Estelda gives birth to triplets, an extremely rare occurrence in Elven society and an event celebrated throughout Shaarven. The two girls and a boy named Kelritha, Oluvaera and Hallon Estelda are loved and cared for by their doting grandmother, the Ar'corselutaar of Sharrven Astrith Hawksong MEf HM 27, who recognises very early on their unusual strength of will and talent for magic.

-2880 DR

It is discovered by a court-mage from Illefarn that Lipwyll of Ardeep is consorting with a cove of Fey'ri operating from the ruins of Telardon. Advised by the Corselutaar Adriana Suldusk, Coronal Yr'nvae orders Illefarn's forces to track down and destroy the Fey'ri and their allies. In the ensuing battle Lipwyll and most of the Fey'ri are slain by a contingent of High Magi and Spell Blades led by Chorara Saarinstar. The surviving Fey'ri and their demonic minions are tracked down by dragon Riders and destroyed upon the slopes of Mount Hotenow before they can escape into its fiery depths.

-2844 DR

Tired of a constant life of strife and worry, Nantorath Moonsong relinquishes his office and sails for Evermeet. On his way there, his Swanship founders and he is swept to his death in a sudden squall. Appalled by this pointless death, but alarmed to in the rising militancy of the Gold Elves in Lothen, the Conclave of Matrons elects the warrior-mage Khyllann Leureth as Sharrven's next Araegisses and ruler.

-2790 DR

After being found consorting with a drow from house Melarn of Ched Nasad, Khyllann Leureth leads a group of warriors and magi in rebellion against the ruling Conclave of Matrons, accusing them of being almost drow like in their ways. Helped by his new dark elf allies, Khyllann Leureth flees into the Highmoor, only to be captured and returned for execution by a young Dragon Rider and her clutch-mate out on their first assignment. As a reward for her outstanding efforts, the Matrons offer her the position of Araegisses. At her grandmothers prompting, the Moon Elf, Oluvaera Estelda becomes the youngest ruler of Sharrven, in the realm's long history.

-2770 DR

The Slaughter of Sharrven

Not all of the Gold Elves of Siluvanede accept their defeat. Three houses, Floshin, Ealoeth and Aelorothi flee to the depths of the pillaged Dlardrageth strongholds. Where they plot in secret to re-build their strength. Following the example of the Dlardrageths, the Gold Elves summon and breed with succubi and Incubi thus both strengthening and forever tainting their bloodlines.

After centuries of carefully selective breeding, they create a clan of Fey'ri skilled in magic and possessing powerful innate abilities. Utilising all that they have learned about the relative strengths and weaknesses of Sharrven's defences, the Fey'ri shift their base of operations to the ruins of Tyllathardon in Morynath. There they re-awaken the citadels abandoned portal nexus. Over the next few weeks using a captured colony of Deep Spawn, and an alliance with a demon named Malorus'kand, they summon hordes of demonic minions and enslaved goblins, giants, and trolls. Others make use of captured Dragon Orbs to summon and unleash a Dragon Rage.

The Fey'ri choose the autumn equinox to unleash their hordes through the very portal network established by the Vyshaanti so many millennia before. Using spells taught to them by demonic powers the Fey'ri magi cast spells that transform the very forest animals into unspeakable horrors. These along with their summoned and suborned minions begin pouring forth from their hidden caves and grottos. The Daemon'fey's careful planning and spells cause a seeming explosion of monsters that begin appearing right in the heart of almost all the major cities and settlements within Sharrven, and beyond to Illefarn, Eaelann and Ardeep. The ensuing slaughter leads to the collapse of Sharrven, leaving naught but a few Elven settlements and outposts in the southern High Forest.

Having been in the job for only 20 years Oluvaera Estelda leads Sharrven's shattered forces in a series of desperate rear-guard actions, from Tel'riincaer in the west to burning Lhuve in the east. Finally when she thinks that no more can be done to save her dying realm, help arrives in a form she doesn't ever look for.

Survivors flee to Cormanthyr, Ardeep, Illefarn, Eaelann and Evereska. The mysterious arrival of a flight of silver dragons wielding Elven high magic, manages to stem the worst ravages of the horde preventing it from spreading across the Lhuvael River (Hearts Blood River) and into Eaelann. King Connar IV of Ammarindar

vanquishes many of the creatures that have devastated Sharrven, including the red wurm Rithaerosurffel, known as the Bane of Sharrven.

Oluevaera Estelda leads a ragged group of 3000 survivors west to Arcorar where they establish a small refuge and name it in honour of Oluevaera's Silver Dragon clutch mate, the young wurm Sshrinnisharess. The people calling themselves the Lost Elves of the Srinshinnar.

Using the portal network established so long ago by the Elves of Illefarn, Coronal Orm'Ianass orders Illefarn's troops into the Hills of Dardath and beyond, to stem the monster hordes southern advance. After many days of running forest battles, Araegisess Valiaor Ildacer and King Connar IV of Ammarindar meet at the confluence of the Delimbiyr and Lhuvael Rivers atop the corpse of a great red Wurm the dwarf has just slain.

-1535 DR

Ylraphon is established in the eastern woods across the River Lis by exiled families from Sharrven, seeking a new life again away from the arrogance, stupidity and greed


of the Gold Elves ruling in Cormanthor. The new realm is led by the Selutaar Oluevaera Estelda, who sees to the raising of the city's walls and warding magics before retiring with her clutch-mate/husband and sons to a life of reflective study and teaching.

-722 DR

Elves of Ylraphon suffer drow attacks in winter, and the orc hordes of summer overwhelm them, causing the fall of the city. In a desperate bid to save the last of her people, Oluevaera Estelda and the Silver Wurm Sshrinnisharess attack and rout the attacking orcs buying time again for her people to flee. This move succeeds but not before her husband and clutch-mate is badly wounded.

-712 DR

With the eventual death of Sshrinnisharess Oluevaera Estelda elects to become a Baelnorn so she can continue to protect her people. With the blood of the Moon Wyrms running strongly through her veins, her transition to Balenorn is a relatively painless one.



Ruling the Realm

Rulers of Sharrven

Sharrven had a complicated rulership structure, that changed over time, but was dominated for most of the realm's existence by a series of war leaders (Aradoness/Araegisess) who takes direction from an inner circle of matriarchs, the Evaere (wise old female elves, all from important elven families, who had both personal influence and magical powers), to whom the heads of all elven families could appeal in matters of governance (in practise, a dozen or so of the most powerful and wealthy families cajoled the Evaere constantly, and the heads of lesser families speak to them at annual conclaves or in emergencies). (Ed Greenwood[©], @ Loremaster.org, 2009)

The one law that governed all aspects of the government of Sharrven was the Oath of Peace. It was to be taken by all members of Sharven's ruling elite. The Matriarchs Conclave oversaw the big picture whilst the Aradoness oversaw the day to day running of the realm. Each house and clan would choose a representative for the High Council. These would then serve as the voice of the house/clan, as the conscience of the Conclave and as a check-balance to the powers of the Aradoness and Conclave of Matriarchs. The oath each community leader took went something like this;

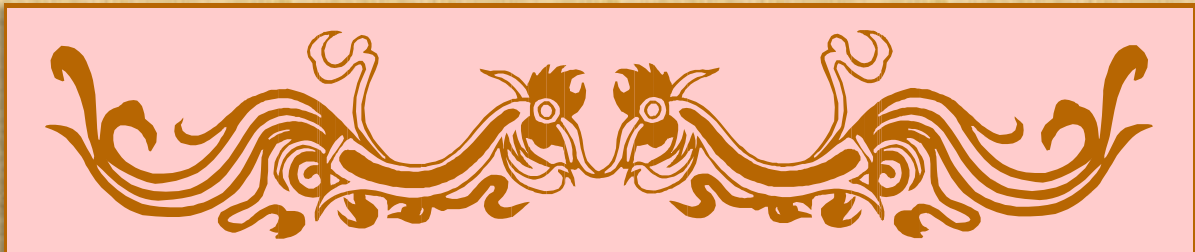
"Elf shall never war against Elf. When a dispute arises, seek out the wisdom of the Council or Matriarchs. For in its wisdom, the Seldarine have decreed that the blood of Elves shall be spared. The decisions of the Council shall be binding on all people of Sharrven and none shall live outside, or apart from the dictates of the Council and remain within the borders of this land. When disagreements arise, they shall be settled by right of challenge or by the courts convened and presided over by the Matriarchs, the Aradoness or their appointed representatives. So sweareth thee..."

Lords Conclaves are called annually unless by decree of the Aradoness who can call a special Conclave during times of emergency or war. The Conclave is made up of two levels, the Evaere who can vote, and those clan and house representatives who whilst being able to participate in all debates, are unable to vote. They do however have the chance to elect 3 Velashree (Wise Elder Women, strong in Magic) who are outside of the politics of the council to make sure that all decisions reached are done so fairly and only after all sides have had a chance to present their cases. In the event of a tied vote, the three wise old elders have a deciding vote that binds the council to their decision.

Aradon'sars of Sharrven

-7600 DR to – 2770 DR

| Length of Reign | Rulers Name | Race & Gender |
|----------------------|------------------------------------|----------------------------------|
| -7600 DR to -7450 DR | Telporine Estelda | Moon Elf Female |
| -7450 DR to -7436 DR | Whylyyr Ammath | Moon Elf Male |
| -7436 DR to -7071 DR | Aeriadnay Estelda | Moon Elf Female |
| -7071 DR to -7002 DR | Hallon Hawkmoon | Moon Elf Male |
| -7002DR to -6562 DR | Nahomaer Eveninshine | Moon Elf Female |
| -6562 DR to -6135 DR | Alarendi Eveningshine | Moon Elf Female |
| -6135 DR to -5728 DR | Tallin Hawkmoon | Moon Elf Male |
| -5728 DR to -5611 DR | Ormpillaer Ellorshin | Gold Elf Male |
| -5611 DR to -5238 DR | Falrassa Moondark | Moon Elf Female |
| -5238 DR to -4980 DR | Rintallor Vinae | Moon Elf Male |
| -4980 DR to -4539 DR | Arccantyll Lighshiver | Green Elf Male |
| -4539 DR to -4218 DR | Delsinor Estelda | Moon Elf Female |
| -4218 DR to -3917 DR | Kassaldor Estelda | Moon Elf Male |
| -3917 DR to -3706 DR | Alluvae Starsong | Moon Elf Female |
| -3706 DR to -3215 DR | Nirillith Moonsong | Green Elf Female |
| -3215 DR to -2844 DR | Nantorath Moonsong | Green Elf Male |
| -2844 DR to -2790 DR | Khylann Leureth | Moon Elf Male |
| -2790 DR to -2770 DR | Oluevaera Estelda | Moon/Gold Elf Female |
| -2770 DR to -2150 DR | The Lawless Years | None |
| -2150 DR to 882 DR | Laran'lors/Laranlas of Eaerlann | Moon & Green Elves of Earlann |



Cities & Settlements of Sharrven C -3500 DR



City Name: Lhuvael'tel'Lhuve

Brief Description: Small Tree City (Mythal)

Population: Population 17500 – Moon Elf 45%, Sun Elf 25%, Green Elf 15%, Halfling 3%, Gnome 2%, Dwarf 5%, Human 3%, Dragons 2%.

Who Rules: Current Aradoness(peace)/Araegisess(war) & Council of Velarshree

Products: Forest fruits, plants, roots & herbs, honeys, jams & preserves, timber furniture, leather goods, silk tents, ropes & clothing, trail gear, bows, arrows, fletchings, gems & jewellery, fine weapons & armour, wines, sprits & ales, artworks, sculptures and paintings, chandlery, river boats & sails.

Armed Forces: Aerial Cavalry:Dragon Riders & Gold, Silver, Bronze & Copper dragon mounts, Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long orshort sword, (2x) quivers of 30 arrows each, dagger

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Tartala High Magic Circle, Seluvyndotha High Magic Circle & Academy of Martial Magics, Sylnithia Guild of Tree Shapers & Geomancers

Temples of Note: Tree based temples to all Seldarine, Seelie Court, Sylvanus, Mielikki, Eldath, Chauntea, Tyche, Selune, & Mystral.

Organisations of Note: Arkiirkerym – Order of Dragons and their Riders, Pathfinders & Trail Guides.

Prominent Locations: Grand Hall of the Evaere (wise old female elves, all from important elven families, who had both personal influence and magical powers), The Highfall Tower – Theurglass tree complex dedicated to life shapers with the top layers dedicated to giant dragon Aeries and riders quarters. Cassalebra Docks & boat wrights, Hazelmere market glade. Heartwood Hall and Glade – Octagonal Weirwood Tree Temple dedicated to the worship of Sehanine and Rillifane.

Local Lore: Located in a tree filled valley on a sweeping bend in the Heartsblood River, Lhuve has always been small, it is largely hidden by its mythal and craftily constructed tree halls and homes. It is one of the few Elven cities that has lots of staircases inside tree trunks, leading in one direction to underground storage caverns, not usual for Elven habitations, and in the other to treetop "rooms" walled in tree-boughs magically shaped into cradle-like

frameworks, through which are woven growing broadleaf plants. The Life shapers of Lhuve take the living trees and shrubs to shape them into structures, planting specific vines and leafy bushes and influencing them with magic to interweave and create thick "thorn-hedge" living walls and roofs for their dwellings. Herbs and edible berry-plants were grown as part of dwellings, small furry forest creatures were bred and tended as human shepherds tend flocks of beasts, being culled and harvested with an eye to constantly improving the quality and quantity of available food.

The city is dominated by the stately theurglass tree towers that dot the landscape topped by the giant stone platforms and aeries built to accommodate the city's numerous dragons and the families of their riders. The entire is a mixture of the natural and the magically grown, with much of the city hidden above, within and below the trees and natural rock formations that are scattered about the city. Only a few rope bridges and wooden lifts give access to the upper reaches of the city and these are carefully guarded at all times.

The heart of the city centres around Heartwood Hall and Glade both located in the middle of the river bend upon which Lhuve is built. Heartwood Hall is both the seat of governance and the military heart of the city. Surrounding it is the Heartwood Glade, a maple and chime oak dotted clearing that regularly hosts revels and the daily markets at which nearly any woodland product and many dwarven products can be bought or sold.

"Elf mages use combinations of spells that cause trees to grow into dense barriers of boughs, thorns, and foliage (straight "hiding"), to confuse scent tracking and critter minds by causing predators to "look past" enspelled areas and be unable to notice that they're doing so, and general confusion/fatigue spells that afflict all who don't carry "keys" (talismans or tokens) conferring immunity to those spells. In other words, wander near and you'll feel disoriented and tired and subconsciously want to get away, but aside from getting away won't want to do anything else energetic." Ed Greenwood®@ Loremaster.org, 2009





Lhuve'tel Lhuvael C - 3500 DR

Localities within the city

1. Heartwood Hall and Glade – Octagonal Wierwood Tree Temple dedicated to the worship of Sehanine and Rillifane.
2. Highfall Tower – Theurglass tree complex dedicated to life shapers with the top layers dedicated to giant dragon Aeries and riders quarters.
3. Fisherman’s Wharf
4. Olkiirmere & Starlight Spire
5. Lilliapfaar – Halfling & Gnomish Enclave. Fishing & pearl farmer’s village.
6. Dorindath Dock
7. Aarvandaliir - Pantheon Temple of the Seldarine
8. Cassallebra Docks & Leaf Boat & Barge Builders Slipways
9. Fargold Spire – Watchtower of the Araegisess (One of the Seven Citadels)
10. Silverwood Smithies & Armourers - Dwarven & Human Enclave surrounded by 50’ high curtain wall & watchtowers with guards looking inwards as well as out.
11. Kellaamyne Hall – Grand Library and Museum of artworks, sculptures and paintings. Also doubles as the cities treasury and mint.
12. Ulathavaarl Library & Scriptorum – Temple to Oghma & Labelas inside along with university.
13. Tartala Towers & High Magic Circle
14. Hazelmere Market Glade
15. Halliorindath – A gigantic community of interlocking trees and homes like a nigh-endless suburb, lots of staircases inside tree trunks, leading in one direction to underground storage caverns and in the other to treetop rooms walled in tree-boughs magically shaped into cradle-like frameworks, through which are woven growing broadleaf plants.
16. Tellormark Tower & High Magic Circle & School
17. Pathfinders & Trail Guides High Hall & Hunting Lodge
18. Calpiirharast’s Rest - Festhall & Bardic College
19. Myrrinlorr Hall – Home of the esteemed Clan Estelda
20. Slynithia Guild of Tree Shapers & Geomancers
21. Shilteuvaan Foresters Hall – Home of the craft masters of forest fruits, plants, roots & herbs, honeys, jams & preserves, timber furniture, fine wines, meads and ales.
22. Grand Hall of the Evaere (wise old female elves, all from important Elven families, who have both personal influence and magical powers)
23. Isle of the Eversun – Five story high pagoda dedicated to the Goddess Taralen – The Songstress of Lhuvael
24. House of the Rapturous Song – Chapter house of the Order of Songknights.
25. Bhurinvael Manor – Home of the exiled Durothils of Siluvanede & avid peace lovers all.
26. Seluvyndoth High Magic Circle & Academy of Martial Magics
27. Riverwatch Spire – Watchtower with signal fire & chain to seal river access to the city from up river. Kitted out by a full contingent of Infantry and Archers, and several repeating light ballistae.
28. Skystone Hall & Keep – Home of Lhuvé’s Moondark family and Armathors of the Velarshree
29. Hall of the Sorority – Pantheon temple to Selune and her daughters Eldath, Chauntea, Tyche, & Mystral.
30. Pantheon Temple of the Seelie

City Name: Baerel'tel'Kiirasel

Brief Description: Small tree city

Population: 12500 – Moon Elf 40%, Sun Elf 20%, Green Elf 20%, Gnome 5%, Dwarf 5%, Centaur 5%, Humans 3%, Dragons 2%.

Who Rules: Local Desmrrar /Desmrril + council of Etriel

Products: Forest fruits, plants, roots & herbs, honeys, jams & preserves, timber furniture, leather goods, silk tents, ropes & clothing,

Armed Forces: Aerial Cavalry: Dragon Riders & Gold, Silver, Bronze & Copper dragon mounts, Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Relefkim Durothil (MEf Invk 17), Palastratass "The Demonbane", (½GEm Abj 21, High Song Balladeers High Magic Spellcasters Circle.

Temples of Note:

Balladaar of Taralen – The Songstress

Healers Hall of Naralis Analor – The Healer

Temple of the Crescent Moon - Sehanine's temple is a soaring monument open only to elves and a few pious half-elves. The temple is constructed of white marble and shaped so as to suggest imminent flight. Symmetry and circles are highly prized by the faith, reflected in the architecture of Sehanine's house of worship. The central chapel is perfectly circular and can be opened to the night sky by means of a retractable dome. Great gardens and hedgerow mazes encircle the main structure, their formations imitating the paths of the heavenly bodies in the night sky above.

Organisations of Note: Eisteddfod of Spellcasters, Blade Singers, Minstrels and Bards. Sisterhood of Naralis the Healer.

Prominent Locations: Bassalhoff Bardic College, Katash'tlynn (Hall of Song), Vintners Wayside (wine makers guild hall & winery)

Local Lore: Northwest and quite nearby Lhuve, Baeral is considered the centre of the performing arts in Sharrven. All those seeking to better their musical skills must join one of the many colleges or specialist musical schools to learn from the realms collective masters. Twice a year grand eisteddfods are held to celebrate the best of what Baeral's musical students have to offer, once at High Summer and again in Mid-Winter 6 months later. Equally prestigious but much less ostentatious is the college of healers run by the Sisters of Naralis. Here healers and those wanting to learn the arts of healing and herbalism, come to study. There is an extensive library on healing, a large herbarium and arboretum and many items magical and mundane to help in the healing and care of all creatures great and small.

City Name: Arkerym



Brief Description: Citadel and supporting town

Population: (during war time Citadel 5000, town 7300), post Crown Wars Citadel 1500, Town 2400.

Who Rules: Armathor Telegaunt (Knight Commander)

Products: Arms & armour, horses, pottery, cut granite, Miyeritaran & Aryvandaaran artifacts.

Armed Forces: Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note:

Temples of Note:

Organisations of Note:

Prominent Locations:

Local Lore: This fortress outpost is located on the north side of the Bridge of Many Voices, at the feet of the Evendim rapids, right on the border between Aryvandaar and Miyeritar. Arkerym grew rapidly as it became one of the main staging posts for the invasion of the Sapphire Plateau. The mighty citadel and military town that grew up around it was held together for millennia by preserving magics that have been slowly failing for centuries. The walls top 100' in places and towering red granite spires loom large some 30 or more feet high. The citadel itself houses great armouries and spell-holds, along with the vacant barracks for thousands of troops and the portal nexus buried beneath the central keep. Surrounding the hexagonally shaped citadel is the town of the same name that provides comfort and support for the troops, and accommodation and services for their families.

City Name: lyritlue

Brief Description: Fortified tree city and citadel

Population: 17500 (Moon Elf 50%, Green Elf 30%, Gold Elf 5%, Dragon 5%, Dwarf 5%, Human 5%)

Who Rules: Armathor Telegaunt (Knight Commander)

Products: finest mithral weapons and armour, moon horses, tack & harness for a variety of uses, dragon armour and harness & weapons.

Armed Forces: Aerial Cavalry: Dragon Riders & Gold, Silver, Bronze & Copper dragon mounts, Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Forinthialass Great Wurm Gold Dragon High Mage 21, Dalennyra Augathil MEf HM 22, Usahash Pellorin M ½ elf Invoker 19/Fg 19 Dragon Rider & master of Orillaar Academy.

Temples of Note: Pantheon Temples to Seldarine, Dragon, Dwarf and Human deities.

Organisations of Note: Battle Mage College of Arms, Ebonfyrr College of Battle and Tactics, Copper Seal Foundries and Smithies, Royal Pathfinders High Hunt Hall, House of the Silent Song,

Prominent Locations: Orillaar Dragon Academy for Wyrms and Riders. High Hunt Hall – pathfinders School and seat of organisation. Ebonfyrr College – where all Sharrven warriors learn their arts, Caeronsylph Citadel a collection of 28 interlaced Thuerglass Tree fortresses, each at least 500 feet high and 100 feet of more across the trunk. This massive fortress was the base of operations for the army of Sharrven and its many Dragons and their riders who would come here after having spent their early years in the mountain fastness of the wurm hatcheries, and their formative years in the communities of the rider's family.

Local Lore: Iyritlue was famed as the armoury and hunting/warrior-training centre of Sharrven. The skies above Iyritlue were almost always filled with the soaring shapes of dragons learning how to work with their riders and alongside others of their kind. 20 miles north of Iyritlue was located the aeries of the Wind Riders, those warriors dedicated to the Giant Eagles and Griffons who served as mounts for the aerial scouts and pathfinders of the realm.

City Name: **Darmaerthe**

Brief Description: Small tree city

Population: 11400 (Moon Elf 40%, Green Elf 30%, Sun Elf 10%, Half-Elf 5%, Gnome 5%, Halfling 3%, Dragon 2%, Centaur 3%, Human 2%,

Who Rules: Local Desmrar /Desmril (Local Lord or Lady)+ council of Etriel (Learned Ladies of the Clans)

Products: Forest products, musical instruments, timber products, bows, exotic animals, pack animals,

Armed Forces: Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Local Guild of Geomancers and Life Shapers, Debonhath High Magic Circle, Society of Starborn Navigators and Astronomers.

Temples of Note: Temples to Sehanine, Everan, Shavaresh, Hanali, Solonor, and shrines to most nature and fey deities.

Organisations of Note: House of Song (tree tower and walled hostelry and citadel chapter house of the Armathors of the Sacred Song), Guild of Pathfinders, Threskilliar's Starsong Guild of Minstrels & Troubadors.

Prominent Locations: House of Song (see above), Hunters Hall (Tree hall and surrounding quarters for the Royal Pathfinders and their families and apprentices, Talgar Hall (Bardic college/festhall/ market ground/open glade and concert space)

Local Lore: Located to the northeast of Lhuve and farther off, Darmaerthe acted as the frontier outpost for the far ranging forest patrols of Sharrven's peace keeping forces and scouts whose job it was to guard the ancient citadels, towers and armouries of Aryvandaar. Like its sister cities the buildings were created from shaped trees and stone work, the outer citadels being transformed "theurcrystal" tree towers, enlarged and enhanced with magic. At the fall of the realm Darmaerthe was the last city to succumb to the hordes of demons, goblinoids, giants and dragons. Five miles east of the city in the meadows of the *Burning Heart*, *King Connor IV of Ammarindar* led an army of *Elves and Dwarves* that vanquished many of the creatures that devastated Sharrven, including the red wyrm *Rithaerosurffel*, known as the *Bane of Sharrven*. Many refugees from the fallen realm made their escape to *Eaerlann* and *Evereska* through the portals established here by the *Illefarn Songknights* who maintained a strong chapter house here. Dance and soft, wordless sung music are popular hobbies with the Elves of the city, and the bards and minstrels of Talgar Hall are welcomed throughout the north. The Seldarine protect any being who makes an enemy of the Bards of Darmaerthe, for they have destroyed many a being through their songs and writings much more effectively than and blade, bow or spell ever could.

City Name: Sorrow Wood

Brief Description: Temple Tree Settlement built around Time Portal Nexus

Population: Priests, lay worshippers, and vision quest seekers (varies 1500 – 2000 of all races)

Who Rules: High Priests of Corellon, Angharad, Labelas in triumvirate
Products: Nil

Armed Forces: Priestly Wardens, Druid Circle of Ancient Watchers, Treants.

Mages of Note: Cor'selutaar Agar'mina Auglathla (GrEf Baelnorn HM24/Druid 19) guardian of the grove and recorder of lore along with her 7 Baelnorn (Wiz/Sor 18-21) assistants, and 24 Watchnorn (fg/mg 9-18 – spellblades) guards who watch over the sacred woods.

Temples of Note: Shrines to Corellon, Angharad and Labelas

Organisations of Note: Seekers of the Sorrow Woods – a group of elves (and a few others) dedicated to investigating that which they see in their visions so as to pass onto the rest of Elf kind all that they have learned from their ancestors

Prominent Locations: Talanosstaar Temple Tree Complex. Sepulchre of the Weeping Ones.

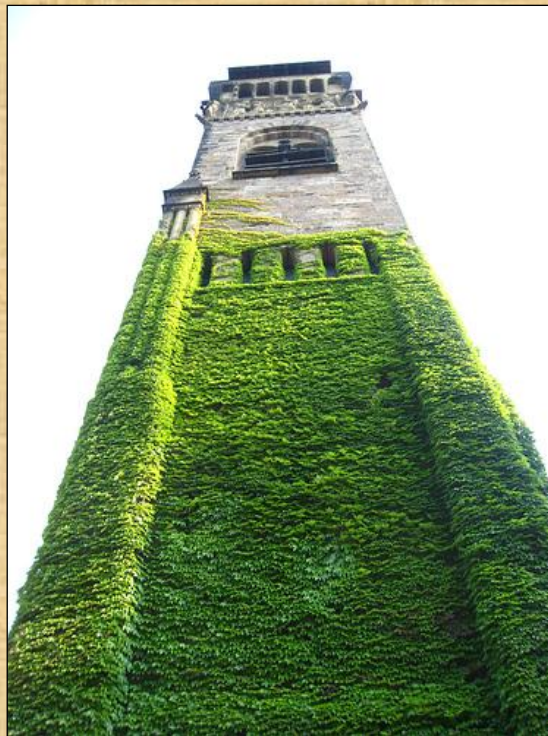
Local Lore: Hidden in the dense woods at the feet of the Great Starmounts, amongst the headwaters of the Unicorn Run, this small copse of magic oaks was planted by the ancient elves of Aryvandaar millennia before the Vyshaan came to power. Its original purpose was to remind all those Elves who came after the Fall of Tintageer, the ultimate

price of Hubris and Greed. The leaves of these trees of these trees change colour like those of normal oaks but never fall from the branches. They simply turn from summer green to autumn shades of red and gold to winter brown, and then back again to green in the spring.

The Sorrow Wood serves as a living recorder of Elven history. These trees, whose roots are said to touch the roots of every other tree in the High Forest, hold a history of the Elves that goes back to the Dawn Age of the Elves arrival from Faerie, more than 10000 years ago. The Elves of Sharrven named this grove the Sorrow Wood because the history it related was full of sadness, death and war. The Sorrow Wood is not an oracle, and does not give answers to questions asked. Rather, those who go there seeking knowledge are drawn into an incredibly life like vision in which they must interact with spectral representatives of the people, places and events from long ago. So vivid are these images that those awakening from the vision often find themselves clutching an ancient relic of bleeding from a wound.

The temple complex itself is located 5 miles from the grove so as not to disturb the visions of those who travel there. There are shrines to the 3 Seldarine deities most important to the Elves of Aryvandaar prior to the Crown Wars. The priests and scribes in attendance care for the vision seekers and protect them as they enter the mists wards that surround the grove. There is a mythal that protects the woods from the worst of natures extremes, fire and harmful magics, and a 'Forbiddance' like effect that keeps out the unwelcome and those seeking to do harm within the groves precinct and within a 1 mile radius around the Sorrow Woods.

City Name: [Farsilver](#)



Brief Description: Ivy Covered Granite tower and surrounding community.

Population: 2700

Who Rules: Cor'selutaar Astrith Hawksong MEf HM 27 and Arcor'selutaar of Sharrven, and her council of 21 Velarshree HM 21 -26.

Products: Magical items, scrolls, potions, enchanted items of all sorts, lore gems, spell books (sic), education and mages of high esteem and ability.

Armed Forces: Caer'dorn Griffon & Eagle Riders – Spellblades all, mithral mail, elven longswords & shortswords, shortbows, javelins bolas and daggers.

Mages of Note: see above

Temples of Note: Just two. A shrine to Angharad the All Mother, and a temple to Kirith Sotheril – The Magess

Organisations of Note: The Right Artful Order of Watchers – Guild of mundane spies, infiltrators, rangers, rogues, bards and spellfilchers dedicated to protecting the realm at all costs. Answering only to the Lady Astrith and her Shadow Norns, the Watchers and their employers stand outside of Sharrven politics, keeping a weather eye out for events that threaten the Elves, well beyond the Great Game.

Prominent Locations: See below.

Local Lore: Dating back to the earliest days of Aryvandaar and built at the time of the laying of the Dracorage Mythal the ancient fortress of Farsilver is an ivy-clad stone tower in the southeastern portion of the High Forest, due north of Loudwater. This rare remnant of Sharrven was a southerly outpost of the realm. The magical wards inside Farsilver dim any light sources and prevent magical darkness from functioning. Each of the Gemstone windows in the tower's top floor function like a crystal ball with ESP, except that the user's scrying is limited to the direction the particular window is facing. Under a full moon, the towers main entrance becomes a portal to the ruined Sharrven city of Lhuve.

Farsilver is one of seven such citadels, the other being located about the greater High Forest. Each housed its own High Magic Circle, each working towards its own goals and agendas. The Seven Citadels each not only contained the scrying rooms, that were used to watch all corners of the Vyshaan Empire, but also a great silver and crustal orb used to communicate with each of the other 6 towers. The well guarded and carefully hidden underground vaults of the towers contained storage vaults, a library, labs, living quarters for many souls, armouries, and its' own portal nexus.

City Name: Tiru Orindraar

Brief Description: Fortress City of Aryvandaar with mythal.

Population: 7000 (Moon Elves 60%, Green Elves 10%, Sun Elves 10%, Humans 5%, Dwarves 5%, Gnomes 3%, Half-Elves 3%, Centaurs 2%, Dragons 2%)

Who Rules: Armathor Telegaunt (Knight Commander)

Products: leather goods, silk tents, ropes & clothing, trail gear, bows, arrows, fletchings, gems & jewellery, fine weapons & armour, wines, spirits, meads & ales, artworks & musical instruments.

Armed Forces: Aerial Cavalry: Dragon Riders & Gold, Silver, Bronze & Copper dragon mounts, Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Temples of Note: Aged marble & basalt temples to Corellon, Araleth Letheranil – The Prince of Stars, and Tethrin Veralde – Master of Blades, Archers Heart Hunting Lodge of Solonor.

Organisations of Note: House of the Vigilant Song – Songknight chapter house, Grand Auld Society of Portal Travellers and Artisans.

Prominent Locations: Archer's Heart: The members of Archer's Heart serve as scouts and archers in Sharrven's army, as bowyers, fletchers, and archery instructors in elven settlements, and as hunters and providers for far-flung rural communities. Heart Archer's serve by working to maintain the balance of nature.

Fair Maidens & Magic: Spellsingers, Thespian & Minstrels academy: The students of this college are renowned throughout the High Forest for they exhort the more conservative elements of Elven society to live on the edge, unbound by the conventions of society in a spirit of constant self-reinvention. They are a breath of fresh air who seek to puncture the self-righteousness, sanctimony, and pretension that pervades orderly society to both amuse and enlighten. Their plays and songs inspire laughter and happiness, giddy silliness, and welcome release from care of the everyday world.

Local Lore: Tiru Orindaar became a solid bastion against the incursions by Miyeritari separatists over the long course of the Crown Wars. Originally built to house up to 20000 troops, the Octagonal Citadel with its many minarets and towers never fell. The mythal protecting the fortress and the portal nexus beneath it, allowed Tiru Orindaar to survive right up until the end of Sharrven when it was captured and utilised by the Fey'ri for their invasion of Sharrven. The extensive network of tunnels, armouries, barracks and storage caverns situated around the spider-web like, inter-city portal network allowed the fey'ri to send vast numbers of monsters right into the heart of most of Sharrven's cities and major settlements.

City Name: **Caelpiir**

Brief Description: Small tree and ground city of Aryvandaar

Population: 6750 (Sun Elf 60%, Moon Elf 30%, Gnome 5%, Halfling 5%)

Who Rules: Local Desmrrar /Desmriil (Local Lord or Lady)+ council of Etriel (Learned Ladies of the Clans) + Armathor Telegaunt (Knight Commander)

Products: Horticultural goods, silks, linens, wools, lore gems & magical devices, exquisite jewellery & powerful magical items, moon horses.

Armed Forces: Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Mages of Note: Naxtar the Eternal (GEm HM 34), Starmount High Magi circle & school, Telebron Augathil, (GEm Nec 22)

Temples of Note: Pantheon Temple to Seldarine, Soaring Stars Basilica to Kirith Sotheril – The Magess

Organisations of Note: Hawk Owl Merchants Hall & Guild of Caravaneers, Guilded Lilly Jewellers & Precious Metalsmiths Hall and markets.

Prominent Locations: Naxstar's Spire, Caerel Citadel (Starmount High Magic Circle), Ebontrees –Eight jet black thuer-crystal tree towers linked by interwoven branches and surrounded by a wall of living, blood-thorns interwoven with dead magic crystals & home to the local Telegaunt and the garrison of 400 troops and their mounts, Seven Faerkiira Market Glade.

Local Lore: Located out on the edge of the western Starmounts, the community of Caelpiir bore the brunt of several vicious attacks during the Crown Wars. Always considered a 'frontier' settlement the Elves of Caelpiir have always been a fiercely independent lot with an over abundance of power mages and sorcerers who kept the settlement at peace with its neighbours. Caelpiir is a refuge for Elves unwelcome everywhere else. Life under occupation is relatively relaxed because the city is home to some very powerful High Mages who advise and support the Desmrrar /Desmrril. It should be noted that those who are caught stealing magic are executed. The city is also famed for the fine jewellery produced here which is sold through the finer markets of Toril. The city's merchants are canny and avaricious when it comes to spotting and driving a hard bargain. If a Sun Elf merchant is ever met upon the road, it is a fair bet that they or their ancestors originate from here.

City Name: Telriin'Caer

Brief Description: Small tree city & mining settlement.

Population: 9900 (Moon Elves 35%, Dwarves 25%, Gnomes 10%, Halflings 10%, Humans 5%, Centaurs 5%, Green Elves 3%, Sun Elves 3%, Dragons 2%, Half Elves 2%)

Who Rules: Local Desmrrar /Desmrril (Local Lord or Lady)+ council of Etriel (Learned Ladies of the Clans)

Products: Gems, jewellery, mithral, gold, silver, iron, glow ore, crystal, various precious & semi-precious gems, steel wares, weapons & armour, cold iron products, leather goods, silk wares & ropes, pottery, basketware, fine beers, wines, meads & ales.

Armed Forces - Militia made up of;

Dwarven Crossbow & Axe wielders in platemail.

Halfling & Gnomish Slingers & Pike Chiltrons in chainmail with slings, shortswords and 20' long pikes and shields.

Centaur lancers and archers in chainmail, with lances, shortbows, scimitars & bolas.

Humans & Hal Elves armed and armoured as elves fighting alongside them in the same units.

Aerial Cavalry:Dragon Riders & Gold, Silver, Bronze & Copper dragon mounts, Eagle riders, griffon riders.

Heavy Horse (Moon Horse riders) in shining mithral platemail, lance, shield, elven longsword, spear or javelin, shortbow, dagger, axe, flail.

Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Mages of Note: The Shadow Queens of Velarshree, Mariners of Orlumbor Transport Guild.

Temples of Note: Temples to Rillifane, Sehanine, Eldath, Dumathoin & Moradin.

Organisations of Note: Broken Crown Smiths & Miners Consortium, Earth & Stone Sunderers & Shapers Guild Hall,

Prominent Locations: Mariners of Orlumbor Guild Hall & Travel Nexus, Kalafane's Rock – A giant granite tor in the centre of the city topped by a spiralling tower grown from the granite of the tor itself. A winding stair circumnavigates the outside of the tor to the towers imposing adamantium double doored entrance. Within the 10 story high spire is the home of the Cor'selutaar and Grand Geomancer, Kalafane Moondark (MEm, HM33). Southern mines of Ithrillanthor, huge mithral, silver, gold and gem mines carved out by the Brightaxe and Torcwood Shield Dwarf Clans late of Ammarindaar. The great halls and galleries deep beneath the roots of the Great Starmounts eventually link up, (via natural caverns and dry river beds) with the mines of Onthrilaenthor.

Local Lore: Like their sister mines to the east the Mines of Ithrillianthor provide Sharrven with much of its mineral wealth. Whilst no nearly as well known as the Mines of Eaerlann, these delving supplied the Vyshantaar with many of the raw materials they needed to conduct their wars. As such, many chambers within the mines are closed off and hidden, often guarded, by Adamantine Battle Horrors and Gem Golems of terrifying size and power. What secrets hidden within the mines is something that not even the Fey'ri of Siluvanede ever managed to discover. But in recent years, at least one Abyssal Red Wyrms, and a three headed pit-fiend like creature have emerged from previously hidden chambers, stumbled upon by the miners of Ithrillianthor.

City Name: Caerynghlass (Endless Caverns)

Brief Description: Mines

Population: 9000 undead Deep Dwarves and various other assorted underground dwellers.

Who Rules: Arch-Thane (Dwarven Banshee) Gorlwynn Rift delve and a council of Shades

Products: Weapons, armour, gems & jewellery and many ancient items of power and unusual abilities.

Armed Forces: 9000 armoured wights, skeletons, dwarven banshees, shades and shadows.

Mages of Note: The Shattered Door Rune Casters

Temples of Note: Dumathoin, Moradin and most major Dwarvish deities.

Organisations of Note: Ondess Miners Guild, the Sisterhood of Skystone Guardians.

Prominent Locations: Sealed city of Caer'golweiss and the great armoury of Moradin.

Local Lore: At the edge of the Sisters, the broken lands south of the Star Mounts, numerous caverns dot the cliffs, and most are unremarkable. However, a northern fork of the Unicorn Run flows from a huge opening in the cliff face, and the cave it creates is the entrance to what Elven rangers and druids know as the Crystal Caverns of Caerynghlass. These are a series of deep-reaching cavern and tunnel complexes that the elves of Eaerlann & Sharrven believed had connection points with the Deep Realms of Underearth. The almost magical caverns are lit with a natural bio-luminescence provided by a variety of different lichens and fungi. Many underground rivulets, lakes and streams, often teeming with blind cave fish are found throughout the region. In the days immediately after the Fall of Aryvandaar, a small clan of Deep Dwarves stumbled upon rich veins of Mithral hidden in the deeper chambers and galleries of the caverns.

For many centuries the dwarves of the Rift delve Clan grew and prospered in virtual anonymity and isolation. With the re-settlement of the high forest by Sun Elves, it was not long before the desecration of the caves was discovered. After a violent and bloody underground war lasting nearly 3 centuries, the Sun Elves of Siluvanede wiped out the last remaining pockets of deep dwarves in Caerynghlass. The war went unreported and was quickly forgotten by most. However, their city of Caer'golweiss still remains, 2 miles directly below Mount Angaroth in the Great Starmounts, in a sealed cavern behind millions of tonnes of rocks and debris. The city was never sacked; the elves simply sealed it with high magic and left the 9000 odd dwarves to starve. They are still there, and are all very much undead and bearing an un-abiding hatred of all things Sun Elf.

City Name: Nithrithvinae's Tomb



Watch Tower of Caelrhiggard Tomb Guardians

Brief Description: Royal & Noble Crypts

Population: Innumerable restless banshee, shades, ghosts, reverend ones, Baelnorn & Wardnorns.

Who Rules: Alarendi Eveningshine (MEf, CG, archmage 19 Baelnorn).

Products: Advice & a few powerful magical items.

Armed Forces: at least 50 ward/watchnorns set to assist the Baelnorn guardians.

Mages of Note: at least 24 Baelnorn of note and many minor mages with reach beyond death.

Temples of Note: Pantheon temple to all Seldarine with shrines to individual deities of each family located in the tombs and mortuary chapel complexes scattered throughout the Sisters.

Organisations of Note: Caelrhiggard Tomb Guardians – scattered about the Tomb Hills of Sharrven are a series of cunningly hidden towers and forts, home to the various patrols of the Caelrhiggard, whose job it is to keep raiders and robbers away from the tombs of their ancestors. Like the Tomb Guardians of Evereska, these elves work hard to keep the area safe from roving undead and from tomb raiders too.

Prominent Locations: In the jagged hills known as the sisters, east of the Unicorn Run lies the burial site for much of Sharrven's nobility. An extensive series of tombs and mortuary complexes scattered about the steep hills and jagged blackberry lined gullies that make up the region known as the "Sisters". A single statue of with three faces depicting Sehanine, Labelas and Rillifane, sits atop the highest hill within the Sisters and marks the entrance to the largest tomb complex – Nithrithvinae.

Beyond the cunningly concealed granite façade lies an second set of heavily warded adamantine doors that will only ever open to those whose bloodline is of the families buried within. Behind the doors lies an enormous labyrinth of catacombs hewn out of the bedrock that extend deep below the surface.

“Winding passages, each leading to a separate crypt designated for a specific noble household, branch off in dozens of different directions. Each family crypt is an elaborate vault containing one or more stone mausoleums. Several of these crypts are guarded by Baelnorn, usually members of the noble house who accepted unlife to stand guard over the dead and protect their families secrets. When Sharrven was a living realm, its leaders frequently came to the tombs to ask respected Baelnorn for advice, and magical aid.” “LEoF

Local Lore: The Moon and Sun Elf nobles of Sharrven decided near the founding of their realm, that they needed a place of peace and solitude for their ancestors rest. The first tombs were dug within The Sisters at the end the first battle of the Reformation Wars. The early Sharrven settlers fought against the hill giants, hobgoblins and troll slowly clearing them from the hills and valleys, establishing the earliest settlements of Sharrven in these hills. Within 50 years, the Giants and their allies had been almost completely eradicated from the Hills, but at great cost. The elderly Moon Elf sisters Nithrallnor and Rithaenlor Vinae, leading figures in the founding of Sharrven, were buried at the centre of the tombs of those who had fallen defending the fledgling realm, beneath the Tor of Vinae’llaar.

In time the noble families of Sharrven (those original families Lightshiver, Vinae, Eveningshine, Moonsong, Moondark, Starsong, Ellorshin, Estelda, Moonflower, Craulnober and several other families) erected a statue, the only marker, to indicate the burial places of their nobles as they continued to expand the burial mounds and tombs into the surrounding hills and gullies of The Sisters Hills.

City Name: [Fahlon’alu - Thunderstream \(Loudwater\)](#)

Brief Description: Tree city & ground settlement- See Eaerlann PDF for details.

City Name: [Morynarth](#)

Brief Description: (small tree city of Aryvandaar)

Population: 13250 (Sun Elves 35%, Moon Elves 45%, Green Elves 5%, Centaurs 5%, Dwarves 5%, Halflings 3%, Gnomes 2%)

Who Rules: Local Desmrar /Desmril + council of Etriel

Products: semi-precious gems, silverware, jewellery, mining gear, fruits & vegetables, linen, silk, wool, rope, leather and timber products.

Armed Forces: Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long orshort sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Talontrees high magic circle and college, Bartelgrim Ealoeth (GEm Wiz 16),

Oridara Floshin (GEf Pr of Shar 19), Delsidor Aelrothi (GEf Duskblade 15)

Temples of Note: Temples to Sehanine, Hanali and Aerdri Faenya, and two hidden temples, 1 dedicated to the worship of Shar, the other a demon cult populated by elves who worship an outsider known simply as Malorus'kand.

Organisations of Note: The Society of Leaf Shapers and Tree Changers, Demon Cult of Malorus'kand, Knights of the Song Guild of Pathfinders

Prominent Locations: House of the Silent Song (tree tower and walled hostelry and citadel chapter house of the Armathors of the Sacred Song), Ruins of Tyllathardon –a hexagonal granite and marble, many towered citadel of former the former ruler Lord Floshin. The Floshin's once ruled here with an adamantite fist, but were eventually replaced when the citadel fell during the final days of the 5th Crown war when the local populace rose up and threw out their cruel overlords. All the upper ruins are unstable and crumbling. Activity above and within the Keep could collapse the weakened floors, walls, or ceilings at any time. Doors in the upper Keep were wood reinforced with steel bands. Those below are made of stone. They turn on central pins and have pull-rings on both sides. Most doors have locks that use keys to drive metal or stone bolts into the doorframes from a side or at top or bottom. Many of these doors are damaged or jammed due to the shifting of the walls and floors of the Keep. The lower galleries and halls of the citadel were a place for the citizens to hide in safety when the city was under attack. There are small granaries and cisterns set in the floors of each major gallery that were originally stocked with bunkbeds and tables, all long since consumed by fires or other destruction. Scattered Elvish remains in broken pieces of armor or long-since dried blood is often the only remaining witness of what happened in these rooms.

Local Lore: For much of its early existence Morynath was a secluded rural backwater with little to interest the beings of power who dominated Aryvandaar, then with the coming to power of the Vyshann clan, Morynath's importance changed almost overnight. Situated as it is at the confluence of the Unicorn Run and the Crystal Rill, Morynath became a strategically important staging post for raiders into Miyeritar, Ardeep and Illefarn. Tyllathardon citadel was built and a the formerly sleepy fishing and farming community quickly grew up around it as more and more troops and their families were moved into the area.

Unbeknownst to all but the oldest families, the Lords and Ladies of Tyllathardon began dealing with the demon, Malorus'kand. It convinced the Lords Floshin to put in their lot with House Dlardrageth. Hidden deep beneath the lower levels of the citadel are several lost galleries set in a giant spoked wheel pattern spreading out from a central chamber. The many galleries are filled with a variety of war machines, weapons, armours, magical items of great power, spell stores, weapon caches, and stasis chambers filled with waiting demon tainted gold elf warriors, placed here against the day when the Vyshaan would return to power.

City Name: Leurethil

Brief Description: Small tree city & ground settlement of Miyeritar/Aryvandaar

Population: 5700 (Moon Elf 30%, Green Elf 30%, Sun Elf 20%, Dwarf 5%, Human 5%, Halfling 5%, Centaur 3%, Half-Elf 2%)

Who Rules: Local Desmrrar /Desmrril + council of Etriel

Products: Horses, meat products, pottery, quarried stone, timber products, river boats & barges, river pearls, fresh water mussels & fish, coal, pitch, lamp oil, perfumes, wines, meads & ales, wool, leather goods, iron mongery.

Armed Forces: Light Mounted Infantry: Chainmail, elven longsword, spear, shortbow, dagger, shield.

Archers: Studded leather armour, longbow, elven long or short sword, (2x) quivers of 30 arrows each, dagger.

Light Infantry: leather armour, elven shortsword, spear & 6 javelins, long (kite or oval) shield.

Mages of Note: Leaf Boat Wrights of Leurethil, Moonwater High Magic Circle, Alianna Harloquiss, (GhEf HM 27/Bd 10/Duskblade 17)

Temples of Note: Stone circle dedicated to Rillifane & Eldath, shrines to Arvoreen and Dumathoin.

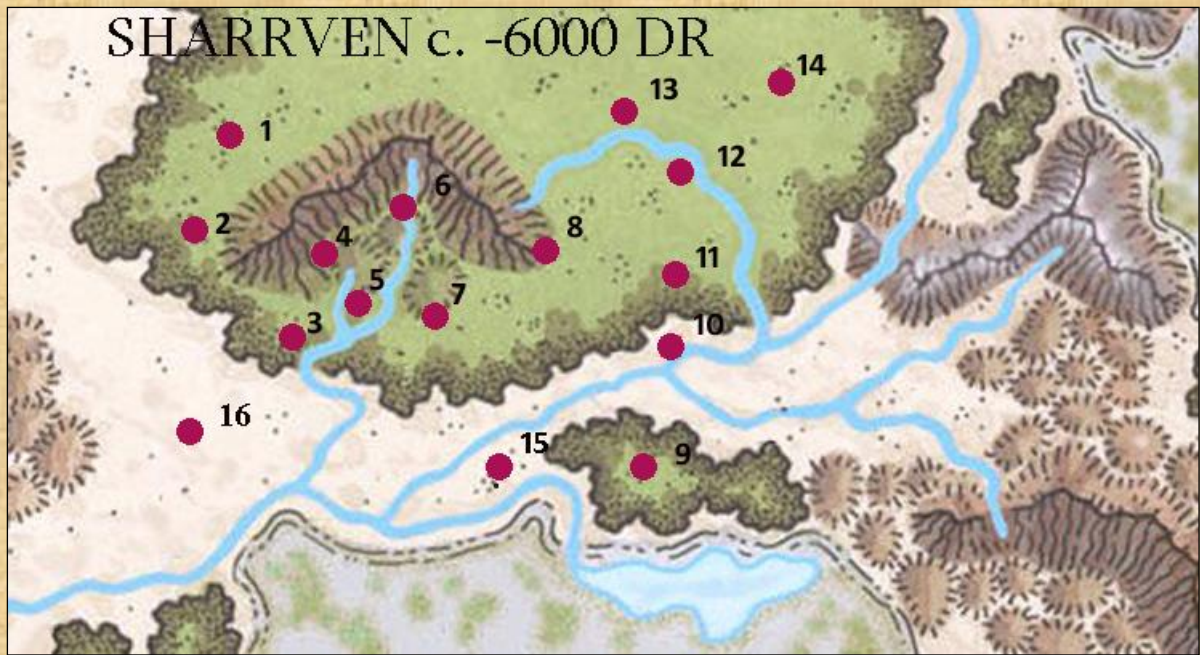
Organisations of Note: Leaf boat Wrights and Barge Wrights Guild. Pearlers Emporium and Traders, Iron Crown Mongers and Coal Miners.

Prominent Locations: Caersandraal Citadel – a circular fortress similar in design to Arkerym, raised by the Vyshaanti when they fully occupied this once sleepy farming and mining village at the halfway through the second Crown War.

Local Lore: Leurethil changed hands several times over the course of the Crown Wars, in the beginning it was the first settlement of Miyeritar, and later became its northern trading outpost with Aryvandaar. When the Vyshaan started interfering with Miyeritar's trade, Leurethil was firstly raided several times, burnt to the ground twice, then (after it had been re-built with stronger defences), finally occupied by Sun Elf troops from Aryvandaar. Because of its strategic location it was one of only two Miyeritari settlements to survive the Dark Disaster relatively unscathed. This was because they were fully occupied and integrated into the Vyshaan defences by the time the Selutaar of Aryvandaar unleashed their vile spells. The other settlement was 'The Gathering Place', located near to the Dawn Temple of Corellon deep, in the northern Misty Forest.

City Name: Aluvandaar

Brief Description: (see PDF Illefarn & Voices of a Lost Realm for full details)



1. Tiru Orindraar (Fortess City of Aryvandaar)
2. Caelpiir (small tree city of Aryvandaar)
3. Tel'riincaer (small tree city & mining settlement)
4. Endless Caverns (Mines)
5. Morynarth (small tree city of Aryvandaar)
6. Sorrow Wood (temple community to Correllon, Angharad & Labelas)
7. Nithrithvinae's Tomb (Royal Crypts)
8. Iyritlue (small tree city)
9. Leurethil (small tree city & ground settlement of Aryvandaar)
10. Loudwater (Tree city & ground settlement)
11. Farsilver (fortress, High magic circle & surrounding tree town)
12. Lhuve (medium sized tree city – capital)
13. Baerel (medium sized tree city & ground settlement)
14. Darmaerthe (small tree city)
15. Arkerym (old fortress & ground community of Aryvandaar)
16. Aluvandaar (medium sized tree city of Aryvandaar/Sharrven/Illefarn)

Spells of the Dragon Realm

Ballista Bolt

School: Alteration

Level: 2

Components: vsm

Range: 10 yards / level

Duration: 1 rd

Save: none

Area of Effect: 1 spear

Quite simply this spell allows the caster or another nearby to hurl an ordinary spear as if it were a bolt from a heavy ballista. The spear gains a +4 to hit and damage bonus, along with any other bonuses the thrower might have, when it strikes it does 3d8+4 hp damage to the target who is automatically stunned for 1 round and must save vs dexterity to avoid being 'Impaled', taking a further 2d8 hp dg when removing the spear.

Busted Nuts

School: alteration

Level: 2

Components: vsm

Range: 10 yds/lvl

Duration: instantaneous

Save: ½

Area of Effect: 20' radius

This spell allows the caster to make the acorns or other fruit or nuts on a tree suddenly explode propelling jagged shards of wood and force in all directions. The shrapnel does a base damage of 1d4+1 points per level of the caster (in other words, 1d4+1 points per acorn to a maximum of 10d4+10. Of course the bigger the nut the more the damage. E.g. coconut 1d6+1, bunya nut 1d8+1 etc.....

Cloak of the Woods

School: Alteration/abjuration

Level: 2

Components: VSM

Range: self

Duration: 1 turn + 1rd/lvl

Save: none

Area of Effect: 1 cloak

With this simple spell an elf transforms an ordinary cloak or large piece of cloth into a temporary Elven cloak with all its benefits. It will not work on magical cloth, or upon metallic objects. But even a roughly made cloak of bark, grass, reeds or leaves can be transformed into a usable cloak for a time.

Boots of the Woods

School: alteration

Level: 2

Components: vsm

Range: self

Duration: 1 turn/level

Save: none

Area of Effect: 1 set of footwear

This spell works exactly the same way as the Cloak of the Woods spell except that it turns any kind of footwear, no matter how rough and rudimentary into a usable set of leather Elven boots for the duration of the spell.

Knowledge of the Tel'Quessir

School: divination

Level: 2

Components: vs

Range: 0

Duration: 1 turn per level

Save: none

Area of Effect: line of sight

When Knowledge of the Tel'Quessir is cast, the spellcaster detects living elves, dead elves, and any being with elven blood, even if they are invisible, shapechanged, concealed by illusions, and so on, The approximate number of elves present within the area of effect can also be determined within 10%. The caster has a 5% chance per level to determine the subrace and gender of elves detected, to a maximum of 75%. The caster can turn, scanning a 60 degree arc per round. The spell is blocked by solid metal at least 1 inch thick, solid stone at least 1 foot thick, or solid wood at least 1 yard thick.

Mending

Level: 2

Components: vsm

Range: 20 yards + 2 yrd/lvl

Duration: permanent

Save: none

Area of Effect: 1 item

Taught to the Elves by the dwarves of Ammarindaar this spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a Mending spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level. The 5th level version of this spell is used to repair structures up to 10 cubic foot per level. Whilst the 7th level version is used to repair magical items whilst helping them to retain their enchantments.

Briar Barrier

School: Abjuration/Alteration

Level: 4

Components: VSM

Range: 10 yards + 10 yards/level

Duration: permanent

Save: none

Area of Effect: 10 cubic feet per level.

This simple yet effective spell is designed to produce, thick fireproof, thorny briar hedges and walls. For each level of the spell the mage produces a 10'³, area of impenetrable of thorn covered vines. Creatures attempting to force a way through will take 4d6 hp damage for every two feet they travel. The thorns are immune to normal fire, and take only half damage from magical fire. They will not burn for more than one round. The vines have the hardness of stone, with each vine branch having an AC of 0/20 and 10 hit points.

A mage can shape the fence as she sees fit, including in it archways and gaps, but the vine is one continuous length. So a 10th level mage could produce a fence 10 wide and high and 100' long, or any variation of that.

The material components are a length of fresh briar-rose vine, and two drops of the casters blood.

Transverse Venom

School: alteration

Level: 4

Components:vsm

Range: 10 yard +1 yd /level radius

Duration: 1 round per level

Save: negate

Area of Effect:as above

When cast this spell turns all venoms into healing potions of the same level. So if a caster was bitten by a spider for 5d6 hp damage, then she would be healed for that amount instead. This however does not work on venoms that cause instant death. Instead these posions delivered by a creature are simply neutralised for the duration of the spell. So that

any being poisoned or stung etc by this creature will not be harmed by its venom, even after it leaves the initial radius of the spell.

The spell affects all venoms/poisons etc within the radius of the spell.

Flame Tree

School: alteration/abjuration

Level: 6

Components: vsm

Range: 30 yards

Duration: special/instantaneous

Save: ½

Area of Effect: 30' radius sphere

In effect this spell turns a living tree into a giant fire trap. The spell is set up so that when the trigger conditions are met, the tree explodes into green and blue flames, engulfing a 30' sphere in eldritch fire consuming anything not made of plant matter. Trees so trapped are mark by a small rune visible only to elves or those with elvish blood. They can be set to trigger under conditions of 30 words or less, and can be bypassed with specific command words or ward tokens. Damage done is 1d8+1 hp of magical force per level of the caster. Even though it looks like fire, the raw magical energy is anything but. A flame tree can be destroyed before activation by casting a dispel magic on the guarded area or by totally destroying (for example, by disintegration) the tree without going near it.

Hanging Blade of Vinae

School: Invocation

Level: 6

Components: vsm

Range: area guarded

Duration: special

Save: none

Area of Effect: special

This spell creates an invisible, Elven broadsword shaped field of force activated when a guarded door or other area is disturbed (even years after the spell was cast). When activated, it charges through the air to strike the living thing nearest to the disturbed guardian area or any being in the area. (If there are more than one, determine the target randomly.) A Hanging Blade strikes twice and does not miss. When it hits, it appears momentarily as a glowing, translucent sword blade and then fades away into nothingness. Its first strike does 4d12 damage and stuns (no voluntary actions possible) its victim for 1d4+1 rounds. Struck beings must succeed at a saving throw vs. paralyzation to avoid being knocked down, forcing possible item saving throws vs. fall for fragile carried items. When the second strike hits the victim rolls 1d6 to determine the effect/s;
1) an extra 1d12 damage, 2) Dispel magic, 3) double damage, 4) lose body part, 5) turned to stone 6) another plane. Hanging Blades can be destroyed before activation by casting a dispel magic on the guarded area or by totally destroying (for example, by disintegration)

the guarded area without entering it. Once activated, a Hanging Blade can dodge all magical and physical barriers (by phasing in and out of the ethereal plane, if necessary) and cannot be destroyed or diverted to another target by physical means.

Guardian of the Briar-Rose

School: Alteration

Level: 7

Components: VSM

Range: 100'/10' per level

Duration: permanent

Save: none

Area of Effect: 1 briar or thorn hedge

Cast into an existing briar/thorn hedge, this spells calls to life the inherent sentience of the collective plants. The barrier can be set to attack certain intruders, whilst ignoring others. Those the barrier is set to attack fall into two broad categories. Those designated at the casting of the spell, eg, all orcs, all giants, all non-elves etc, and those who bare a ward token that they are not attuned to. At the same time the barrier can be set to ignore certain groups such as all forest gnomes, or all elves, at it automatically ignores those who bare tokens they are attuned to.

Each 10 cubic feet of the barrier has 10HD 100 HP is AC 0 and attacks up to 4 times per round with 20' long vine-like tentacles that slash out for 4d6 hp damage per hit, automatically entangling on 19-20. Entangled creatures continue to take 2d6 hp damage per round until freed. The briars are immune to all fire attacks.

A ninth level version of this spell, recognises specific individuals, has 15hd/10 cubic feet and does wounding damage that continues to drain 1hp per turn for 24 hours or until healing magics are applied.

Heart of the Wyrn

Ritual of Solitude

(Alteration)

Range: 0

Components: V, S

Duration: 1 day/level

Casting Time: 1 hour

Area of Effect: The caster or one touched being

Saving Throw: None

This spell enables the caster or another being to take the form of any type of dragon the caster has personally seen, the only limitation to this is that the age category of the dragons matches the age of the caster + 1d100 years. To cast the spell on another being, the caster must be in physical contact with that being. The recipient acquires all the powers of a dragon, including spell-like abilities (and the ability to use them expertly), immunities, magic

resistance, and the like. People affected by the spell retain their own intelligence and any memorized spells. These spells can be cast by willpower alone while in dragon-shape, without expending material components.

The recipient is not subject to subdual, and can use his or her own magic resistance, if it's higher than that of the dragon form. Magical items that are already operating will continue to function while the spell recipient is in dragon form. Worn magical items are altered by the spell so that they still fit; non-magical items temporarily become part of the dragon form. Except for purely physical abilities such as flying, biting, and breathing, un-mastered powers can't be used.

The change into dragon form cures damage to the spell recipient as if a heal had been cast on him or her. Changing back to normal form can be done at will and takes only a second. The recipient can change from dragon to original form up to 3 times in a day before the spell is exhausted. This also has a healing effect. The recipient returning to normal form regains half of any hit points lost while in dragon form. Beings in dragonshape can communicate in the language of the form they've taken, along with any other means of communication common to chosen dragon's form, as well as retaining their usual speech and languages.

This spell was generated by the Elves of Illefarn to battle the Aryvandaaran Dragon Riders, and was later passed onto the elves of Sharrven and Eaerlann to use in their wars against the Fey'ri and their Gold Elf dupes during the Sixth Crown War. During the rise of Netheril details of the spell were stolen from kidnapped apprentice High Magi, and used to form the Dragonshape spell.



agic Items of the Dragon Realm

Dragon Riders Saddle



<http://www.flickr.com/photos/unforth/518498145/>

Battle Harness

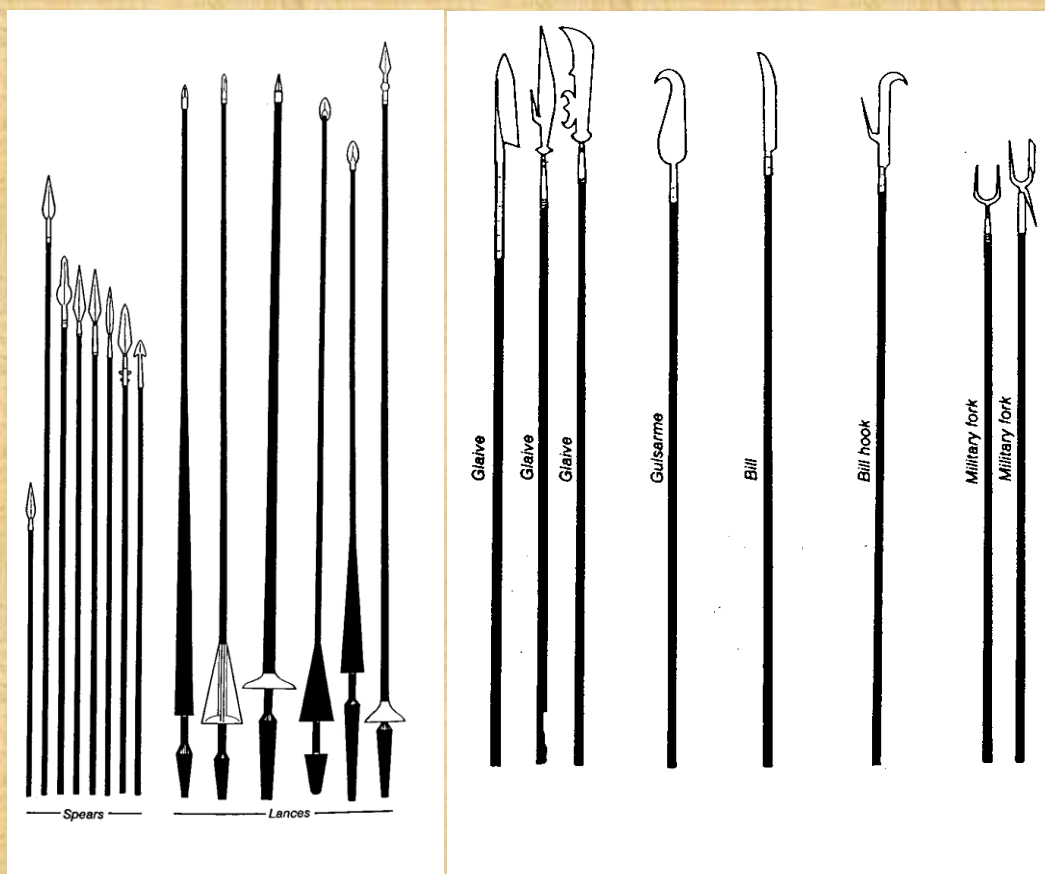
Harness attaching rider to dragons harness to prevent rider from coming adrift during violent aerial manouvrues, also allows hands free during combat. Also provides rider with continuous featherfall effect, as well as providing magical protection from normal missiles, and the effects of extreme wind and cold. (just as boots of the north).

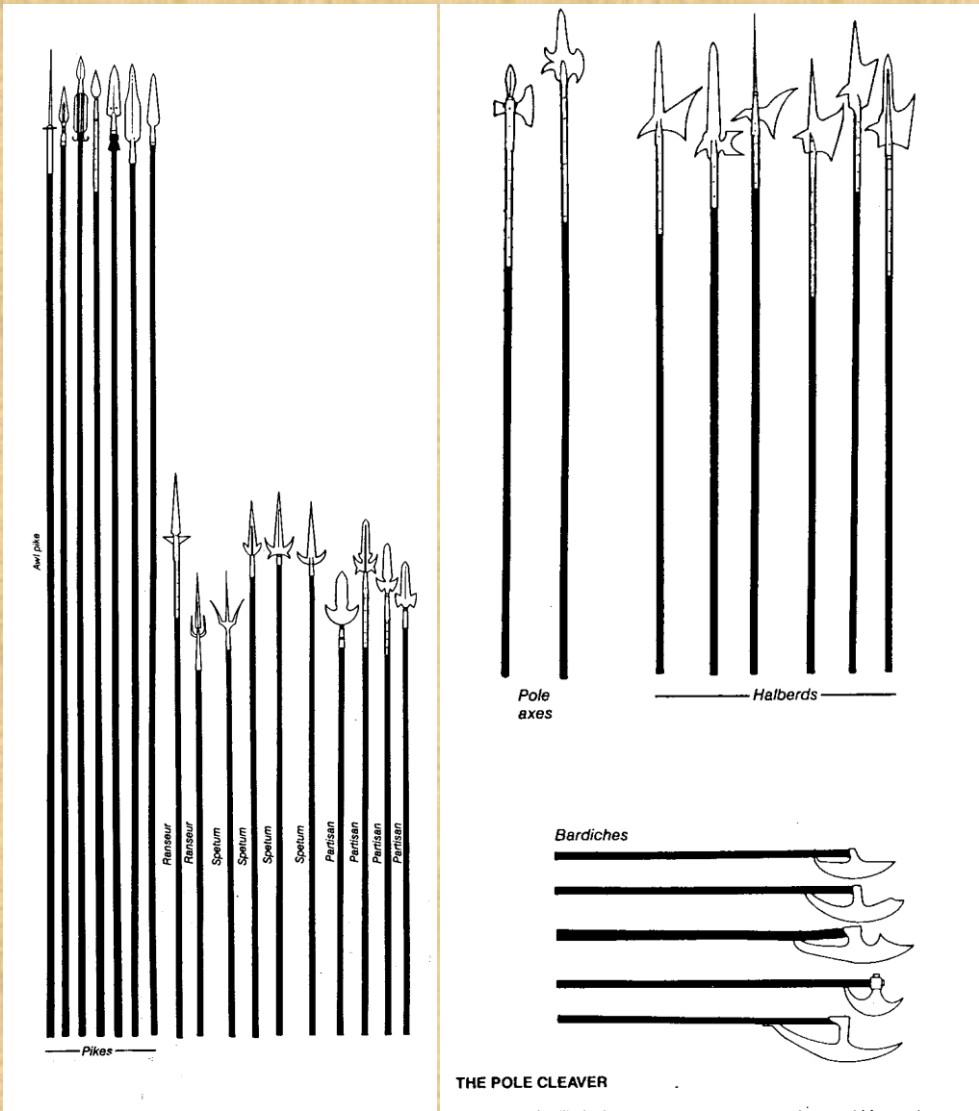
Great Lochabar Axe

The shaft was usually some 6 to 8 feet long, and mounted with a blade of about 24 inches in length which usually resembled a [bardiche](#) or [voulge](#) in design. The blade might be attached in two places and often had a sharp point coming off the top. In addition a hook was attached to the back of the blade. In hand-to-hand combat, the axe, in common with other polearms such as the [halberd](#), has a spike on the end, to be used on close combat in a thrusting motion. The axe on the side, coupled with the long pole, delivered a powerful blow. Finally, the hook on the back allowed wielder to hook other riders off their dragons.

Great Glaive

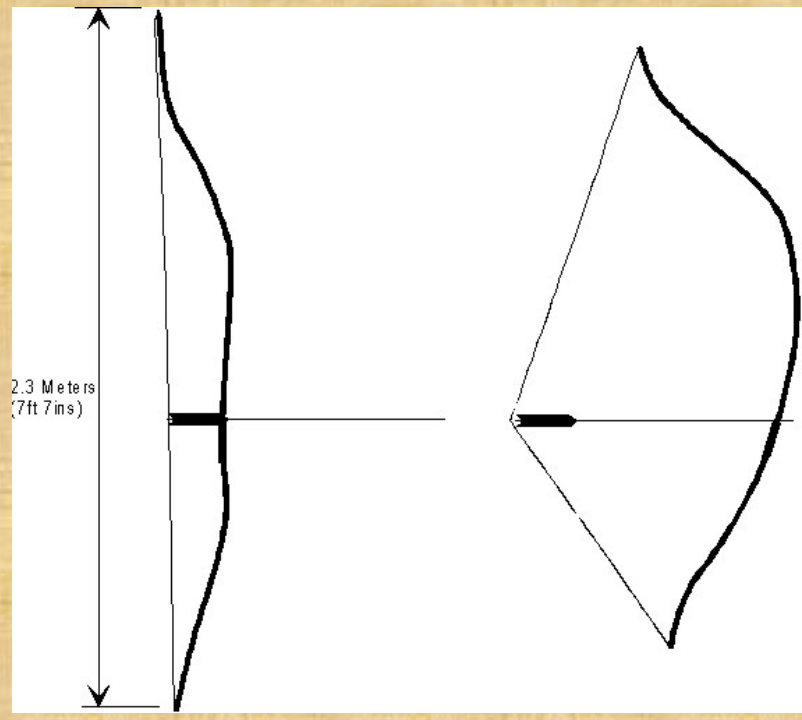
A intricately carved mithral bladed [polearm](#) consisting of a single-edged [blade](#) on the end of a [pole](#). Instead of having a [tang](#) like a [sword](#) the blade is affixed in a socket-shaft configuration similar to an axe head. Typically, the blade was around 45 cm (18 inches) long, on the end of a pole 7 or 9 feet long. Great Glaive blades were created with a small hook on the reverse side to better catch riders of opposing dragons.







Wyrbow



Dragon Scale Slough Skin Plate Mail

Made from the bi-products of a dragons' aging processes, dragon hide platemail made in this way is non-injurious to the dragon and is considered one of the greatest gifts a dragon can give its rider, literally pieces of itself.

Preparation for this type of armour is the same as any leather armour with the following differences;

- Only slough skin and scales from the same dragon will meld together.
- The skin must be fresh, no more than 3 days old, the scales no more than 10 days.
- A master armorer and leatherworker must combine their skills to fill the armour.
- Any enchantments going into the armour must be done at the time of its creation.

Dragon Scale Plate mail of this nature offers an armour class no less than 5 worse than the dragon who donated them armour class, to a maximum of 0 or 20. The armour itself is non-magical, and is immune to any damaging effects of the donating dragons' breath weapons. With the correct enchantments this protection is extended to the rider, making them completely immune to attacks of a like nature, as well of the breath/s of their clutch-mate. The mail weighs no more than a suit of Elven chain mail and is almost as supple. Shields made in this way offer +2 non-magical protection bonus, and provide a +2 non-magical bonus when saving against attacks of the nature similar to that of the dragons breath. Both of these protections can be enhanced with the correct enchantments.

Vambrace of the Wurm Riders

Made from the donated skin and scales of the dragon, these individually crafted, fitted and decorated bracers enhance the riders ability to participate in draconic combat and survive. A riders vambrace had 4 key powers and then each could be enhanced with further enchantments depending upon the wants, needs and budget of the rider and his dragon.

- AC bonus +2 to +6
- Immunity to poisons
- Regenerate 1 hp per turn
- Protection from Evil
(immune to mental control, +1 to all saves etc)

The more common Vambraces incorporated the powers of a beluth of lightning or magic missiles, whilst others combines certain spells usable up to 3 times a day such as chain lightning or snowball swarm. The most powerful of the regular Vambraces combined the powers of a staff of wizardry with the powers of the robes of the archmagi.



Ring of Dragon Shape

Gifted only to the most deserving of riders, once per day the ring allows the wearer to shape change into a true dragon, the same size and age category as the dragon he/she rides. The duration is 10 minutes per hit dice of the dragon the riders partners. The rider gains all of the natural abilities of the dragon type, including breath weapons but none of the magical ones.



Boots of the Dragon Rider

Made from Slough skin, these comfortable fur lined boots, act likes boots of striding and springing, and once a day the wearer can use the spider climb ability even whilst airborne. This effect lasts for up to 12 rounds.



Goggles of the Dragon Rider

The leather and theurglass goggles with polarized lenses give the wearer dark vision out to 500 yards whilst airborne, they also protect the wearers eyes from dust, cold, rain, wind etc, allowing clear vision. Once per day the goggles grant “Eagle Vision” for up to 1 turn.



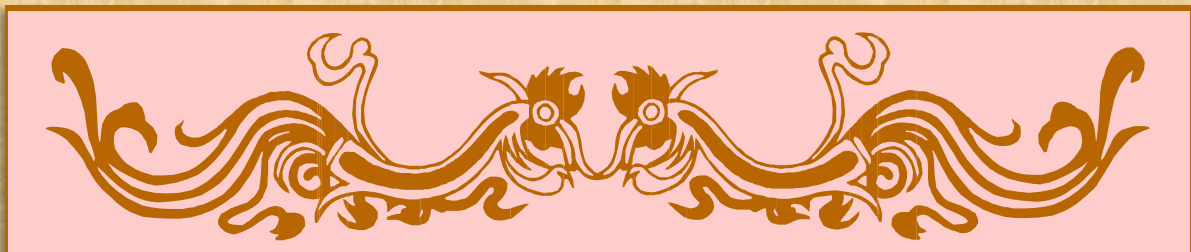
Orbs of Draconic Influence

This is a sphere of deep-green volcanic glass (obsidian) upon which an intricate geometric pattern has been etched, and then delicately filled with gold. By concentrating on the orb, a dragon can alter the behavior of all dragons within a range of ten miles. This alteration is very subtle (as a guideline for DMs, the user should be able to describe the desired alteration in one word (e.g. “friendly”, “angry”, “attack”, etc.), and is the same for every dragon in range. The DM must adjudicate the use of this item carefully. In general, the orb can shift a dragon’s reaction by up to 5 points in either direction on the Encounter Reactions table. The orb has other powers as well. Any draco-form that might wish to attack the bearer of the orb must roll a successful saving throw vs. staves to do so. In addition, the bearer cannot be scried upon by any means.

Dragontear Crown of Sharrven

The *Dragontear Crown of Sharrven* is a delicate diadem made of thin mithral chains adorned with tiny diamonds. A large king's tear hangs across the brow when worn, containing the image of a majestic silver dragon. The *dragontear crown of Sharrven* has the properties of a *greenstone amulet*, including protecting the wearer as if under a *mind blank* spell. The wearer also gains a +4 resistance bonus against necromancy effects or any effect that would transport the wearer to another locale or dimension. If such an effect normally does not allow a saving throw (such as the *maze* spell), the user can attempt a Will save (DC 20) to negate the effect. Finally, the *dragontear crown of Sharrven* renders the wearer immune to magical and nonmagical fear and enables the wearer to speak, understand, and write Draconic.

Caster Level: 15th; *Weight:* 1 lb.



Wind-Riders of Sharrven

Dragon Riders of Sharrven

Dragons and their riders inhabit most of the larger settlements within Sharrven, but their clan caves and hatcheries are located deep within the caverns of the upper slopes of the Great Starmounts. Most of the larger structures within Sharrven are topped with enormous stone perches that allow dragons and their riders to roost and alight from most areas of the realm.

The Dragons and their Riders share a symbiotic relationship, such that when one dies the other is quick often to follow. This bond is almost identical to that between Elven lovers and lasts a life time. When a dragon and a rider bond, it is a bond beyond life.

The Selection and Bonding Process

When a she-dragon feels that she is about to lay a clutch of eggs word quickly passes through Sharrven that a 'Selection' is not very far away. The Bull dragon often watches from a distance as prospective candidates are brought before the expectant mother for selection. Whether successful or not, only the dragon parents truly know who will be suitable for selection. Over the next many months prior to hatching, young elves (teens) are presented to the clutch and are allowed to observe the eggs and occasionally touch them and talk to them. All the while at least one and often both parents are looking on ready for any sign of trouble.

In the days before hatching an expectant atmosphere will fill the community as all the candidates selected by the clans, and a few wild cards chosen by fate or the dragons themselves are presented to the hatching ground. Each candidate is carefully screened for magical or psionic devices, and anything usable as a weapon. Dressed only in linen smocks and toughened leather boots (hatching grounds are always hot) the prospective clutch-mates stand in a ring around the eggs, and as they emerge the hatchlings quickly make a choice, in a way known only to them and their parents. There are always many more potential riders than there are dragons, this way, only the most suitable are chosen to bond. The bond itself is tel-empathic, and begins to grow deeper with age.

Life Paths

Dragons and their riders are free to choose whatever life-path they want, but it must be one that benefits the community as a whole. Not all riders are warriors or mages, and not all dragons welcome battle and the gathering of a hoard. There are as many different paths for the pair as there are stars in the sky. But whatever course chosen by the clutch-mates, their roles are always complimentary and NEVER in conflict. For should a rider or dragon ever willingly and knowingly betray the other, then the bond is almost always severed and both wither and eventually die.

The upside to the bond is the fact that each gains certain benefits from the other. Dragons become immune to charm and sleep related effects (even those especially made for dragons) and their riders gain an unusually long life span. Each knows what the other is feeling and thinking, and they are able to communicate across vast distances with just a thought (telepathy).

The most popular kits/classes for riders, alongside that of the Dragon Rider, are mage, priest, duskblade, sword mage, blade singer, knight, bard, and sorcerer. The dragons often become warriors, priests, or mages, but there have been dragon bards, thieves and druids of various faiths. As all of the dragons of Sharrven are capable of shape-shifting, the access to kits/classes is almost as varied as that of the elves they share their lives with.

Dragon Rider of Sharrven Class

Some dream of soaring through the clouds atop a mighty draconic steed, feeling the wind on their faces, afraid of nothing. The dragon-rider doesn't simply dream of this life she leads it.

Hit Die: d10.

Requirements

To qualify to become a dragon rider, a character must fulfil all the following criteria;
Attributes; Str14 Int 12 Wis12 Chr 13.

Alignment; similar to that of the selecting hatchling.

Role: The Dragon Rider are among the leading defenders of the realm. Most Riders travel across most of the Elven lands, from Keltormir in the south, to Lethyr in the east, and Illefarn in the north.

Weapon and Armour Proficiencies: Required: lance (any, player choice), longspear, sword (any, player choice), shortbow. Recommended: battle axe, dagger, javelin. Dragonriders are proficient with light, medium, and heavy armor and with shields.

Dragonriding: Dragon riders and their clutchmates are true companions, the bond between them is due to the link between them. Dragon and rider train from the moment of bonding, but the two cannot ride into battle until the dragon has reached the age of young adult. Before that both rider and dragon are too small and inexperienced to successfully work in tandem.

Proficiencies/skills: Aerial riding, aerial combat, rope use, weather sense, direction sense, healing, navigation, tracking, survival,

Special Benefits: Dragons and their riders gain a +2 bonus to hit and damage and to AC, when fighting together. Also they gain the benefits of 360 degree vision, so surprise results are reduced by 75%, While mounted on or within 10 feet of his dragon mount, a dragonrider is immune to the frightful presence of dragons, Mounted Spellcasting: A dragonrider has a +5 bonus on Concentration checks made to cast a spell while riding a mount. Spur Mount: A 5th-level dragon rider can make a Ride check to spur his dragon mount to greater speed. Success on this check increases the dragon's speed (flying and otherwise) by 50% (round down to the nearest 5-foot increment), for 5 rounds. Whilst mounted or within 10' of each other both dragon and rider benefit from the most advantageous saving throws and skill check rolls applicable to either or both. Dragon riders receive +1 bonus to hit with a mounted lance, and an additional +1 bonus with bow and sword for every three levels they gain. This is in addition to normal elven bonuses with these weapons. The dragons themselves receive an additional +1 bonus to hit any who directly threaten the wyrm's rider.

Eagle Riders



Wild and undisciplined Moon Elf windriders and their mighty eagle mounts strike fear into Sharrven's enemies, but fill elven hearts with courage and pride. The bond between eagle and rider is virtually unbreakable, for an elven warrior is with his or her eagle almost from the moment of hatching, creating a close and empathic relationship that makes the eagle riders among the bravest and most effective defenders. The eagle riders are among the most dedicated yet aloof of the Moon Elves, clad in forest colours of brown and green colors. With sky grey cloaks and tabards. Tattoos indicating rank and achievements are common, and fierce rivalry these Elves have with the Dragon Riders is legendary throughout the north. Whilst of the warrior class, many Eagle Riders are rangers and wilderness warriors. Others are messengers so have bard or rogue as a second class. Ultimately though, an Eagle Rider can be of any class or gender so long as they have a head for heights and are a little bit out of the ordinary.

Eagle Riders: AC 5; MV 12; HD 4+4; THAC0 19; #AT 1; Dmg 1-6+4dg (javelin or short bow); SA +1 to hit with bow or sword; SD 90% resistant to sleep and charm; ML 15; XP 420

Giant Eagles: AC 7; MV 3/48 FI (D); HD 4; THAC0 15; #AT 3; Dmg 1-6 (x2)/2-12; SA dive for +4 to hit and double claw damage; AL N(G); ML 13; XP 420

Sharrven Windrider Class

HD: d10

The windriders of Sharrven are those who ride giant eagles and acts as advanced scouts and guides. Moon Elves, with their wild and devil-may-care attitude, are well-suited to this class, but few windriders are Green and Sun Elves as well. Only the bravest and wildest of the Elves choose to become eagle-riders. The icy ride through the stormy skies above is truly an exhilarating and terrifying experience, and combat from the back of a giant eagle is

both difficult and dangerous. Teu-Tel.Quessir eagle-riders are considered, even by other Moon Elves, to be somewhat demented, but they are still treated with considerable respect.

Weapon & Armour Proficiencies: javelin or shortbow, elven longsword or scimitar, lasso or bola, shortsword, dagger or throwing star, leather or studded leather armour, or mithral mail and helm, light/small shield or buckler.

Nonweapon Proficiencies/skills: Aerial riding, aerial combat, rope use, weather sense, direction sense, healing, navigation, tracking, survival animal handling, animal training, etiquette, endurance.

Special Benefits: Eagles and their riders gain a +2 bonus to hit and damage and to AC, when fighting together. Also they gain the benefits of 360 degree vision, so surprise results are reduced by 75%. Eagle riders receive +1 bonus to hit with a javelin, and an additional +1 bonus with bow and sword for every three levels they gain. This is in addition to normal elven bonuses with these weapons.

Penalties: Special Hindrances: Eagle Riders follow a code of honor. They must defend any elf they see in need and must fight any orcs, goblins, Drow, giants, or other evil creatures whom they encounter.



Legacy of Wyrms

Descendents of the Dragon

Almost since its inception dragons have held a paramount place in Sharrven society. Whilst it was frowned upon in Illefar's more polite circles, certain families cross breeding with silver, gold and bronze dragons were held in high esteem by the people of the southern High Forest.

Elves descended from dragons would often exhibit rather draconic traits for generations. In particular, the dragon-blooded elves could be identified either through clan affiliations or careful observation of the individual. Each pairing produced traits that would appear and disappear across the generations. The most common pairings were Sun Elves and Gold Dragons, Moon Elves and Silver Dragons, Wood Elves and Bronze Dragons. But these were just the most typical combinations. Pairings across all racial and cultural boundaries are recorded with mixed results for their descendents.

Typical Elf & Silver Dragon Descendents have silver, grey or sky blue eyes, pale skin, silver, white or jet black hair with a metallic sheen, and are usually slightly taller and more robust than your average elf. The males are often deeply spoken and the females, more lithe and agile than their counterparts. Draconic blood often emerges in other ways. Descendents role 1d3+1 effects from the list below.

1. Infravision 120'
2. +4 to saves vs cold
3. +2 to wisdom
4. +1 to strength
5. +2 to constitution
6. See invisible objects 60' – at will
7. +2 to surprise roles due to keen senses
8. Dragon fear aura 20' – at will
9. +4 to natural AC
10. Ability to use draconic magical items
11. Tongues – at will
12. Cone of cold breath weapon 1d4+1 hpdg/per hit dice (up to 9d4+1 dg) 3/day 6"x20'x10'.

Typical Elf & Gold Dragon Descendents have dark brown, golden eyes, deeply tanned honey coloured skin, dark blonde, golden yellow or cherry blonde hair with a metallic sheen, and are usually slightly taller and more robust than your average elf. The males are often deeply

spoken and the females, more lithe and agile than their counterparts. Draconic blood often emerges in other ways. Descendents role 1d3+1 effects from the list below.

1. Infravision 120'
2. +4 to saves vs fire
3. +3 to constitution
4. +1 to wisdom
5. +1 to constitution
6. See invisible objects 60' – at will
7. +2 to surprise roles due to keen senses
8. Dragon fear aura 30' – at will
9. +4 to natural AC
10. Ability to use draconic magical items
11. Telapthy – at will
12. Cone of fire breath weapon 1d4+1 hpdg/per hit dice (up to 9d4+1 dg) 3/day 6"x20"x10'.

Typical Elf & Bronze Dragon Descendents have Copper red or chestnut hair, dark brown to black eyes, dark brown or bronze coloured skin, dark brown or black eyes, and are usually slightly taller and more robust than your average elf. The males are often deeply spoken and the females, more lithe and agile than their counterparts. Draconic blood often emerges in other ways. Descendents role 1d3+1 effects from the list below.

1. Infravision 90'
2. +4 to saves vs electricity & lightning
3. +2 to constitution
4. + to dexterity
5. +1 to charisma
6. Move silently – at will
7. Tracking 90%
8. Dragon fear aura 20' – at will
9. +4 to natural AC
10. Ability to use draconic magical items
11. Speak with animals – at will
12. Bolt of chain lightning breath weapon 1d6+1 hpdg/per hit dice up to 9d6+9dg

It is almost impossible to determine who will manifest their draconic heritage, from birth to birth, generation to generation, family to family. All elves of dragon-blood are gifted with extended life spans, usually another 5d20 years on top of their usual allotted time. There are downsides to being of 'lo's Blood'; magic and items useable against dragons are also effective against these elves. Some folk react with fear when they find out about the Elf's heritage, so these individuals suffer a -2 penalty to reaction roles due to their secretive natures (that if they are even aware of it). Some arcane spell users value body parts of 'dragon elves' as unusually powerful spell components.

Favoured classes for these elves are sorcerers, duskblades, portal keepers, dragon riders, spell singers, infiltrators, rangers and scouts, specialty priests of Corellon, Bahamut, Io, Angharad.



Localities within Sharrven

Unicorn Run

This clear, pristine river begins at the very heart of the High Forest, right at the base of the Star Mounts and joins the river Delimbiyr near Secomber. Bards and sages pass down the tale that the headwaters of the Unicorn Run are, in truth, the Font of Life, and a cradle of fecundity. Each natural race is said to have emerged from the womb of Chauntea onto Toril at the river's source, and then traveled down the Unicorn Run to the outside world. Some say that a daughter of Chauntea resides at the river's source to usher the newborns into the world, while others claim that Shialla midwives the process. It's known for its purity, excellent fishing, and slow-moving current, as well as the fact that it's a gathering place for unicorns. Although the water does not detect as magical, something draws unicorns to its banks.

Great Star Mounts

The Great Star Mounts are an impressive and forbidding range of peaks, located in the centre of the High Forest. The mountains themselves are very difficult to traverse. Overland, the terrain is incredibly steep and no known passes exist to the interior. Snow and inhospitable weather all year round make climbing hazardous, in this already remote location. By air, it is considered impossible for anything less powerful than a dragon to approach the Star Peaks with any degree of safety due to incredibly high winds which are a constant feature of the place.

The geography of the land surrounding the Star Mounts is worthy of note as well. To the north, the land is unusually flat for the most part, while to the south the land is gnarled and twisted extensively. The curious nature of the surrounding terrain and the sudden abruptness of the mountain range, seemingly out of place, has caused some to speculate that the Star Mounts are not of natural origin. However, if this is the case, their roots go back to a time before Elven recorded history.

On a clear night, the northern heavens are ablaze with starlight, and countless names have been assigned by different cultures to those that shine with the brightest light. To the Fair Folk of Aryvandaar and the lesser Elven realms that succeeded it, seven of the most prominent stars were Y'tellarien (the Far Star), Y'landrothiel (Traveler's Star), N'landroshien (Darkness in Light), Y' (the Singing Star), Y'maerythien (Star of Dreams), Y'cervarkiir (Stagcrown Star), and Y'angarothien (Heavenfire). These names are now echoed in the names of the tallest peaks of the Star Mounts, as Far Peak, Mount Journey, Shadowpeak, Bard's Hill, Mount Vision, Hunterhorn, and Mount Angaroth, respectively.

The forest south of the mountains hides a gnarled surface that might be called a badland were it not so densely thicketed. To the north, the land is unusually smooth, as if levelled with a woodworker's plane. The mountains are also known to be rich in metals, including

remarkably pure iron and nickel. But since the end of Eaerlann, no one mines there. The Star Mounts are an unapproachable curiosity. The ancient Elven names hint at some unfathomable mystery, though most suspect the elves know the truth of it. As far as anyone knows, no flying creature less powerful than a dragon can land there due to constant and usually fierce winds. Strangely enough, aarakocra, the bird-like winged race, seem to have no difficulty in flying to and from the mountains.

Huge crystals dot the surface of the mountains, many as large as small houses. There are several uncharted ruins in the mountains with walls made of fractured crystal shards. When moonlight strikes the crystals, it creates web-works of reflected light across the surface of the mountain. On a small internal peak at the heart of the Star Mounts during the full moon, the crystals cover this peak with patterns of light. This is rumoured to either generate a gate to another plane, or the light has the ability to resurrect anyone laid within the cairn of standing stones at its top.

Living deep within the hidden valleys of the Great Star mounts are several tribes of reclusive, neutrally aligned High Forest Orcs: These orcs dwell in tunnels and small villages. They're arch-foes of rangers and possess forestry skills. They worship a power they call Herne the Wild Hunter, a lawful evil variation of the Master of the Hunt (which, in reality, is Malar with a different mask). Orc tribes in the High Forest include the Tanglethorn, Sharpspike, Bloody Eye, and Horned Lord tribes. Orcs of the High Forest have the non-magical abilities of rangers, but they gain no pluses in battle against goblin-class creatures. Wild Hunter shamans actually grow stag antlers from their heads.

Hall of Four Ghosts

An outpost of Telriin'Caer, Balronfayr was once a logging town, where dwarves harvested mighty trees from the High Forest for the clans throughout the North. It now draws its title and reputation from its last remaining building, the decrepit great hall of the city's former lord. The hall, abandoned for the past centuries since the fall of Ascalhorn, is still haunted by four ghosts.

This quartet of dwarven spirits shares a common link, they were all tragic lovers who caused each other's deaths. While a number of dwarven adventurers have sought to free the ghosts from their torment, something holds them here against all attempts to turn them or bring them peace. Unlike many ghosts of the Realms, they also all seem oblivious to anyone or anything aside from each other. If there is any knowledge about the four ghosts' identities and the reason for their post-mortem plight, it is so rare that no one speaks of it in the lands of the Savage Frontier.

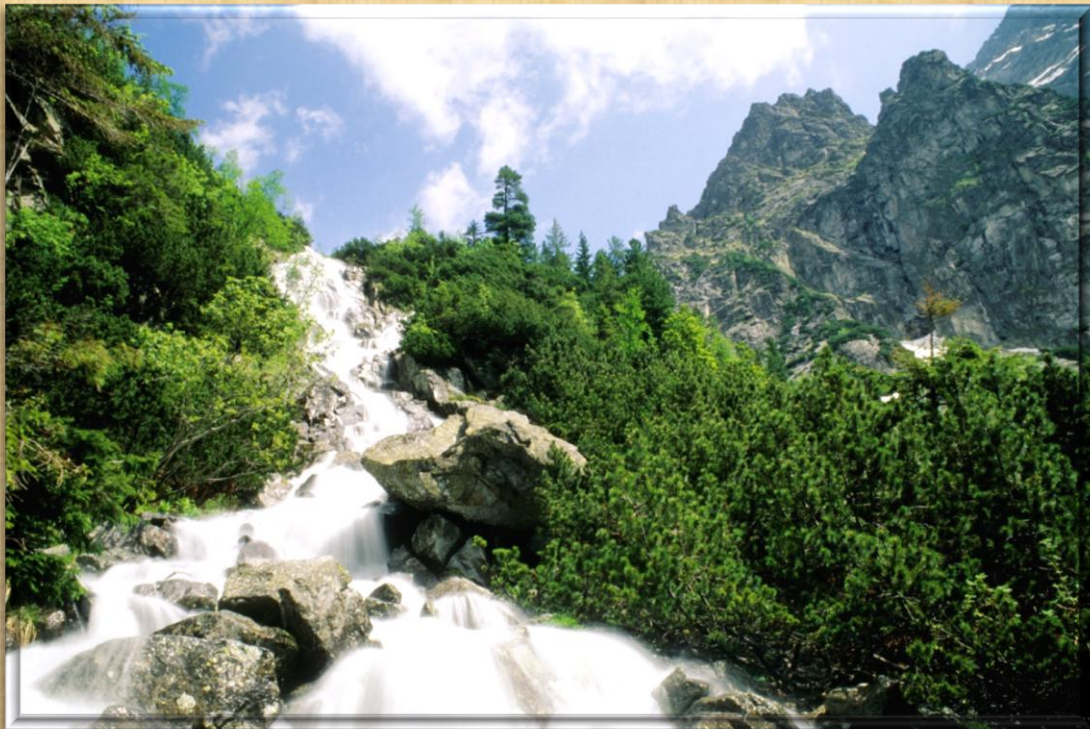
Curiously enough, the ghosts of the Hall instantly converge around an entrance if a dwarf comes within 10 yards of it. They then appear to beckon and plead silently with the dwarf for something. No dwarf has entered these ruins or the tunnels in nearly a century, so this tale is long forgotten among the tavern tales. Tunnels burrow deep from the former dwarven town's location to caverns and tunnel networks far beneath the western High Forest. Their upper entrances are nearly all blocked by rocks, but it is possible to shift some rock and enter individually. Giant trolls are known to lair here along with their normal

relatives. These tunnels eventually make some connections to Caer'golweiss, Crystal Caverns of Caerynghlass, the southern mines of Ithrillianthor, the eastern and northern mines of Onthri-laenthor and the Underdark.

The Sisters

South of the Star Mounts lie a series of escarpments and gorges created by the flow of the Unicorn Run called the Sisters. Considered the most beautiful and idyllic of locations by all who ever gaze upon them, the many multi-levelled waterfalls of the Sisters show the beauty that results from unspoiled nature. The mists and waters of the falls provide the moisture that allow scrub grass and vegetation to grow on the high plateaus and cliffs around them. These plateaus are home to a large number of centaurs, nereids, naiads, sylphs, pixies, and leprechauns. To see the moon rise over the Sisters and spot a unicorn atop a cliff is considered a blessing of good fortune from Mielikki.

In its earliest days the Elves of Sharven proclaimed their new realm here with Lurue's blessing. The Vinae sisters and many other Sharrevn nobles are buried in the surrounding hills, plateaus and gorges. Only Nithrithvinae's Tomb has been discovered, but there are thousand more crypts, sepulchre's graves and tomb waiting to be discovered. Apart from the Vale of Lost Voices, this area had the greatest concentration of Watchhorn, Greenwood Guardians, and Baelhorns of anywhere in Faerun.



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