

Mhilamniir

The Temple City of Eaerlann

Mhilamniir (Medium Temple & City): AL CG 5,000,000 gp limit, Assets 100,000,000, Population 65; Mixed (30% Moon Elf, 25% Green Elf, Gold Elf 25%, Half Elf %, Human 5%, Shield Dwarf 5%, Halfling 5%, Other 5%)

Less than two days travel from the end of the Old Road (or three days travel east from the Lost Peaks) puts travelers among the soaring spires, domes and minarets of the temple city of Eaerlann. Mhilamniir boasts a large population, and a great deal of political power. It is known as 'The Temple City of Eaerlann' because of the numerous temples that are present in the city, and the numerous priests and priestess' who reside in there. Clergy members of all members of the Seldarine can be found in Mhilamniir, tending to services in the places of worship for their respective faiths. The entire city is seen as a splendid tribute to the Seldarine as a whole. Mhilamniir acts as the focal point for elven clergy throughout the North, and it is this clergy that give the realm of Eaerlann its considerable strength and influence.

The city sits atop a large steeply wooded hill surround on all sides by a flowing stream, named Corellon's Tears. The largest building in the city is the great temple to Corellon with its great golden dome set atop a temple of pearl white alabaster and marble. The city's oldest temple is that dedicated to Labelas, the Temple Beyond Time. Mhilamniir sits on Starsong Hill, the ancestral home of the Starsong Clan who dedicated their holdings to the building of the Temple City, back at the founding of Eaerlann. The hill itself is a giant Fey Mound, blessed by the Seldarine and shot through with the interred remains of countless generations of Starsongs and clergy of the Seldarine. The city proper is surrounded by an ancient yet subtle High Magic Mythal that affects creatures who approach the city in different ways. The mythal extends 500 meters from the outer edge of the stream in a great ring that extends in all directions.

Powers of the Mythal

The Mythal's Major Power is its biggest secret, known only to the high priests from each temple. It can only be invoked by all 9 priests in concert, or by default if all 9 priests are incapacitated, die or leave the city. Then the Temple Mount (Starsong Hill), and its surviving inhabitants are shoved out of phase and into stasis, leaving behind empty versions of the buildings that appear surrounded by smoke and fog. The only way to reverse the Temporal Shunt is by a High Magic Ritual of Myriad performed by at least 5 High Mages and High Priests of all 9 major Seldarine Temples.

Creatures approaching within certain distances from the Fey mound suffer certain cumulative effects.

500m – 300m from the mound intruders are greeted by ghostly apparitions of elves greeting the strangers, non-fey creatures must save vs. fear at -2 or flee. The sounds of ghostly singing and laughter accompany the haunting.

300m- 200m The city seems to shift as Hallucinatory Terrain surrounds the city making believers think they have become lost and disoriented turning around and going back the way they came.

200m-100m Intruders are affected by an Antipathy effect that forces them away from the city if they persist in their advance.

100m-20m Intruders are affected by a Geas Spell that compels them to leave the area and prevent other intruders from entering the city at all costs.

20m to streams edge, Intruders are affected by a slumber spell, then teleported 1d100 x5 miles in a random spherical direction.

The Mythal's second power prevents the city from being seen (even by magic), by all except elves, gnomes, and perhaps a few other creatures who bear special individually attuned ward tokens. All others who cannot see the city are teleported to the other side.

The third power prevents the entry of drow, goblinoids, giants, devils and demons of any sort.

The fourth power prevents fires from taking hold in buildings and prevents the use of magical fire above 1st level.

The Temples of the city:

Dome of the Corellon's Grace

The Dome of the Corellon's Grace is visited by the Fair Folk of Evermeet for solemn ceremonies, private worship, or simple private meditation. The trees that surround The Dome of the Corellon's Grace magically weave their branches together, preventing entrance to the temple. Treants sometimes join the guardian trees in watching over the shrine, as do the countless sylvan creatures who roam the Green Isle. Wrought iron gates entwined with ivy and blooming roses year round permit passage only to Tel'Quessir who approach wishing to worship Corellon and the Seldarine.

From the outside, the southern facade of this grand Temple is shod in gold and its graceful spires tower over the surrounding trees. The high arched roof of the temple is covered in jewels that glitter like stars in the moonlight. The white marble stairs leading up to the gates are flanked by giant marble statues of Corellon. All the floors are covered in delicate mosaics of scenes of the Seldarine and Arvandor. The support pillars that line the central aisle leading to the altar are carved with vine scroll work, the leaves made of brilliant green jade. Gleaming white marble walkways flanked by tall columns adorned with ivy and roses, like the entrance gates, lead through the heart of the temple and connect the numerous shrines found within. Magical fountains are scattered throughout the temple, and their enchanted waters are said to confer one or more effects similar to those of potions of healing, elixirs of health, potions of heroism, potions of invulnerability, potions of extra-healing, and potions of vitality.



Within Dome of the Corellon's Grace may be found shrines to Aerdrie Faenya, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, and even the king and queen of faerie, Oberon and Titania. Each shrine contains a white marble statue depicting one of the Seldarine or faerie monarchs, and elves who pray before them are said to sometimes receive magical blessings from the power so depicted. The Ar'Tel'Quessir who constructed Corellon's Grove chose also to include shrines to the rogue powers of the Seldarine including Erevan Ilesere, Fenmarel Mestarine, Shevarash, Solonor Thelandira and to aspects of the Seldarine worshiped by the other subraces-such as Angharradh, Bear, Eagle, Raven, and Wolf. All such powers and aspects of powers are venerated in Dome of the Corellon's Grace by the Fair Folk. Corellon's shrine is the largest by far found within the temple, a great dome of green marble sits above the First of the Seldarine and Creator of the Elves. Corellon is portrayed as a tall, unnaturally thin, androgynous elven figure with a thin face, high cheekbones, and narrow, slanted eyes. The figure is clad in scale armor and carries a long, slim sword. A delicate coronet graces the brow of the Coronal of Arvandor, and a sense of peace and contentment radiates from the statue itself. Any of the Fair Folk who pray here may receive a special blessing from Corellon, although at most one such favor is granted per year. Corellon may manifest as discussed above, or he may grant the ability to cast cure light wounds or cure serious wounds once at some future time. Some elves report after praying at the shrine that the Protector gifted them with an item of magic (usually a weapon or article of clothing), while others have found woodland animal companions or mounts such as giant eagles, moonhorses, or pegasi awaiting them as they completed their supplications.

Temple Beyond Time

The city's oldest temple has always been the Temple Beyond Time, a soaring tower shaped like an elongated hourglass consecrated in the name of the Lifegiver. Labelasan religious texts suggest that the Temple Beyond Time existed as far back as the early days of Aryvandaar, nearly 25 millennia ago. The Temple Beyond Time is a monument unbowed by the passage of time constructed from weathered stone carved from the slopes of Starsong Hill. The central chapel of the temple is dominated by a massive golden sundial inlaid in the floor, and windows are placed so as to allow the direct rays of the setting sun to bathe the massive time piece in colorful hues. The temple houses a library housing some of the greatest collections of elven lore assembled in the Realms.

The Temple Beyond Time can be seen or entered for a few moments at widely varying intervals. The only permanent inhabitants of the Temple Beyond Time are a trio of Siluvedenn bael-norn, known collectively as the Timespinners: Susklahava Orbyn, Roan-mara Neirdre, and Phantyni Evanara. In life, each of the Timespinners was a gold elven priestess of Labelas, and they have served the Lifegiver for millennia as historians, sages, and oracles. The faithful of the Lifegiver interpret the god's omens as to when the Temple Beyond Time can be reached and then travel to the site in order to consult with the eternal seers who dwell within. Those petitioners who enter the tower bear the risk that when they emerge many years may have passed, even though the interval seemed like little more than a few hours to those within.

Affiliated Orders: The Order of the Setting Sun is a fellowship of elf and half-elf archeologists, bards, historians, lore keepers, scholars, sages, and the like who seek to preserve and/or rediscover the relics and knowledge of elven cultures that have passed into history. The Knights Paradoxical are an elite order of warriors, wizards, and priests who seek to preserve the integrity of the time stream and prevent significant alterations to history by chronomancers and their ilk. Members of this ancient order may be found guarding legendary time gates and tracking down copies of time conduit spells to keep them out of the hands of those who would meddle with history either deliberately or through carelessness.

The Timeless Oak

This grove of ancient oak trees is considered sacred by the Green elves who often travel here for ceremonies, marriages, funerals, and other important events. Several spirits are said to guard the grove, and both Gold and Silver elf priests sometimes come here to commune and receive messages from the Seldarine.



Rillifane's temple is set in a huge oak tree with platforms built among the branches and vine bridges connecting them to each other and platforms in adjoining trees. Shrines of the Leaflord, always a grand oak tree deep within the depths of a forest but too small to serve as a temple of the Leaflord, are chosen by members of Rillifane's clergy after receiving a dream or vision directing them to particular tree. Such shrines are marked by the priest with a carving of a small canary in the trunk about 2 feet from the ground.

The Timeless Oak is the name of both a gargantuan oak tree over 200 feet tall and the temple of the Leaflord nestled amidst the forest giant's boughs. The temple consists of a network of platforms sculpted from the tree's branches and hollows cultivated in the great oak's trunk, all of which are linked by bridges of woven vines. Hallucinatory terrain spells and the thick leaf coverage mask the religious community's very existence from the outside world.

The Towers of the 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.

Towers of the Moon

Sehanine's priests are the seers and mystics of elven society. They serve as the spiritual counselors to elves and half-elves who seek to embark on journeys in search of enlightenment so as to transcend their current state of being. As shepherds and protectors of the dead, Sehanine's priests organize and administer funeral rites and guard the remains of the fallen. They seek out and destroy undead creatures, for Sehanine holds such creatures-with the notable exceptions of baelnorn and other good-aligned undead beings who voluntarily prolong their existence in order to serve their kin-to be blasphemous. As defenders of elven homelands, Sehanine's clergy are responsible for weaving and maintaining the illusions that guard those sanctuaries that remain and for divining potential threats to their continued existence. The prime task of adventuring priests is the retrieval of lost arcane and magical knowledge, especially if it pertains to illusions and/or divinations.

Affiliated Orders: The Towers of the Moon temple hosts a chapter of The Veiled Choir. This is a mysterious sisterhood of elven mystics whose very existence is obscured by a veil of legend, mystery, and rumor. Sisters of the Veiled Choir are renowned for their prophetic ability, and their visions are revealed in an unending chorus of song. Only a handful of these ancient elven seers are believed to exist, residing in ancient temples of the Lady of Dreams whose very existence has long been forgotten by even the Fair Folk. Young elves in search of adventure often attempt to find the sisterhood's oracular redoubts of which, curiously, none are located on the Green Isle. On rare occasions a lucky and persistent elf discovers a Veiled Cantoria, but those who seek to simply follow in their footsteps always fail in their quest. The reward for reaching a sanctuary of the Veiled Choir is always the blessing of the Luminous Cloud and a mysterious prophecy, the unraveling of which may consume the rest of the recipients life.

Quicksilver's Redoubt

Hidden within Starsong Hills is a hidden cavern complex known as Quicksilver's Redoubt. The caverns house a vast store of beautiful objects, most of which were brought there by followers of the Trickster. If the tales of the Fair Folk are to be believed, one of the greatest collection of relics from the ancient elven realms of Sharrven, Eaerlann, Orishaar, Miyeritar and Thearnytaar is hidden here as well, assembled as those realms crumbled during the times of the Crown wars, before the armies of Ilythiir. The Shrine is protected at all times by 3 Watchnorn Warrior10/Priest16/Thief12's of Erevan. Known as the Triune Guardians, they prevent thieves from stealing items of value using tricks and traps to protect their charges. The caves themselves are hidden by Hallucinatory Terrain, Antipathy spells, and deadly spell wards.

Priests of Erevan work with Elvish Minstrels & Bards in the city believe that change and excitement are the spice of life. They exhort the staid and stodgy priests 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 in the Temple City who seek to puncture the self-righteousness, sanctimony, and pretension that pervades this orderly society with mischievous pranks that both amuse and enlighten. Their play, songs and pranks inspire laughter and happiness, giddy silliness, and welcome release from care so that the routine of day-to-day existence does not become worn so deep that it grinds all the joy from life. They celebrate the spontaneous, and practice random acts of helpfulness, making them most welcome in the home and lives of ordinary Moon and Green Elf folk throughout the realm. The Gold Elves on the other hand consider the Priests of Erevan to be nothing but a frivolous bother at best, blight at worst on the peaceful environs of the city.

Waters of Evergold Temple

The Waters of Evergold Temple is bright and beautiful, with fountains, springs and the Eternal Waters of Evergold waterfall that flows from the temple throughout the great garden and eventually encircling the entire Temple Mount, becoming known as Corellon's Tears, The Creator is said to have manifested here and wept over the beauty of Hanali as she danced in the Sacred Falls. Lady Goldheart's house of worship is designed with young lovers in mind, providing endless mazes of shady paths, babbling brooks, quiet pools, leafy bowers, and flowering

hedgerows, so as to facilitate amorous trysts and romantic rendezvous. The interior chambers of the temple are designed so as to permit the entrance of the sun, moon, and gentle breezes. Several alcoves display beautiful works of art, serving the local community as a museum, while the main chapel is designed as a great concert hall from which strains of music spill out into the surrounding gardens.

Offerings of objects of great beauty are made to Lady Goldheart during such holy festivals, some of which are swept into Arvador while others are returned to be shared among all of Hanali's followers. It is not uncommon for artists to unveil their latest works at the temple on such holy days, nor is it rare for young lovers to either pledge their troth secretly or proclaim it to all assembled, for doing so is said to invite Hanali's favor.

The Waters of Evergold Temple is widely regarded among the folk of Eaerlann, with the notable exception of the drow. Her church is very popular among gold elves, particularly young nobles, and the Waters of Evergold Temple is believed to oversee their endless galas, revels, and romances. Any elf bathing in the Waters of Evergold Falls, and making an offering of beauty to the Goddess may receive Hanali's Blessing. Hanali often manifests as a soft rose-hued nimbus of light that envelops a creature or object. When Hanali's aura envelops an elf, half-elf, or faerie or creature of the Seelie Court, his or her Charisma increases by 2 points with respect to members of the opposite gender. The radiant glow also acts as a friends spell, affecting any who behold the favored being's beauteous visage. While Hanali's glow usually fades with the coming of dusk or dawn, an elven worshiper may, no more than once during his or her lifetime, receive a permanent increase in Charisma, often as a reward for creating or preserving a beautiful object, making a great sacrifice, or completing a great quest for the benefit of a loved one. Hanali's manifestation also allows the recipient to detect romantic interest for the duration of the effect. Any to dare to desecrate the falls will often find themselves cursed with a wasting disease that removes 2 points of charisma per day until the person has atoned for their sins in some quest or special service for the temple.



The Sacred Waters of Evergold

Hunters Heart

The Temple of Solonor can be found at the heart of Starsong Hill, The Great Archer's house of worship is a mixture of natural and carefully sculpted features emphasizing the competing principles that Solonor tries to balance. Hunters Heart sits in a cultivated grove of trees carefully tended from seedlings to form two or more concentric rings of forest giants. Each tree has been grown so as to form one or more natural hollows within its trunk at various elevations, and vine rope bridges are threaded through each tightly packed grove to connect the chambers in the heart of each tree. At ground level, roots, rocks, earth, plants are woven into near impregnable defensive fortifications to ensure the sanctity of the temple perimeter. Earthen chambers are hewn from the dirt beneath the grove, nestled among the tightly woven root structures.

In the surrounding woods, trees are carefully planted so as to create narrow, spoke like paths radiating outward from the central grove. Although not immediately obvious to casual observation, the plant growth along these paths is cultivated so as to impede movement but permit the flight of arrows, thus forming natural shooting galleries in which invaders are easily targeted. Hunter's Heart contain both ceremonial chambers adorned with hunting trophies and hollows with more practical applications such as crafting and repairing bows and arrows, the curing of venison and other meats, the tanning of hides, and the carving of bones to form tools and figurines.

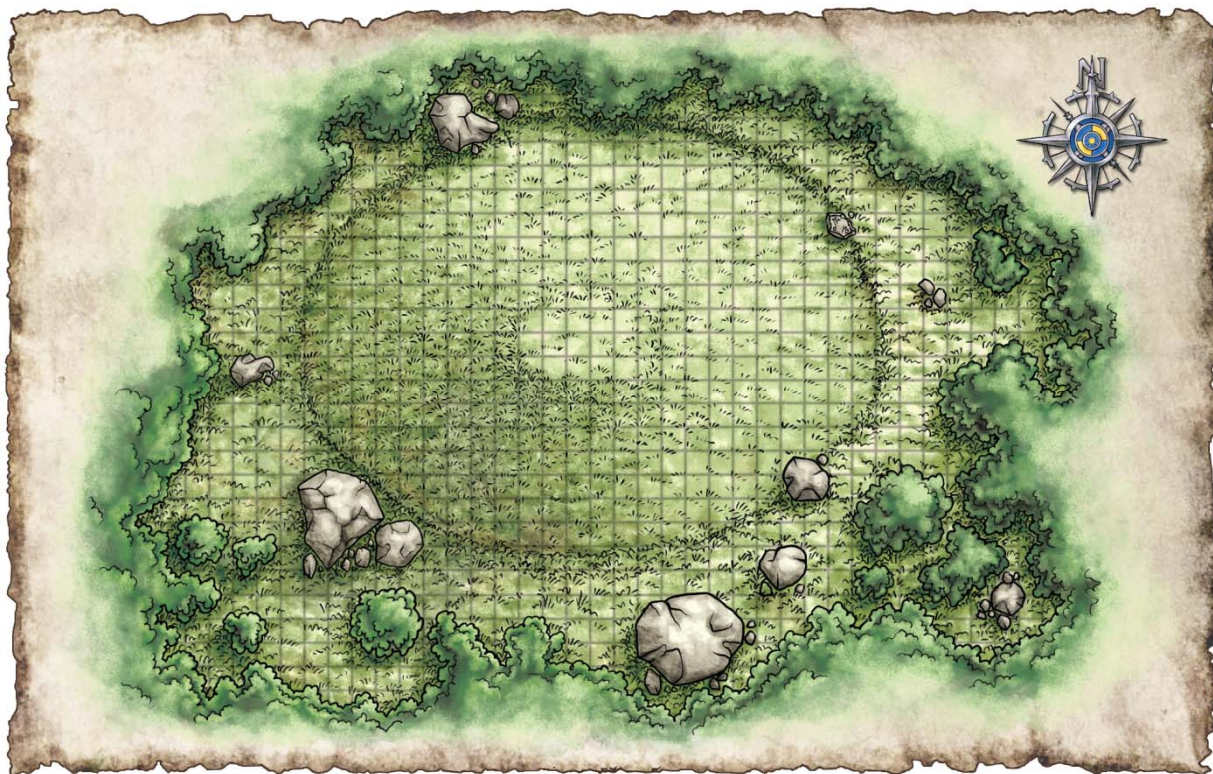
Priests of Hunter's Heart serve as scouts and archers in Eaelrann's armies, as bowyers, fletchers, and archery instructors in elven settlements, and as hunters and providers for far-flung rural communities. Among those Fair Folk who largely eschew the trappings of civilization, members of Solonor's priesthood preside over initiation ceremonies into adulthood. Hawkeyes serve the Great Archer by working to maintain the balance of nature. Solonor's priests are deadly enemies of those who worship Malar, Talos, or Moander, and they often join forces with those who serve the Leaflord in order to exterminate followers of those evil gods whenever they make their presence known.

Fortress of Shadow's Loss

The Temple of Shevarash is located above a system of caverns mouths that connects Starsong Hill with the deeper tunnels of the Fey Mound. The Black Archer's two story, fortress temple is constructed of red stone and serves first and foremost as nigh-impregnable forts blocking access to the tunnels, crypts and tombs beneath the city, that can be held by a handful of defenders. The Fortress is designed to withstand long-term sieges and includes a well stocked armory, storerooms, and cisterns of fresh water. The walls of Shevarash's Fortress are adorned with trophies seized from fallen drow. Shevarash's followers sometimes construct shrines to their god in the Underdark, but such monuments are makeshift at best, quickly built in caves that serve as a temporary base of operations. Fallen warriors of the cult are brought back to the surface to be interred in the catacombs beneath the temple fortress or, if absolutely necessary, buried in unmarked cairns in the Underdark so as to hide them from the drow. Fortress of Shadow's Loss

Eilistraee's Mound

In a quiet glade outside of the city proper is the ninth Seldarine temple, a Fey Mound dedicated the Dark Maiden Eilistraee. Corellon's daughter and her followers enjoys a rare place of peace within the precincts of Mhillamniir. Though outside of the city the mound still enjoys the benefits of the Mythal's protections due to a buried Mythal leash, that connects this distant place through a mile long astral connection.



Eilistraee's Mound

Before the elven Crown Wars, Eilistraee's faith was strong in Miyeritar, and she had small numbers of faithful in Ilythiir and the other elven realms of the time. The Dark Disaster, unleashed during the Third Crown War, transformed Miyeritar into the blasted wasteland now known as the High Moor and dealt a devastating blow to the ranks of the Dark Maiden's followers. A few ancient, sacred sites of power built before the Crown Wars survive in the Misty Forest, along the borders of the High Moor, and in the Shard, scattered across the once verdant savannah. Eilistraee's Mound is one of those places.

The Mound of the Dark Maiden was established above dark caverns and in the dim forest at the outer edge of Mhillamniir from which her priests venture forth at night to brave the moonlight. Eilistraee's Mound has developed in a manner similar to those of the surface elves dedicated to the Seldarine. The Dark Maiden's clergy sought out a pristine, natural site that need little modification, they found this fey mound and dedicated it to the dark Maiden with Corellon's blessing. Temple complex includes the dancing glade in which to dance and from which the view of the moon is unobstructed, a dark place removed from the light of day, a thick tree canopy, a lively fresh water stream that playfully dances and sings, a forge and smithy for Grafting swords, and an access tunnel to the caverns beneath the mound, and a vein of iron or some other metal suitable for the Crafting of swords.

Beneath Eilistraee's Mound is the site of a great statue of the Dark Maiden hewn from a jagged mound of black marble rock. Adjoining the main temple is the Hall of Healing which serves as a sick nursery for the care and tending of the temples wounded as well as those unfortunates who suffered from the dangers of the forest including less than understanding elves.

Currently the Temple is staffed by a groups of half drow and drow/moon elf or drow green elf priests, the progeny of victims of drow raids or escaped slaves. Daily activities in the temple include food-growing, temple building chores, patrolling the temple caverns and outer forest, and practicing diplomacy beyond the immediate temple area. The Chosen of Eilistraee work tirelessly to further the Lady's aims toward the peaceful coexistence of drow with other races of the Realms.

At night at times of the full moon when the priestesses dance in the glade at the base of the mound, it is said that if they bring new converts to dance upon the top on the mound Eilistraee may manifest as a sign of her pleasure and as a welcome to the new worshipper. Eilistraee's most used manifestations are a silvery radiance, sometimes accompanied by a wordless snatch of song or a few echoing harp notes. If the radiance surrounds an item (almost always a sword or other bladed weapon), that item typically gains the following two powers for 6 rounds: full possible damage (maximum roll, plus all bonuses) and immunity to breakage or other damage (automatic success of all item saving throws). If the radiance envelops a being, Eilistraee's favor typically gives any or all of the following three aids permanently; 1) the ability to strike first in any round, 2) an increase in Armor Class of 2 points, 3) and a bonus of +4 to all attack rolls, including the ability to strike creatures normally affected only by magical weapons of a +2 or greater bonus.

The followers of Eilistraee are figures of legend in both the Underdark and the Lands of Light. They are the subject of superstitions and wildly inaccurate mistruths, held by surface dwellers to be the evil vanguard of the Spider Goddess's plot to plunge all of Faerun into darkness under her rule and held by those drow who follow the Way of Lolth (or other evil gods) to be faerie (surface elf) invaders masquerading as dark elves in preparation for the coming war of annihilation. Rare is the individual- dark elf or not-who appreciates that Eilistraee is forging her own path, one that welcomes beings of all races who revel in life and the free form expression of all that entails.

Shrine of the Black Sword

These quiet gardens, of which there is an exact copy on Evermeet, feature tall, unadorned columns of black marble leading to a small crystal pyramid, and act as a memorial to all those Tel'Quessir slain throughout elven history. Each year at Fallrite, the Coronal's family and a party of nobles visit the shrine in solemn procession, singing and chanting, burning incense in memory of the fallen. During the rest of the year, the shrine generally remains unvisited, although occasionally elves will visit to memorialize dead relatives or ancestors.

Aerdrie Faenya's Shrine

This statue portrays a tall, slim elven woman with graceful feathery wings, dressed in a long, flowing gown that reaches the ground, concealing her feet. Elves who pray here have a 10% chance of being transformed into a giant eagle for 1d6 days. At the end of this time, if the elf is still airborne, he or she will revert to elven form but drift to the ground as per the featherfall spell.

Lesser Shrines of the Seldarine

Hidden amongst the shady groves of Mhilaamniir are shrines to many of the lesser known Seldarine

Araleth Letheranil – The Prince of Stars

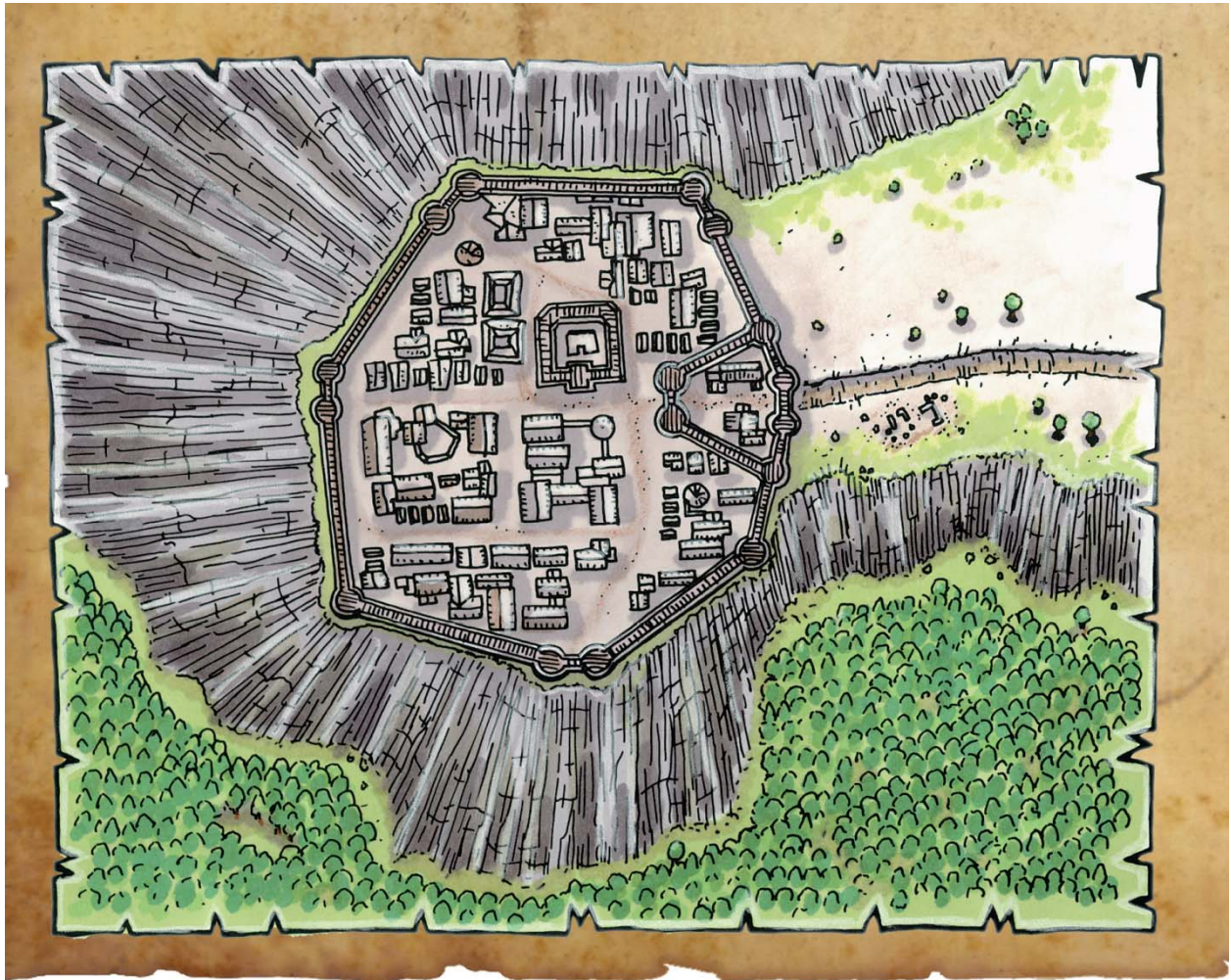
Kirith Sotheril – The Magess

Taralen – The Songstress

Naralis Analor – The Healer

Tethrin Veralde – Master of Blades

The City & Citadel of Ascalhorn



Before humans first heard of Turnstone Pass or the Talons or the Land of Three Fords, the elves were here among the once-plentiful forests of the Upvale. In the days when elves walked Faerun as rulers, the High Forest was more massive. What are now the Lurkwood, Moonwood, Silverwood, Everwood, Cold Wood, FarForest, and South Wood once were part of one greater forest, and the land therein was known among elves as Aryvandaar, which translates as High Forest/the Great Woodlands Home. With the Crown Wars, the elven civilization of Aryvandaar and its great forest began to splinter. Within a score of centuries, the northernmost reaches of the High Forest split along the River Rauvin and the trees also thinned along the Delimbyr creating the Upvale.

Later, though the elves colonized more of Faerun, they returned to the High Forest to create other realms like Siluvanede, the gold elf realm that sought to reclaim the exalted position held by Aryvandaar; Sharvren, the mixed elven realm centered on the Unicorn Run and the Star Mounts; and Eaerlann, a splinter realm of Sharvren that soon equaled its parent and occupied the former ruling lands of Aryvandaar. Of all those realms, Eaerlann built the most fortresses and military posts within its lands and at its borders. Ostensibly, its inhabitants built them to protect themselves from the orcs whose hordes regularly swept across the frontier, but other historians have suggested the elves lived in fear of the rising human populations and built them in response to the rise of the human nation of Netheril. Regardless of why they were built, the fortresses that dot the Upvale and the eastern High Forest today sprang from Eaerlann or were rebuilt Aryvandaaran posts.

The Rise of Ascalhorn

The elves had lived in temporary settlements (hunting lodges, seasonal villages, etc.) among the upper tributaries

of the Delimbyr for thousands of years, but the discomfiting rise of Netheril catalyzed them to react to the increased human activity in the region. Eaerlann's elves had freely taught these humans magic, but the humans greedily plundered lost caches of magic from the ruined towers of Aryvandaar, and once they discovered the Nether Scrolls (which were discovered by the elves themselves and hidden again by them before the Crown Wars), Netheril's power grew by leaps and bounds.

Most elven nations, like Siluvanede and Sharrven, withdrew from all contact with the humans and waited for their greed and abusive power to destroy them. Eaerlann, with whom the humans had early and continuing contact, merely cemented its borders and made them clearly known by their defensive fortresses such as the one built on the Horn, a natural peak along a bend in the western source stream of the Delimbyr (long centuries later known as the Ascalhorn River). Ascal Rachiilstar, the founding commander and primary engineer and leader of his small house, found many renaming the site and the burgeoning fortress after him. The work finished on the fortress of Ascal's Horn in the Year of Owls. Watching (-372 DR), and its walls bristled with spears, arrows, and other defenses set to guard Turnstone Pass against an orc horde. Secretly, the spell casters within the military town wove wards (which many considered to be near-mythals) designed to repel the spells and quasi-magical item effects of the Netherese while magnifying the defenders magics.

Less than four decades after Ascal's Horn posted its first guards, the pompous Netherese archwizard Karsus brought ruin upon himself and his people by becoming a god (for a brief moment). Netheril fell with Karsus, whose hubris led to the temporary destruction of the Weave and thus the Fall of Netheril. While many elves rejoiced over the end of the human nation of archwizards, they also took pity on the downtrodden and aimless masses of survivors of the Fall and took them under their protective wings. Within 30 years of the Fall, the elven fortress town of Ascal's Horn became Ascalhorn, the town of magic, where human wizards relearned the less-abusive magics of the elves and Mystra. However, all capable of wizardry had to abandon quasi-magic and learn new magical theories and practices, for to use Netherese magic in this town was a crime punishable by death.

Within a century, placed officials within the town had grown such that only a few highly it was elves and the bulk of the populace was primarily human. The elves of Eaerlann told themselves they had given the site over to the humans because they were better fit for the distasteful duty of continually guarding against the recurrent orc hordes. When Myth Drannor rose in the eastern great forest of Cormanthor, Ascalhorn was among the first to ally itself with the City of Spells. A sister city to the greatest of all the races accomplishments, Ascalhorn grew great in arcane might along with Myth Drannor. However, without the guiding light of Coronal Eltagrim or his advisors, such as Myth Drannor had, that power was quietly hoarded by elitists and paranoid mages rather than shared by all citizens to make Ascalhorn strong. Also during this time, Ascalhorn and Silverymoon grew close as fellow centers of learning the largely undeveloped Savage Frontier. The Fall of Myth Drannor and the influx of elves and other wizards in and citizens from that realm toward Ascalhorn saw changes in the town. Many accepted the newcomers as fellow scholars and folk of knowledge, and the magic they brought from Myth Drannor was wondrous and happily safe from the Army of Darkness that ravaged their fallen city. However, the flood of new wizards and elves also made many of Ascalhorns elitist wizards paranoid and afraid of losing their positions and their monopoly on power. This signaled the true start of Ascalhorns collapse.

Ascalhorn's Fall & the Rise of Hellgate Keep

Wulgreth, a lesser Ascalhi wizard, summoned baatezu into the town in secret to grant him the power to overcome his social and magical rivals. Despite his power and precautions, the baatezu he summoned were never fully controlled, and thus they insinuated themselves into the power plays of many wizards, steering them covertly with hidden plots within the wizards. overt power games. While the fact that baatezu were present in the town was kept quiet, many folk began to feel ill-at-ease due either to the unconscious influences of the baatezu or the growing problems among the warring wizards, whose social battles flooded the streets with magic at least twice a ten-day. Folk uninvolved in these feuds or power groups began migrating out of Ascalhorn, leaving behind only the power-mad. After a few decades of servitude, a few baatezu convinced their masters to accept lichdom as a path to power. Once their masters became undead, the baatezu slowly began taking control of the town through their former controllers. Within a few short decades, baatezu dominated Ascalhorn openly, and few people were beyond their control. In desperation, the few wizards left alive summoned the baatezu's ancient enemies the tanar'ri into Ascalhorn and sought to bind them into saving the town. The tanar'ri saved the town from the baatezu, but slaughtered nearly everyone within the fortress, dominating the site and declaring it their territory.

(This territorial claim was almost mandated by the lack of wizards to send the tanar'ri back to the Blood War and their homeland.) Maerstar, a bard among the few humans who escaped the battles of the Horns Fall and fled to safety, rechristened the town Hellgate Keep in one of his songs.



The emergence of Grithnark the Destroyer

Grintharke, a balor and greatest of the tanar'ri commanders, immediately brought more of his kin over to Faerun to reinforce his position. By late summer, Grintharke's plans to ally with the orc hordes to bring down both Ammarindar and Eaerlann were in full swing. Given the fall of their northernmost defense into fiendish hands, both the elven realm of Eaerlann and the dwarven kingdom of Ammarindar were ill-prepared to repel both a massive orc horde and the consolidated fiends of Hellgate Keep from their borders. Thus, within months of the fall of Ascalhorn, the last great demi-human empires of the North also fell. Hellgate Keep's reputation as a center of great evil seemed permanently etched in the minds of all the survivors, the refugees, and the peoples of nearby lands. For a few years, Hellgate Keep seemed poised to conquer the North. The tanar'ri began burning the forests of the Upvale and successfully corrupted the lands of the Far Forest. However, by the time they conquered the belowground halls of Ammarindar, the final and decisive line of defense was drawn by a number of Harpers and wizards, including the elder Khelben Arunsun, Elminster, the silver-haired ladies Alustriel and Laeral the Witch-Queen of the North, Nyaalsir the Stareye, Ymlar of Silverymoon, and others.

While some wizards fought and died to contain the tanar'ri within Hellgate Keep on Midsummer of the Year of the Fell Firebreak (886 DR), the others established powerful wards permeating the lands about the citadel. In fact, Elminster and Khelben used knowledge from Mythanthar's Folio (a collection of scrolls that contain research and commentary on the nature of abjuration magics, specifically wards and mythal) in conjunction with other sources of power placed in the Keep by the elves and hidden from the human wizards of Ascalhorn to aid the wizards in weaving a ward so powerful it was nearly a mythal. In addition to other effects useful against the Keep's forces, its dweomer trapped any greater or true tanar'ri within the Keep's walls, limiting their direct control over operations beyond the fortress to what they could exercise through their underlings. These wards also prevented the tanar'ri from summoning others of their kind as reinforcements.

Citadel of Ascalhorn

(Small Keep City): AL CG 50,000 gp limit, Assets 50,000,000, Population 8500; Mixed (Human 70%, Moon Elf 10%, Half Elf 5%, Shield Dwarf 5%, Halfling 5%, Other 5%)

The City is built on the slopes of a jutting natural peak known as Ascal's Horn. The Keep's soaring stone walls and towers were built by elves long ago. They were intended to guard Turnstone Pass and the northern reaches of the

elves' realm from the periodic attacks of orc hordes. Ascalhorn stands on the westernmost of the three rivers that join to form the Delimbyr, the western most stream known as the Ascal Stream.

The outer walls stand 60 feet high, with the towers jutting a further 40 feet above that. All buildings within the keep stand between 3 and 4 stories in height, made of local stone quarried from the surrounding hills. Each wall tower holds a school of wizardry and a detachment of soldiers 10+1d10 F3-5's, plus 1d4+1 officers, 1d4 war mages, and 1d2+1 priests, at all times. Basements and sewers are not directly connected to the sublevels of the Citadel. These can only be accessed through some of the towers, the High Keep, and The Three Torn Towers Keep. The populace of 3500, lives solely within the walls of the citadel itself, a further 5000 people live in the town at the base of the Tor, Lower Ascalhorn.

The Defenders of the Keep

1000 soldiers and their families call the keep home. The average man-at-arms is a F3 to F5 AL LN/LG/LE with officers being F6-12. Most are human of Netherese descent, with a few elves, half elves and dwarves as well. The army is commanded by the High Marshall, Lord Eric Merendil HM FG 19 AL LG, and a dour follower of Helm. His soldiers patrol the keep, town, and surrounding areas acting as the first line of defense against invasion from the north. The true power of Ascalhorn lies with its many powerful wizards, priests and the Knights of Ascalhorn, a powerful group of warriors, paladins & crusaders of Tyr and Helm.

Places of Interest

1. **Three Torn Towers Keep and Barbican** (Main Gate and Head Quarters of Ascalhi Army of 600 men at arms)
The main keep and entrance to the city, here war wizards and soldiers guard the city's gates and patrol the surrounding country side. At all times there are 200 soldiers and 10 war wizards on duty here. It is also the home of the High Marshall, his officers and their families.
2. **The Tower Arcanatorus** (Tower of Wulgreth & Main Wizards School)
The school of Conjurers and Summoners.
3. **The Armoury**
Here the major weapons cache of the city is stored, along with magical ammunition for the catapults, ballistae and other wall mounted weapons.
4. **Everwell**
This well is part of the city's main water supply and is linked via a portal to the elemental plain of water.
5. **Hall of Duty** (Temple to Helm)
Here the high priest Major Dathac Selazair HM Pr14 AL LN of Helm presides over the religious needs of the city's soldiers. The temple is well stocked with weapons, and acts as a hospital for the soldiers and their dependants. There are 3d10+10 priests of levels 2+1d10 on duty at all times.
6. **High Keep** (Head Quarters of the Knights of Ascalhorn, Protectors of the Citadel)
The quarters of the Knights of Ascalhorn and their families, Lead by the Paladin Kattaris Dracohorn HM Pld 16 Helm AL LG. The Knights work in closely with the Ahk'faer of Eaelrann to keep the realm safe. They have an innate distrust of wizards who don't serve in the military and are the major voice for those without magical might to call upon. There are always 20+1d20 Pld 5+1d10 paladins of Helm and Tyr here at all times, along with 2d20 warriors Fg 4+1d12, and 1d10+10 Crusaders Fg/Pr 3+1d10 of helm and Tyr here to help with the defense of the citadel. An equal number of Knights is away on patrol on the eastern and northern borders of the realm.
7. **Jalaster's Rest** (Wizards Tower & School)
Jalaster's school in invokers and abjurer's

8. **High Horn Tower** (Wizards Tower & School)
The headquarters of the city's war mages and school of war wizardry and Abjuration
9. **Towers of Shadow** (Wizards Tower & School)
The headquarters of the city's scouts, spy's and school of Illusionists & Enchanters
10. **Tower of the Midnight Sun** (Wizards Tower & School)
A foreboding tower where the stench of decay and rot is never far from the nose, it houses the city's school of Necromancers, the practice of black necromancy is forbidden upon pain of permanent death.
11. **Fountains of the Silver Fire** (Temple to Mystra)
Here the High Priestess Tahlia Everdusk ½ EF Pr 14 of Mystra AL NG, presides over the religious lives of the majority of the city's wizards and lay folk. Here she and her assistants preach the need for balance in the use of magic. The temple acts as a hospital to the majority of Ascalhorn's people. There are 1d10+10 priests of levels 2+1d10 on duty at all times.
12. **Hall of the High Merchant** (Temple to Waukeen)
Here High Merchant Melissa Bleth LN HF Pr 12 of Waukeen, sees to the fare and honest dealings of Ascalhorn's traders and merchant's here the records for trade agreements, transactions and all business dealings are kept. The temple also acts as the cities only money changer and bank, thus assuring that all merchants get a fair deal. There are 2d6+6 priests of levels 2+1d10 on duty at all times.
13. **Ravens Rest Inn & Tavern & Sharnost Wizards Tower**
The reclusive wizard Sharnost Blackraven, Wiz 21 HM AL N(G), resides in a 4 story tower connected to the Raven's Rest Inn & Tavern. The food is excellent, the music superb and the wines, ales and juices second to none. Here all races and classes of people are welcome, so long as they remember one simple rule; no spells, or weapons are to be used or drawn upon pain of transformation. Sharnost is an expert at Polymorphing and Shape Change magics, and few can stand against him if the rules are broken. The Tower is also a wizards school, (perhaps the most popular), and Sharnost's apprentices run the tavern. There are always There are 2d8+8 wizards of levels 2+1d10 on duty at all times.
14. **Turumbar's Bardic College**
Home to the only bards & skalds school in Ascalhorn, presided over by Turumbar Hawklin ½ EM Bd 21 AL NG, here the history and songs of the Netherese and of Ascalhorn is taught and kept, a regular school for the children of the city is also run here, but only the best and brightest can afford to attend. There are 2d10+10 bards/skalds/spellsingers of levels 2+1d10 on duty at all times.
15. **The Great Hall** (Meeting & Festhall)
The main meeting hall of the citizens, and ruling council of Ascalhorn. When it is not being used for official business it can be decked out to hold dances, weddings, dinners, festivals and revels for the citizens who can afford it.
16. **Ironstar's Armour & Blades**
Here the embassy of Ammarindar resides, never one to leave an opportunity for trade and profit go undone, the leader of these dwarves Thistledown Ironstar DF Fg10/Thf13 AL NG, overseas the daily construction of armour and weapons for the soldiers and citizens of the citadel. Other items of import and art are also made here. With so many wizards here magical weapons and armour are easily supplied. There are 3d10+10 Dwarves of Fg/Thr/Pr levels 2+1d10 on duty at all times.
17. **High Arcanists School of Wizardry**
Here the fundamentals of wizardry and mage craft are taught here, it is also the home for the Diviners of Ascalhorn.
18. **The Wanton Wench Tavern**
Food here is good, beers & ales a specialty, there are rooms for permanent rent on the top two levels, no questions asked. Everyone's gold is good to the owner, one Orman Marliir HM Fg4/Wz8 AL LN.

19. **Hall of High Justice** (Courts & Temple of Tyr)

Here the high priest Knight Major Tatiana Selazair HF Pr18 AL LG of Tyr (sister of Darthak) presides over the religious needs of the Knights of Ascalhorn. The temple is well stocked with weapons, and acts as a hospital for the Knights and their dependants. There are 3d10+10 priests of levels 2+1d10 on duty at all times. It is here also that all legal disputes are settled and criminal cases are heard with punishments meted out immediately by the wizards or priests of the city.

20. **Hall of the River Shining** (House Delimbyr Trading Coster)

Residence and headquarters of the most successful merchant family in Ascalhorn, the Turcassan's. With trade routes from the High Forest to Cormyr, the Turcassan's wield much power through their incredible wealth. Led by Marshatra Turcassan HM Wz 18 AL N, the families fortune is displayed by this ostentatious mansion of pearl white marble and gold covered minarets.

21. **House of the High Lords** (Meeting Hall and Ambassador's residence for the rulers of Ascalhorn)

Here the ruling lords of the city meet, the high council made up of wizards, priests, warriors, guildsmen, merchants and farmers. They decide the day to day workings of the city and its relationships with other powers. The only permanent seat on the council is reserved for the ambassador of Eaerlann who has a permanent (if rarely used) rite of veto over any decision the council makes that will affect the wider realm.

22. **Barracks of the Lords Men** (Quarters for 300 men at arms)

Place of rest for the off duty soldiers that make up the garrison of Three Torn Towers Keep. There is a detachment of soldiers 3d10+1d10 F3-5's, plus 1d4+1 officers, 1d4 war mages, and 1d2+1 priests, at all times.

23. **Tower of Eaerlann** (Eaerlanni Headquarters and Military Liason)

The ambassador's residence and home of the Eaerlanni contingent of Ahk'Velahrn and Ahk'faer based in Ascalhorn. The current ambassador is Illyria Hawksong Moon Elf F High Mage 22 AL LG, a delightful if wily operator and judger of human character and nature. She also holds the keys to the wards placed in Ascalhorn when it was turned over to the humans, the keystone for a future mythal, ward stones that detect Netherese style magic and various other scrying and spying devices hidden in the city. A detachment of Ahk'Velahrn 30+1d10 F3-5's, plus 1d4+1 officers, 1d4 Ahk'faer battle mages, and 1d4+1 Seldarine priests, is on duty here at all times.

24. **The Ascal Road**

Following the Ascal Stream through lower Ascalhorn and out to the Delimbyr Run.

25. **The Great market Square**