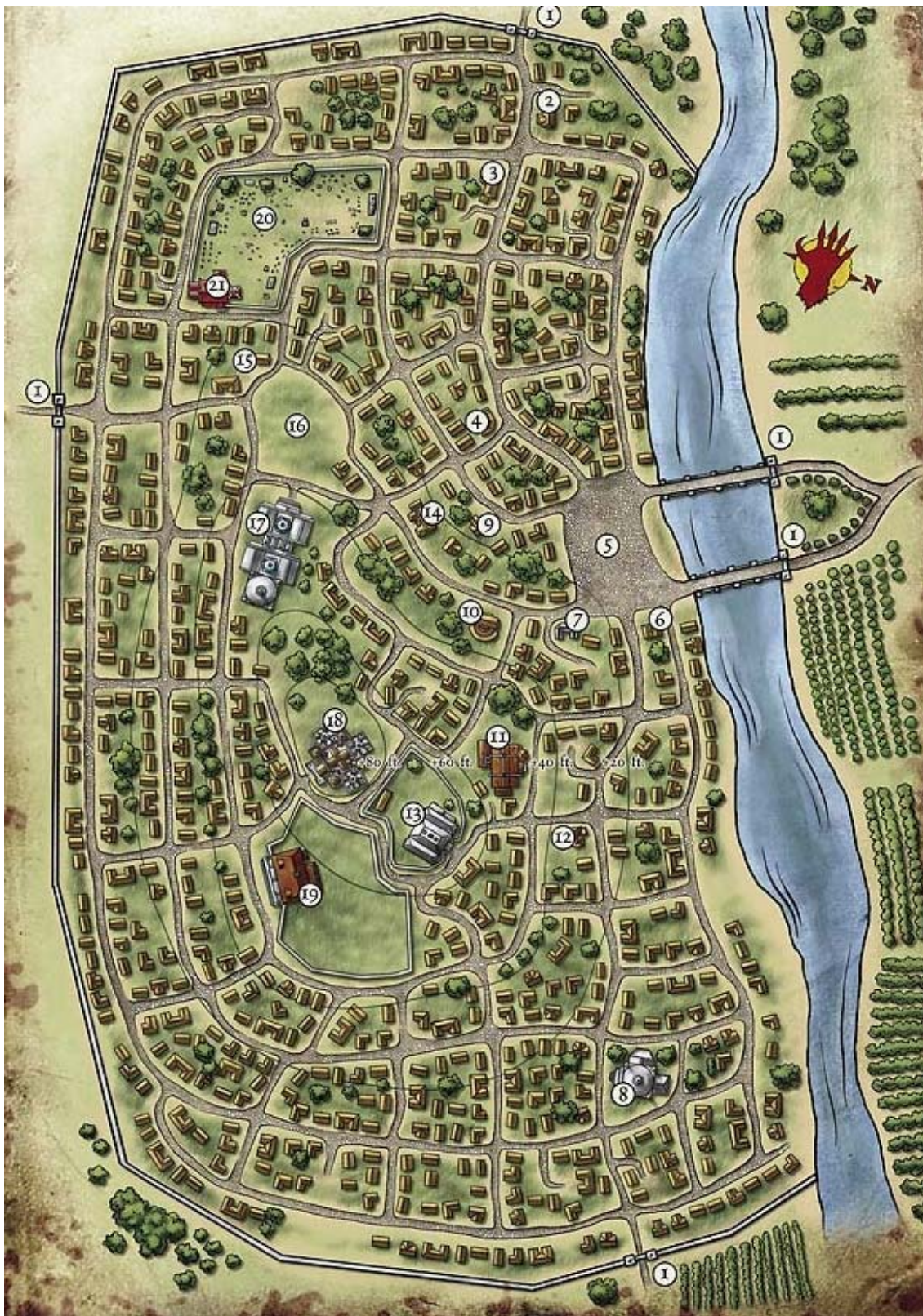


**Elven Port: Teu'tel'Alu (Waters of the Moon)**





# Teu'tel'Alu

## “The City of Elvenport”



**Elvenport (Small City) River Port: AL CG 25000gp limit, Assets 10,000,000, Population 6500; Mixed (30% Moon Elf, 20% Green Elf, Half Elf 10%, Human 15%, Shield Dwarf 15%, Halfling 5%, Other 5%)**

Elvenport is a famous elven haven at the east end of the Old Road. The Elf-Haven occupies a 100' high hill that rises out of the Delimbyr Valley less than a mile from the Sing Waters Portal. The smooth hillock forms a 2500' long Tor, which is just over 500' across at its widest point. Fours well maintained cobbled roads connect the gently terraced hillock with Eaerlann and Ammarindar. The town is surrounded by a low white wall and a ring of silvery oaks. The town's high towers with azure blue tiled roofs sparkle in the clear sky. Wagons of human and dwarven merchants ply the various trade ways, whilst caravans of Elven and Halfling Traders move up and down the roads that connect Elvenport to the wider world.



A bustling river town of some 4000 souls, thrives on the trade brought from across Eaelrann and Ammarindar. The town is a trade hub and nexus for all that is vibrant and interesting across the Delimbyr Vale. The High Forest to the east and the Graypeak Mountains to the west act as a back drop to this picturesque community of Green Elves, Moon Elves, Dwarves, Humans, Half Elves and Halflings. Merchants, caravan guards, local crafters, stevedores, fisher folk, traders and the curious all call Elvenport home. Elvenport is a well defended haven for dwarven river boats and the slender leaf boats and barges of the elves. The river boatmen ply their trade from Myth Glaurach in the north, all the way to the Shining Falls and Splendarmornn in the south. This makes Elvenport a thriving town full of life and optimism.

The elven port of Teu'tel'Alu (Elvenport) has a guard which is not part of the army, but may join the fight side by side with their allies. They have lightweight chain hauberks and are armed with longswords, spears and either longbows or shortbows. Elven sailors wear leather breastplates and carry falchions, spears and shortbows.

Silver Swan Haven Guard: 500 (Moon Elf 50%, Green Elf 10%, Dwarf 20%, Human 20%)

White Swan River Guard: 1500 (Moon Elf 50%, Green Elf 10%, Dwarf 20%, Human 20%)



**Rulers: Princess Daliarana Starsong mef, AL LG, Fg 9/Mg 16 (Blade Singer), High Mage Aerdruth Silvermist, mem AL NG, Mg 22 (High Mage), Council of Priests, Merchants, Guildsmen, Traders**



**Princess Daliarana Starsong**

### **The Barrier Ward**

Elvenport is an old city, its original foundations trace their origins back to before the rise of the Vyshaan Empire. The problems that it has faced over its considerable existence have barely changed. Surrounding the city is a spherical ward 3000' in diameter, whilst not a proper mythal, it contains certain similar characteristics that have allowed it to survive relatively untouched by the troubles that have plagued many other Elven settlements. Its powers are few, but mighty in their application.

1. The greatest power of the ward prevents the intrusion of goblinoids and giant kin beyond the Barrier Wards limits. These creatures are repulsed as if hitting a solid adamantine wall.
2. The Barrier prevents the opening of all gates and portals. Any who attempt such a thing are immediately struck dead in a blinding flash of ruby light.
3. The weather is always lessened in severity by one factor whilst within the barrier, but extreme heat and cold is still possible, and floods have damaged the city in the past.
4. All fire, magical and otherwise can be snuffed out with just a thought by any of the city's inhabitants.
5. Any creature who intentionally attempts to take the life of another whilst within the Barrier is immediately struck by a Crimson Bolt. Each bolt causes paralysis for 4d10 rds (and will teleport evil outer planar and undead to the quasi-elemental plane of Ash), has a range of 1000 yards and can track teleporting, invisible or phased creatures. The Barrier Ward can release up to 5 Crimson Bolts per minute.

Many believe that the Barrier Ward can also help heal the sick, keeps undead at rest, prevents tempers from becoming frayed and makes friends of foes, but these are just rumors. This Ward is clearly High Magic in origin, but falls way short of a true High Magic, or even Wizardly Mythal. Few know of its existence, and only the High mage of the city knows that it is sentient. Who or what this sentient is has never been revealed. Elvenports laws make sure that the Barrier Ward's restrictions are strictly met and enforced.

### 1. The Three Gates Towers

These 60' high, white walled, blue roofed watch towers of the city are always populated by a squad of the haven guard 20 Fg 3-6, with officers Fg 7-10 or Fg7-9/Mg7-9 Officers, and a priest 5-9, from the temples. The squads are of mixed race and generally work well together. Their uniforms are sky-blue tabards with a silver swan emblem, set over chainmail hauberks. These same squads regularly patrol the city, and a 20 mile perimeter around Elvenport. The city itself is surrounded by a 30' high, 10' thick curtain wall of grown stone whose surface is so slick and shiny that it prevents creatures from climbing it. The wall is magically enhanced to reflect pure energy and beam attacks such as disintegrate spells and lightning bolts back upon their source.

### 2. High Mages Tower

The home of High Mage Aerdruth Silvermist, and his various helpers and apprentices. The mages here are often hired out by merchants to accompany the barges and leaf boats up and down the Delimbyr River. The High Mages Tower, a tall white marble edifice, with a traditional blue tiled roof, is surrounded by a grove a tall shadowtop treed that house the various apprentices and battle mages that serve as escorts for the haven guard and river traffic. 20+1d12 mages or blade singers Lv 5-12 can be found in residence here at all times. It is this quantity of mages that keeps the city safe rather than its low walls.

### 3. House Silverhawk (merchants)

Home of the Silverhawk trading coster and notable Moon Elf family. Their mansion is a stately tripled towered affair, with climbing red, blue and white roses covering the outer walls of this 3 storied dwelling. The Silverhawks are famed as generous employers and for holding the best revels in the city. Rich beyond measure, the family members are prominent in the River Guards, the High Mages apprentices, and are well known as canny merchants with major holdings in all the larger Eaelranni Cities. Leader is Haroa Silverhawk, mem Fg 9/Bd 6 AL NG

### 4. Temple to Corellon

This white marble affair is typical of Haven architecture, with gleaming white marble walkways flanked by tall columns adorned with carvings of ivy and roses, like the entrance doors, lead through the heart of the temple and connect the numerous shrine alcoves found within. Magical fonts 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. Presiding over the congregation here is Sybilla Dahast, a very distant cousin to the Dahasts of Cormanthor. A very tolerant Moon Elf/Gold Elf Priestess, Cormirra Dahast welcome all to her temple to venerate the Seldarine and the Seelie Court as they see fit. Even non-elves are greeted warmly and allowed to stay if sanctuary is requested.

Cormiira Sybilla Dahast, m/gef, AL CG, Pr 15 of Corellon. Priests from the temple are required to serve with the Haven and River Guards, so there are a greater number of Priests and Clerics than would normally be found in a Temple dedicated to the Creator. Based here is a holy order of knights, Knights of the Silver Swan. Made up predominantly of Moon Elves, there is a smattering of Green, Gold, and Half Elves, and even a few humans and Dwarves. These Knights act as Armathors for the city and work closely with the Haven and River Guards in defense of the city and its merchant traffic. A chapter house can be found in the Tower Shining, a small keep that guards the portage above the Shining Falls. Here a lot more Dwarves and humans can be found in the orders service. There are currently 300 knights of various classes and levels who can be found patrolling up and down the river. The Knights of the Silver Swan are currently led by a dour Moon Elf Blade Singer named Tervett Brightraven, mem, AL LN (G), Fg13/Mg14 (Blade Singer).

### 5. High Road Markets

Here once every 10 days traders gather from across the realm to sell their wares. Spices from the deep forest, furniture makers, smiths of various products, wines and ales, food stuffs, clothing and jewelry, trinkets, antiques and brik-a-brac are all to be had here under the colourful tents, stalls and marquees of

the different traders. A riot of sights, sounds, smells and colours, the High Roads Market brings the city to a standstill whenever it is held. Most anything can be bought here for a price, but the most prized are the fine elven wares and the bright dwarfish works imported from Delzoun and neighboring Ammarindar. Here merchants from all over haggle contracts and place orders from crafters showing their wares. Prices are slightly higher than normal due to the outstanding quality of the merchandise. Woe be to any who tries to steal or swindle the honest folk here. A hard driven bargain is one thing, but swindlers and thieves find they have short life spans in Elvenport.

#### **6. Temple to Labelas**

Overlooking the High Road Market the Temple of the Lifegiver is a small weathered stone monument unbowed by the passage of time. 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. This house of worship has a library that houses a good collection of elven lore. The temple is looked after by Iss'telva Ruamthyr, an aged Gold Elf Priestess of indeterminate years. Chronologian Ruamthyr, gef, AL LG, Fg2/Pr 12 of Labelas, sees to the keeping of records and history of the city and its transactions. Along with the temple to Waukeen, the priests here keep everyone honest in their dealings. This makes the temple very popular with craftsmen, merchants and traders alike. In turn they sponsor the temple and its various undertakings. There are at least 10+ 1d10 clerics & priests( Lv 3-10) here at all times, and they can often be found down at the customs house or chatting with traders, and merchants for lore and stories from all over the realms.

#### **7. The House of the Swans Song (Bardic College & Spell Singers School)**

'Tis here that the children of Elvenport come to learn of history, song and literature. They are taught by the apprentice bards, skalds and spellsingers of the college. Education is free but a small annual donation is appreciated by those who can afford it. The college takes in all comers, and tests the talented for further training in the arts of history, storytelling, music, dancing and song. The white walled 4 story establishment is marked by its green tiled roof and its single bell tower whose chime can be heard across the valley. It acts as a warning bell in times of war, and its peels are heard during times of celebration.

The college is presided over by a council of human, elven, dwarven and half elven bards, skalds and spellsingers. The current members are Brand Chaldass hm AL NG Bd17, Olyviana Spellsong mef, AL CG Spellsinger 15, and Hardolf Bridekker dm AL LN Skald 14. The college regularly provides entertainers for parties, revels, weddings and festivals. When not on duty, the apprentices can be found earning extra money working as record keepers for the merchants, and temples of Labelas and Waukeen, and as entertainers in the numerous Inns and Taverns about town. Travelling bards and minstrels are welcome to stay here and journeymen travelers are charged with gathering news and rumors from across the realms. There are always 20+1d20 apprentices here lv 3-8 here teaching, as bards, skalds, and spellsingers of higher levels are often away gathering and spreading news. The college also holds heraldic and family records as part of its duties to the city. There is always at least 5+1d10 journeyman apprentices of lv 8-12 here coming or going on their travels that can be counted upon to assist whilst they stay at the college.

#### **8. Temple to Mystra**

Serving the religious needs of the resident Ascalhi community, the Seven Stars temple, is an imposing edifice of blue granite with two small towers topped with rose quartz minarets, that twinkle brightly at dawn and dusk. Services here welcome all who wish to attend, and humans visiting from Ascalhorn often meet here for community meetings. The temple is headed by Tarrindra Brightheart, the great granddaughter of Tasmia Brightheart, the High Lady of Ascalhorn. She is not close to her elderly relative, suspecting her of dabbling in dark necromantic arts, but she does acknowledge her existence. High Lady of Mysteries Tarrinda Brightheart, hf, AL NG, Pr 16 of Mystra, is accompanied in her work by 20+1d6 clerics and priests, and 6+1d6 mages. The temple acts as a hospital for the sick and injured who treat people for the price of a small service or donation to the temple and its duties.

### **9. Temple to Helm (The Old Keep)**

This imposing building is more of a small keep, than a traditional temple. The square keep like structure stands as a reminder that Elvenports past has not always been peaceful. The Old Keep as it is known started life as a border fort long before the city existed, and guarded the docks from attack by orcs and the like. Now it's 50' high black granite walls house the temple to Helm.

The high priest here, Duty Lord Pietar Forass hm, AL LG Pr 15 Helm, presides over the religious life of the cities soldiers and guards. There are 30 priests/clerics/paladins and crusaders Lv 5-12 here who often join patrols of the Haven and River Guards. During times of war the Old Keep acts as a bastion of strength to which people can flee if they cannot escape down river in boats. So far the Old keeps walls have never been breached. As part of the defenses, a regiment of Helmed Horrors is kept in the cellars to be called forth in times of need. In turn these and the crypts beneath are guarded by swordwraiths and watch Ghosts.

### **10. Temple to Dumathoin (The Adamantine Hall)**

This solid looking building reflects the skill of the Dwarven stone masons who built it. The Adamantine Hall, is a two story structure reminiscent of the great Dwarf Holds of old. Built of black granite imported from the Graypeaks, its many columned front overlooks the High Road Market. From within its hallowed halls can often be heard the sonorous chants of the temples skalds and Rune Chanters. Indeed a large amphitheatre, takes up a large section at the back of the temple and many a Dwarven (epic) opera is performed here in honour of Dumathoin and his people. The interior of the temple resembles a vast natural cavern whose walls are lined with veins of precious ores and many gems are embedded in the surrounding rock. At the heart of the temple is a simple altar consisting of a natural boulders. Statues of the Silent Keeper, depicting him in his many aspects, line the walls.

High Beljurel Brox Skystone, dm AL LG Pr 12 of Dumathoin sees to proceedings here along with 20 priests/clerics/rune chanters and skalds. Ministering to the needs of the Ammarindan community here in the city. : Nights of new moons and the days to either side of each such a night are considered holy days. They are known collectively as the Deepstone Triad, for the moon is considered to be hidden deep beneath the surface during this time. Also, special holy days known as Splendarrsonn can be decreed by the High Old One, Brox Skystone, usually when dwarves discover a major new lode, lost subterranean treasure cache or delve, or something of the sort.

### **11. Temple to Waukeen (House of Gold)**

This lavishly appointed 2 story villa is home to the clergy of Waukeen. Red tiled roof and white stucco walls, this mansion has at its centre a great garden filled with rare plants, fountains, and ponds filled with fishes. The temple acts as the city's counting house and only major bank and money changer. Its sponsor's merchant caravans, and underwrites many mercantile undertakings. The priests of Waukeen work hand-in-glove with the priests of Labelas to keep the city's records intact and oversee trade disputes and larger transactions. The House of Gold also accommodates travelling merchants who are down on their luck and caravan guards looking for work and somewhere to stay. The High lady of Gold Margreth Harine, hf AL LN Pr 16 of Waukeen, an Ascalhi native oversees the daily undertakings of her 50 priests and clerics. Pr lv 3-12, plus 20 armed guards Fg lv 5-9, who look after the wealthy of the temple.

### **12. The Yellow Boots (Inn & Tavern)**

This popular spot is home to the Featherlite Halfling clan. Welcoming to all the Yellow Boots name refers to the sandy yellow clay tracked in by travelers from along the Delimbyr Way. The food is excellent, and the best of Halfling, elven, dwarven and human wines, beers, ales and liquors are served here. Almost anything asked for can be provided, so long as no one has to die getting it. Harlond Featherlite, his wife Rosie, and there many cousins run the best tavern in the city, or so they would have you believe.



### 13. Five Spires Tower (Mage School)

The Five Spires Tower is named after the 5 gleaming white, blue tile roofed towers that adorn the 4 corners and centre of this imposing 4 story structure. Made from gleaming white marble, the school houses mages who found that their fellows on Ascalhorn have strayed too far from the Elven path of magic, so they set up their own more accommodating school. All 8 crafts are taught here, as well as the fundamentals of spell casting and arcane lore. Powerful wards set around the school prevent accidents from leaving the build. Each tower is an extra-dimensional space whose dimensions are controlled by the Barrier Ward, this preventing the operation of portals and gates.

Run by the 10 Master Magisters, and overseen by priests of Mystra and 2 Elven High Magi, Five Spires Tower offers all with talent and the correct attitude a chance to further their arcane knowledge and power. Above all else, students must take to heart the schools five simple precepts.

1. Never use magic when a mundane method will do.
2. Always use magic in harmony with nature and the community.
3. Never cast in anger when a cooler head will prevail.
4. The use of Netherese magic or the research of their magical lore is forbidden.
5. The greater good of the community comes before individual gain.

Current Magisters of the School include:

Avario Mistwarden hm AL NG Illusionist 21  
Cherry Snowbright ½ ef AL LN Enchanter 17  
Daowayreth Illust ½ dem AL CG Invoker 19  
Fingol Dalhassin mem AL LG Diviner 20  
Mandalah Starbreeze mef AL NG Abjurer 15  
Dallindra Starsong, mef AL N White Necromancer 22  
Callindra Starsong, mef AL CG Dualist 19  
Quenestra R'llafon, gem AL LN High Mage 19  
Klarius Winterborn hm, AL CG Priest of Mystra 20

The schools apprentices number over 200, but many are often out on patrol with the haven Guard, or working on the barges of merchants or the leaf boats of the river guard. Many graduates of the school enter service with the Ahk'Faern of Eaerlann.

### 14. Snowsbattle Smithies & Foundry

Distantly related to the royal family of Ammarindar, this branch of the Snowsbattle clan has set up shop meeting the daily metal goods needs of the city. Master Crafters all, the dwarves, gnomes, elves and humans who work here all answer to the Master Smith himself Teuwyrth Snowsbattle. Dm AL LG Fg 15/ Skald 12, along with his wife Silvia df, AL NG Runecaster of Sharindlar, they run the best and most successful smithy in the city. If it can be made from metal then it can be made here. Specialists in weapons, armour, cold forging, black smithing, farriers and the like can all be found here. Prices here are steep but the wait and the quality more than make up for this.





**Teu'wyth Snowsbattle**      **Silvia Snowsbattle**  
(some say his mother was a Dwarf, but never to his face!)

#### 15. Starsong's Rest Inn & Tavern

This quiet little, filth encrusted hovel takes its grandiose name from the fact that once many years ago the Coronal stopped here to rest. He was having a secret tryst with one of the barmaids, and someone let slip who he was. This occurred just over 9 months after his visit. Thus the old name was dropped, and Starsong's Rest was reborn.

#### 16. Voldias Oddities (Curio & Artifact Dealer)

If you have it then Voldia Entwistle gf, AL N, Illusionist 11 /Thf14, wants it. Voldia collects and deals with the unusual and just plain weird. The brighter and shinier the better, an expert toy maker, Voldia's little charms and toys have delighted many a child in the city. Her real passion is collecting, and she is not above employing thieves, pick pockets and her own illusions to get what can't be got. Loyal to the city, most of her marks are outlanders, merchants and adventurers. Her larcenous ways are tolerated because she is known to gather prohibited items from those who should not have them and then pass them onto the city's Haven Guards. Itinerant thieves and grave robbers are also in her sights as they cannot divulge where they got their items without risking execution or banishment into the Great Desert.

#### 17. High Lords Tower

The glittering spire of the High Lords Tower, stand 100' topped with a shining dome once covered in thin gold leaf, topped by a mithril swan in full flight. Home of the High Lord, currently Princess Daliarana Starsong mef, AL LG, Fg 9/Mg 16 (Blade Singer), the city's High Mage Aerdruth Silvermist, mem AL NG, Mg 22 (High Mage), and the meeting place for the towns council of Priests, Merchants, Guildsmen, Traders. A permanent detachment of two squads of Haven Guards is here at all times. Attached to The High Lords tower is the Everwatch Spire, and functional multi-level keep and the headquarters for the Haven and River Guards.

#### 18. Barge Wrights Guild

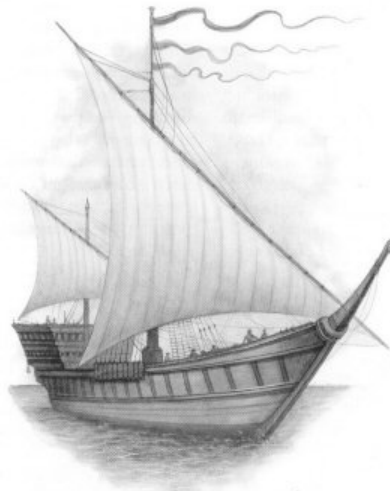
This rather ostentatious white granite building is the home of the Barge Wrights Guild. As a guild they are very wealthy, and it is only through membership of the guild that a barge master can have his goods carried up and down the Delimbyr River. The Barge Wrights build the barges used by humans and

dwarves to carry the heavier items up and down the river, and only sanctioned barge masters can carry any cargo. The guild whilst powerful, is in full support of the town council and will do nothing to go against its wishes (it tried this once and paid a hefty price in goods and property seized by the High Lord). Its membership fees are fair, and its members generally honest and law abiding citizens.

Any merchant wishing to arrange transport for his goods, comes here first to arrange carriers. The Barge Wrights Guild also operates Chapter Houses in Myth Glaurach, and at the Shining Falls portage. The current Guild Master is Hoffman Stoneshoulder dm AL LN, fg7, a fair and honest dwarf whose word is his bond, but a signed contract is set in stone...literally.

#### **19. River Shining Hall (Riverman's Guild)**

Whilst the Barge Wrights represent the barge builders and owners, this guild represents the captains and crews whose job it is to sail the waters of the Delimbyr Vale. Anyone who wishes to book passage on a river barge or privately owned leaf ship, needs to come here first. Membership fees are reasonable, and in return the guild offers safe haven between jobs, regular contracts for good clients, and medical care for the injured and sick, and compensation for the families of River men and women who are injured or die whilst performing their duties.



**Elven River Boat**

The current Guild Master in Shalona Everwynd mef, AL NG, Fg 7/Bd 9, she is often outspoken in her support for the river boats and their crews. Faster than the barges, they carry passengers and light cargo swiftly down river, and are able to return to port unaided if their crews are dead or incapacitated in some way. The teamsters also use this hall and its grand façade reflects the collective wealth and power that these two guilds share. The large yard in the front houses the various Wagoner's teams of horses and vehicles. Both Guilds maintain chapter houses in Myth Glaurach and at Port Shining Falls.

#### **20. City Cemetery and Crematorium**

Here the city's dead are laid to rest. The site is looked after by the Guild of Monuments and Mausoleum Crafters. They are responsible for the up keep of the graves of the various important families of the city. The cemetery is a mixed place, of peaceful gardens, a serene and stately monuments made from hand carved marble and alabaster. There is a ward over the site that prevents the dead from arising or being animated and any undead creature somehow emerging from, or attempting to enter the cemetery is immediately surrounded by a white faerie fire, and then blasted to oblivion by the crimson bolts of the Barrier Ward. Unfortunately this applies also to elven undead such as Baelnorns, and dwarven undead such as crypt guardians.



**The Coffin Shop**

**(Dead Adventurers Our Specialty!)**

Thus the need for tomb guards and grounds keepers who are often more than they first appear. Current Guild master is Ashfolon Dawnspell, ½ em, AL LN Mg 19 (White Necromancer), who is also an Undead Hunter, as are many of the guilds members who number about 50 elves, half elves, human, halflings and dwarves. Those citizens who wish to avoid the excessive fees the guild charges for looking after the dead can be cremated and their ashes returned to the family, or for a nominal fee stored in a monument wall. The Guild works closely with the temples and even carries out its duties in outlying estates. One of their lesser known or talked about duties is the recovery of the fallen, and the laying to rest of restless spirits i.e. undead citizens who just won't stay dead.

## **21. Cherry Blossoms (Inn & Restaurant)**

Cherry Blossom, after whom the Inn is named after a rotund and over jolly halfling f, AL CG, Thf 7/ Pr 5 of Cyrrollalee, who is also the finest gourmet chef in all of Eaerlann, or that is how she sees it, and many would agree. To get a table here patrons often book weeks ahead. Guests however are guaranteed a table, the more they pay for their accommodation, the better the service and food they receive. Food, wines, ales, accommodation are the best in town, in fact outside Myth Glaurach, Cherry's Inn is the finest in the Vale. Prices reflected accordingly.

## **22. Seven Stars Villa & Trading Costar**

Situated on the banks of the Delimbyr River, this immense wild walled red roofed villa acts as the residence and trading company for the Priorskyr Family. Immensely wealthy the Priorskyrs are great patrons of the arts and avid collectors of rare, beautiful and unusual Dwarven and Elven items both magical and mundane. Many singing statues, and talking paintings adorn the corridors, colonnades and halls of this palatial residence. The Seven Stars Trading Costar specializes in rare jewels, magical items, weapons and armour, being the major shipper of these items to places outside of the Delimbyr Vale.

Guests are entertained with lavish banquets and are invited to stroll the gardens of partake of the villa's baths house. Famed as generous supporters of local artisans the Priorskyrs never the less are shrewd and careful business people with much wealth to protect, and the power to protect it. The current head of the Costar is Vilnius Priorskyr, a Damaran immigrant with a keen eye for beauty and a wicked broadsword to protect it, Hm AL LN(G), Fg 17. +5 Vorpal Broadsword. His wife, a half elf of unusual beauty overseas the

day to day running of the costar while Vilnius is off on his frequent buying trips. Ophellya Priorskryr ½ef AL NG, thf6/Mg 21 (Enchanter), Staff of Magi, Beluth of Frost.

## **22. Garroted Goblin Tavern**

Of all the taverns in the entire world, the last place anyone of goblin blood wants to be caught in is this place. Frequented by Dwarven Orc Hunters and those humans and elves who share their extremist views. This tavern has a purely martial air. Popular with off duty soldiers and guards, frequent brawls leave the décor of this place somewhat rough and oft repaired. The food is good and cheap, the ales and beers a specialty. They brew their own called Rotted Guts, this rich dark ale is famous throughout the Vale and is exported as far south as Splendarmornn.

The proprietor, one Bardalf Brightaxe is a half dwarf with a fearsome reputation. The skull of a balor hanging above the bar might have something to do with this. Bardalf Brightaxe ½ dm, AL CN Fg21, +5 Great Axe of Hurling & Wounding. Despite his fearsome appearance, long graying black hair, 1 patched eye, many scars, 6'9" in height, Bardalf loves children and has sired many to his 7 wives, 49 to be exact, many of whom still live at home and work in the Tavern, and adjacent stables and wain-rights and farriers. The tavern is distinctive with its 5 watch towers that are really just there for decoration, but they do make the Garroted Goblin easier to find.

## **24. Teagal's Chandlers & Sails**

Run by the redoubtable Samandra Teagal hf, AL LN, Fg4, a retired Haven Guard, is Teagal's Chandlery. This landmark wooden building with 70' high ceilings with sail lofts taking up much of the space is famous for its ropes and sails, this is a well run, no nonsense business that supplies much of the wares needed by the River Boaters and Barge Wrights. Samandra and her staff are efficient and attentive, orders are quickly taken and filled and the elven ropes, her staff make are stronger and lighter than many would think. Samandra's prices are fair but fixed, and no negotiation will be entered into.

## **25. Veamanthar's Protections (Armourers)**

Known as one of the finest elven metal smiths in Eaelrann, Veamanthar and his apprentices, take careful pride in turning out the finest leather, chain and plate mails. The wait is long, and the prices steep, but any piece coming out of this smithy has been thoroughly tested before being passed onto the customer. Any customers finding faulty armour are fully refunded, and any resurrections required are paid for by Veamanthar Hawksong, mef, AL NG, Fg6/Mg18 (str 19), herself. Shields are also a specialty here, as are repairs to any armour already bought from the Smithy. Other armours can be repaired, but repeat customers get priority. Veal is married to a Dwelf, Haryst Hawksong, ALCG, Fg6/Skald 9, is a master smith in his own right, and there 10 children help run the business

## **26. Reaman's Saddlers & Stables**

Owned by Feldbar Reaman and crotchety old man who is generally thought to despise people, but is a wizard with horses. They are his true love and Feldbar is a true judge of horse flesh. Animals left in his care often emerge better than when they went in. Reamans is also famous for the quality of his tack and saddles, so customers are never in short supply. Reaman Feldbar, hm, AL NG, Ranger 9 of Mielikki, and his ½ elven wife, Cassyandra, Spellsinger 7 AL CG, run a very tight operation and the horses in their care receive the best of treatment. As well as tack and harness there is an onsite farrier, 1 Bolgar Mithrilcrown, dm, AL LN, Rg6/ Pr 6 of Dumathoin, who is a master blacksmith and farrier. Horses can be bought here, but the prices reflect their quality. Reaman owns a farm further down the vale where he sends horses too old or too injured to work anymore.



### 27. Feathered Nest (Fine Foods, Wines & Ales Merchants & General Store)

The Feathered Nest offers the finest range of goods available in the city, merchants from all across the realm come here to buy, sell and trade the foods and beverages that can be bought nowhere else. Elyssa Goodman, hf AL NG, an Ascalhi native, runs this warehouse and shop with an eye for the finest gourmet items money can buy. Many a wedding, festival, feast and revel has been supplied with wares from the Feathered Nest.

### 28. Blistering Barnacle (Stevedores Tavern)

This rough and ready, single story structure with its rough cut, blackened beam ceilings caters to perhaps the toughest crew of workers anywhere along the Vale. The beer is cheap, the food plain is satisfying, and the brawls are frequent. The Haven Guards know to give this dockside pub a wide birth, unless specifically called for. No one wants a broken jaw when the regular patrons and the Tavern's staff are more than capable of dealing with most problems.

The Proprietor is a fearsome dwarf simply known as Tattooed Jack, dm, AL CG, Fg 14. He and his staff of ex-stevedores and their wives make this a lively place to drink. Local bards are well paid to work here and an off duty priest or two is always present to tend to the more serious injuries. There are just two rules concerning brawls here, no spells and no blades. If a mage or priest loses their cool, then Jack's bouncers, 4 dwarves equipped with rods of absorption and rings of spell turning, are set loose on the offending spell caster. Death, via a savage beating is often the result. Those stupid enough to draw steel, will often face Jack himself. (Str20, Con 19, Hp 130)



**Tattooed Jack**

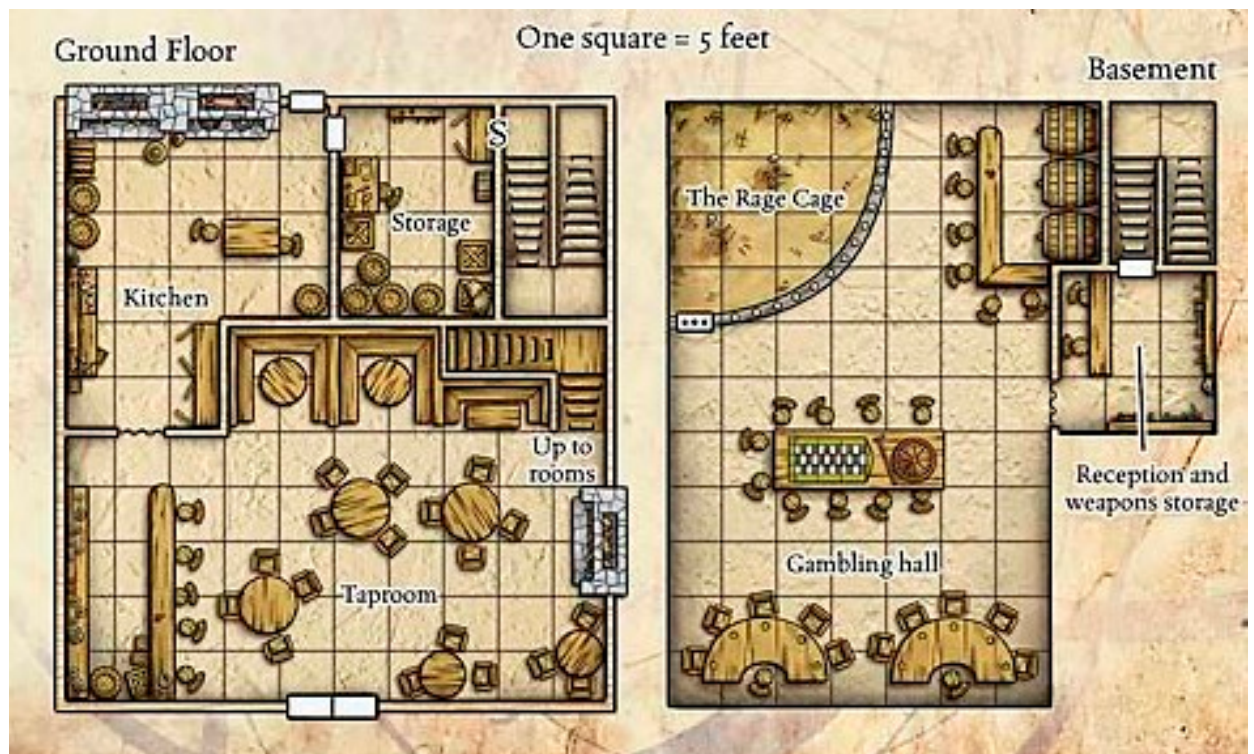
### 29. Leaf Cutters (Elvish Shipwright's)

The Elven shipwrights here, lead by Astyn'thal Moondark, mem, AL CG, Mg 15, and Calliria Moondark, mef, AL NG, Fg 7, produce the leaf ships that ply the waters of the Delimbyr River. From small dinghies and pleasure craft, cargo skiffs, and passenger boats, to the River Guard patrol vessels, Leaf Cutters produces them all. Craft can be ordered here, and Astyn and his staff of shipwrights and druids will grow the ship to order. Astyn himself will then apply the fire proofing, floatation, and homing magics that make his craft so popular with Rivermen up and down the Vale.

### 30. Delimbyr Docks

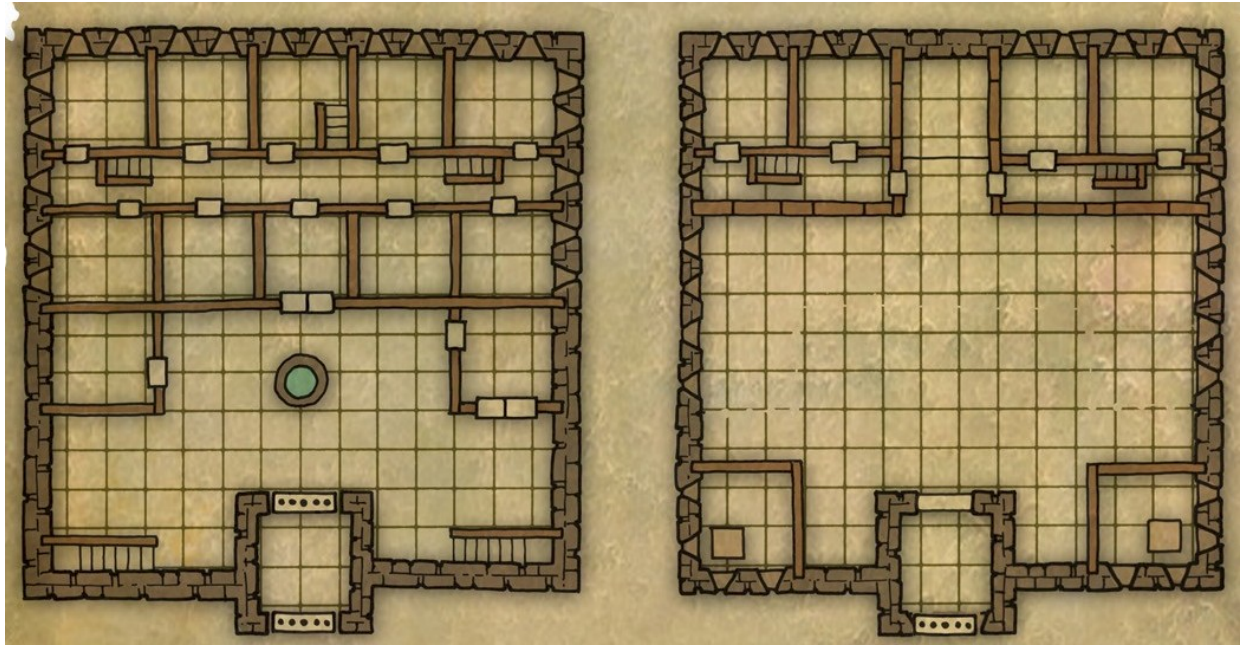
Always busy, the Delimbyr docks form the bustling heart of the city. North and south of the High Road bridges, the docks are alive with crews of barges, leafs ships, and the stevedores who load and unload cargoes from the many wagons of merchants transporting goods up and down the river. Regular patrols of River Guards make sure that nothing goes awry, and Haven Guards along with priests of Labelas and Waukeen from the customs house inspect cargoes coming and going from the docks. The single greatest reason for Elvenport existing, these stone docks reverberate with life and the sounds of river traffic. Travelers from far and wide get their first impressions of the city from this busy riverside quay.

### 31. Slipways Tavern



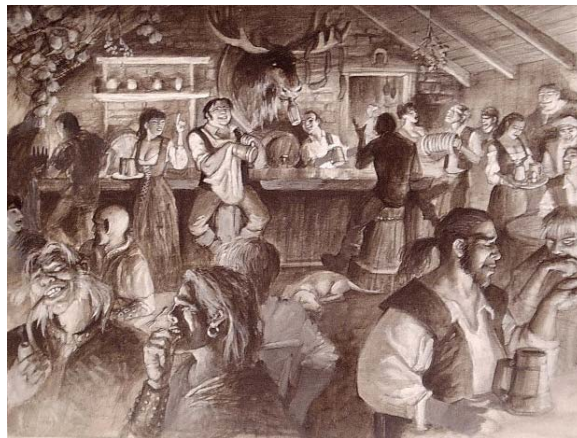
Slipways Tavern, food is ok, service good, wines & ales cheep & cheerful!

### 32. Ware Houses



Various Merchant Costars and Traders use these city warehouses to store goods for distribution and trade. Made of 10' thick grown, black granite, the walls make it difficult for thieves to break in as they are also impregnated with warding tokens to prevent disintegration and teleportation from functioning. The Barrier Ward prevents pass walls, dimensional doors and the like. There are always 5 River or more Haven guards on duty at each warehouse. Access to the warehouses can be gained via appointment from the customs house. Many merchants prefer to care for their own goods, but then the city does not guarantee their goods safety.

### 33. The Mooses Head (Inn & Tavern)



Moose Head Tavern, a rowdy pub and Inn where all are welcome. Run by Duchess Dantez, hf AL NG, and Sandler Ummair, hm, AL NG, food fare, ales, beers & wines cheap, rooms basic & comfortable. Named for the Mooses Head hanging over the bar, rumors have it that it was once a polymorphed wizard who lost a mages dual in the street outside. This wobbly building is



famous for its 10 degree lean and its raucous parties thrown whenever a new merchant caravan arrives. Popular with locals and caravan guards alike. Brawls are common, but so are regular patrols by the Haven Guard.

#### 34. Dumathoin's Secret (Silver & Gold Smith & Jewelers)

Here one can find those rare pieces of dwarven art that cannot be had anywhere else. Sofia Oakenshield, df, AL LG, is a master jeweler, and silver and gold smith. She along with her many children and brothers and their families, make some of the finest gold and silver artworks in the Vale.

#### 35. Customs House

The customs house is attended at all times by 2d6 priests of Labelas and Waukeen and their assistants, who in turn are protected by a squad of haven Guards who can call upon the Guards stationed at the docks if things get out of hand. Duty must be paid on all incoming and outgoing goods and the priests are here to make sure that they get paid. Taxes raised here are put to the defense of the city and the maintenance of the docks, so most are happy to pay the fees which are really not that high, just 3% of a cargo's value. Those who refuse to or cannot pay, are arrested and put into the customs tower, their goods are then seized and placed in bond, until such times as the taxes are paid, 90 days is the usual time allowed. After this the goods are sold at auction, and the offending merchant is reimbursed the difference. But only after his staff and crews have been paid.

#### 35. Everbright House (House Calauth Trading Costar)

This spacious 3 storey villa is set in large formal gardens. Tobias Calauth, ½ em AL LN Thf 14, his wife Laerindra, hf, AL LN(E) Mg 13, run this costar with ruthless efficiency. Always skirting just shy of trouble, this underhanded, thoroughly merciless merchant family has clawed its way to the top from very humble beginnings. An exile from Cormanthyr, Tobias' grandfather was the bastard progeny of a dalliance but a minor Calauth noble, 300 years ago. Since then the family has lived in secret shame, which Tobias has spent years and much of his fortune erasing all records and people who knew anything at all of his family's past. Dealers in metals, gems and jewels, the Calauth Clan regularly undercuts, and out bids its mercantile opponents. Second only in wealth to the Priorskyr family, the Calauths are not above resorting to bribes, blackmail, extortion and murder to get what they need.



The palatial home of the Calauth Family

#### 36. House Silverspear



Home of the Green Elf Silverspear family, perhaps the most tolerant of humans and dwarves, the Silverspear children spend much of their time upon the river leaving their worried parents to tend to the clans business. Making and exporting bows and arrow shafts is what these elves do best. The home itself sits atop a rocky outcrop 1 mile down river from the city.



Set on the shoreline surrounded by trees Silverspear Hall, is perhaps the most beautiful home in the city, even if it is a mile downstream.

## **The Shining Falls**

Marking the southern boundary of both Eaerlann and the Delimbyr Vale, the Shining Falls, plunge roaring several hundred feet into the lake at its base. The river deepens and narrows as it passes into the steep sided gorge of the Sentinel Lords, huge granite statues of dwarven lords, that sit either side of the river bank just as the waters of the River Delimbyr plummet over the shining falls. These statues not only mark the border between Eaerlann and Ammarindar, but also the beginning of the Lower Delimbyr Way. A steep portage stair winds its way up the cliff besides the falls, and a well maintained wagon road bypasses them 1 mile to the west. This road then forks with the more well worn portion heading north, becoming the Delimbyr Way, whilst the other trail leads to the Tower Shining, the keep that guards this most vital trade route.

Two miles before the falls is the port of Shining Falls, a simple stone docks where wagons are loaded and unloaded before making their way either south around the falls, and onto Ammarindar or places further afield. The docks are run by the Barge Wrights Guild, who maintains several small warehouses, The Barge Wright Inn, The Rusty Bucket Tavern, wain-wrights and blacksmiths at the site.



### The Port of Shining Falls

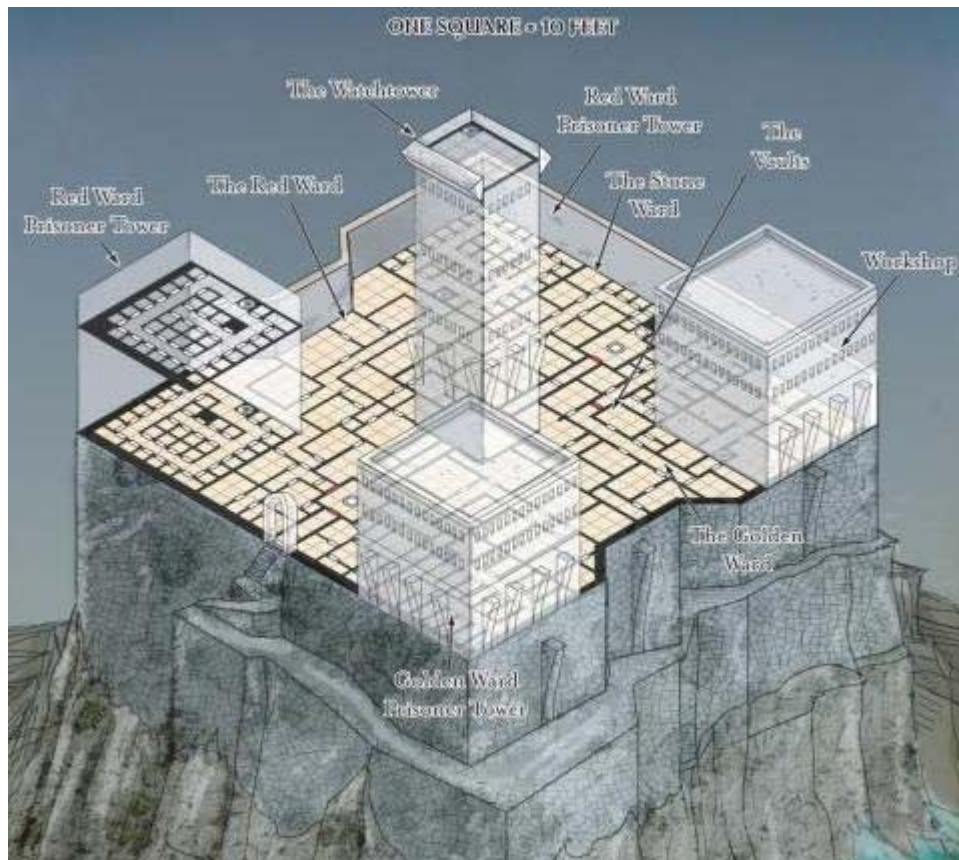
Emerging from beneath the falls is an ancient dwarven road that skirts around the edge of the lake, the road then joins the Lower Delimbyr Way, leading to Loud Water and beyond. The start of the road is the entrance to the Ammarindan capital, Splendarmornn whose main stair and door is hidden in a huge cavern complex that begins behind the Shining Falls.



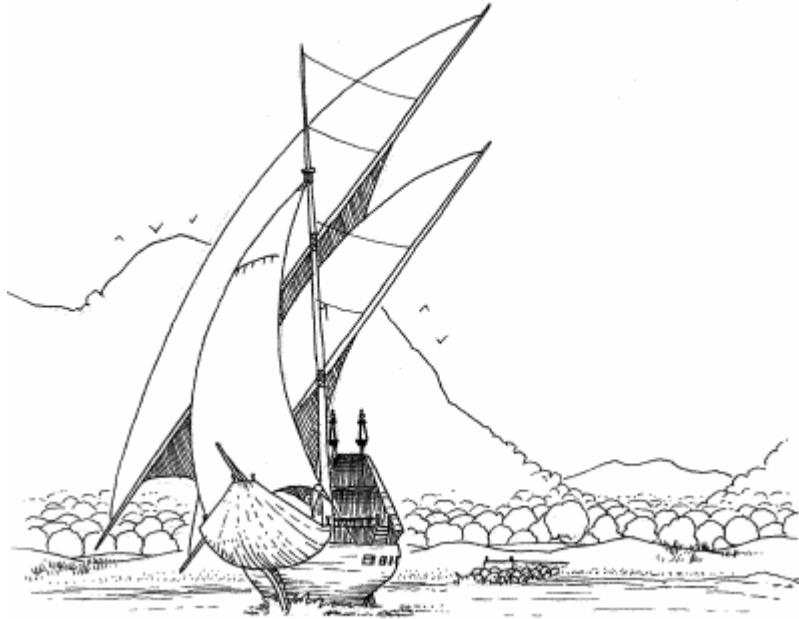
### The Shining Falls

## Tower Shining

On the west bank over-looking the portage road is the Tower Shining, a small keep and lookout tower, it forms the southernmost- bastion of Eaerlann, and its troops are tasked with guarding the trade caravans and people who travel the roads about the Shining Falls. The keep holds about 300 River Guards, with a squad or two always stationed at Port Shining Falls. Unbeknownst to many, the keep also guards a small back entrance to Splendarmornn. This heavily guarded entrance, "The North Gate", lies beneath the sub-cellars of the keep. It can be used to reinforce the keep, or to evacuate its inhabitants. The ceilings of the West Gate can be brought crashing down upon the tunnels, collapsing both the keep and the tunnels beneath upon invaders. The current Lord of the tower is Gill'yahd Oremshyr, mem, AL LG Fg15. The garrison here is regularly changed with detachments from Elvenport.



The Tower Shining



River Guards regularly patrol the river in leaf ships such as this.

## Other Places of Interest

### Loudwater

**Loudwater (Small Tree City & Trading Post):** AL NG 5,000gp limit, Assets 50,000gp Population 9000; Mixed (40% Moon Elf, 40% Green Elf, Half Elf 5%, Human 5%, Shield Dwarf 5%, Halfling 5%, Other 5%)

This trading town of 9,000 inhabitants spans the river, with an arching bridge made by the dwarf Iirkos Stoneshoulder, of Splendarmornn so he can trade with the elves who lived here. The river is cut into a wide pool to provide a loading area for cargo and to carry the river's flow around rocks that caused the rapids for which the town is named. The pool is crowded with flat-bottomed skiffs and barges for fishing or trading. Loudwater citizens make their living farming, fishing, trade and providing caravan services. Loudwater is a beautiful place. No two tree homes or ground dwellings are alike, but all are overgrown by vines and hung with plants until they blend back into the forest. The village is a gardener's delight. Beautifully tended plants are everywhere in houses, on roofs, every patch of ground, and the roadways. The streets are planted in tangle moss. Streets wind and curve, meandering to take the best view or an interesting way, matching the town's pace. The closest thing to ugliness in Loudwater is its four harbor side warehouses and the cooper works. Loudwater is defended by patrols of the River Guard, the full guard numbering 300.

### Everlund (Trade Meet)

**(Trading Post and Keep Town):** AL CG 20,000 gp limit, Assets 200,000, Population 2500; Mixed (Human 40%, Shield Dwarf 40%, Halfling 5%, Moon Elf 5%, Green Elf 5%, Half Elf 3%, Other 2%)



### Farsilver (Fortress)

The ancient fortress of Farsilver is an ivy-clad stone tower in the southeastern portion of the High Forest, due north of the city of Loudwater. Farsilver was a southern outpost of the realm of Sharrven, and is one of the few physical ruins of the Elven nation. While most ruins of the nation have since disappeared, Farsilver is protected by magical wards that preserve it.

The magical wards inside Farsilver dim any light sources brought into the ruins, and prevent magical darkness effects from functioning. As a result, the ruins exist in perpetual dimness, not too much light, and not too much darkness. Crystal frescoes on the top floors of the tower also have special magical properties. Each fresco acts as a crystal ball, with the effects of a Detect Thoughts spell, limited to the direction that the fresco faces. So, the fresco facing the north only scries on points to the north, the fresco facing the south only the south, and so on.

Under the light of the full moon, the entrance into the ruined tower becomes a portal to the ruined city of Lhuve, a city that was once in Sharrven. Because the site of Lhuve no longer exists today, those who enter into the portal, knowingly or unknowingly, simply get shunted to empty space in the High Forest. In the past, the portal acted as a way to connect the southern fortress with the rest of Sharrven.

### Lothen of the Silver Spires

**Lothen (Large City): AL LG/LN 5,000,000gp limit, Assets 50,000,000gp Population 49000; Mixed (Gold Elf 75%, Moon Elf 10%, Green Elf 5%, Half Elf 3%, Human 2%, Shield Dwarf 3%, Halfling 1%, Gnome 1%)**

Lothen, known as the City of Silver Spires, is a beautiful site, a wonder to behold. This magnificent city, made of silvery pearlescent marble, marks the southern border of Siluvanede. Great towers reach into the sky, and the streets are filled with the hustle and bustle of life. The city of Lothen is filled with tall towers, magnificent manors and gardens that are works of art. The tree lined streets literally sparkle in the moon and sunlight and the street are paved in gem like facets that give off their own lambent glow. The city is the center of Siluvaneden studies, and is home to numerous libraries, Selu'taar circles, and magnificent temples to Corellon, Labelas, Hanali, Kirith Sotheril and Tethrin Veralde.

Being a city of status, when Siluvanede was annexed into Eaerlann, upon the conclusion of the Seven Citadels' War, the Eaerlanni embraced the acquisition of Lothen. The City of Silver Spires has grown during the time it has spent in the control of Eaerlann, and has become a center of culture in Eaerlann, just like it had been the center of culture in Siluvanede.

### Teldardon (City of Emerald Spires)

**Population 35000 (sun elf undead)**

Teldardon, the City of Emerald Spires, was a Siluvaneden city constructed on the western edge of the Silverwood, overlooking the Evermoors, back when both regions were still part of the High Forest. Like Lothen, often considered its sister city, Teladron was known for the collective magical lore held by the magicians who inhabited the city. Teladron was known in particular for the unusual magical artifacts created by its residents. It's moniker, the City of Emerald Spires, was gained in reference of the large emerald towers that stood in the city.

During the Seven Citadels' War, Telardon's magical might made it a natural target for the army of Eaerlann, and later, the armies of Eaerlann and Sharrven. The two nations leveled the city, literally destroying every building that rose above the ground. In their haste, however, the armies of the two other Elven nations failed to take into account underground chambers and libraries. As a result, the site remained a treasure trove of knowledge and power.

### **Khle'cayre (Eyrie of the Star Mounts)**

**Population: 3000 (Moon elf 30%, green elf 30%, moon elf 30%, human 5%, half elf 5%)**

A vast complex of caves and stables atop this mountain plateau holds the aerial wing of Eaerlann's forces, constantly patrolling the skies over Siluvanede and fallen Sharrven. The pegasi, hippogriff, giant eagle, griffon, and dragon riders form a loose alliance in this area of the mountains.

### **Lost Peaks**

These two small mountains in the northwestern wood are the source of the River Dessarin, as well as home to Korred and satyrs on the lower slopes and in the woods. Hidden in a deep cave at the foot of a high plateau, on the eastern slope near the zenith of one of the Lost Peaks are the Fountains of Memory. The Fountains are magical pools that reflect views of Faerûn's past, whether it is the recent past, long-past history, or a personal past of the viewer. The waters also form gates that allow instantaneous travel to the places viewed in its current condition and location. Some legends link the Fountains to the powers of Tappan, the dancing god of the korred, but his magical Fountains are said to be in a peaceful glade rather than a mountain plateau or cave. Within the slopes of the easternmost Lost Peak, a long dead dwarven hold lies undisturbed as it has for 7 centuries. Should anyone discover its entrance, they discover a dwarven mining facility still filled with the forms of dwarves. Mysteriously, the entire place is dead as are its inhabitants, but some fell magics hold every dwarf upright and in place performing the action the corpse was doing when it died. Whatever destroyed this place killed everyone unawares and instantly, as most of the skeletal dwarves work at mining or smelting at dusty, long-dead forges or pounding out metal for weapons. It is truly eerie to walk through the halls, finding dwarven skeletal forms still hard at work long after death.

### **Onthrilaenthor**

**Onthrilaenthor (Small Mining City): AL NG 25,000gp limit, Assets 250,000gp Population 7500; Mixed (20% Moon Elf, 20% Green Elf, Gold Elf 10% Half Elf 5%, Human 15%, Shield Dwarf 20%, Gnomes 10%)**

Carved out of the eastern Star Mounts by the dwarves of Ammarindar for their elf allies, the mines supply good quality iron, copper, silver and gold to Eaerlann. Two hidden entrances to Onthrilaenthor exist—one on the gnarled badlands near the southeastern base of the Star Mounts, and the other on the northern slopes, just north of the Heart Blood River. The operated in a joint venture by the elves of Eaerlann, the dwarves of Ammarindaar, the humans of Ascalhorn and the gnomes of the High Forest, the mines of Onthrilaenthor encompass miles of tunnels, spiral stairs, storage chambers, living quarters, and vertical shafts that reach upward into the peak of the most southern Star Mount. Fierce winds pour through these openings and rush through the mines' shafts and tunnels. Walking against the wind is extremely difficult, and most conversations carried on at a volume below a yell are drowned out by the roaring winds.

### **Nithrithvinae's Tomb**

About 40 miles due east of the Stronghold of the Nine lies the only known burial ground for the noble houses of Sharrven. A single statue, now weathered beyond recognition, marks the entrance to this underground tomb. Beyond it lies a massive labyrinth of rough-hewn catacombs that extends deep under the earth. 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 spell casters—usually members of the crypt’s noble house who accepted unlfe 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 Baelnorns for advice and magical aid. But the elf lichs have had few visitors for the past four thousand years, except for the occasional tomb robber. The River Guard send patrols out here and are in constant contact with the senior Selu’taar baelnorn of the crypt city, one , Alarendi Eveningshine (CG female moon elf baelnorn wizard 20/ highmage 4).

### Reitheillaethor

**Reitheillaethor (Small Tree City): AL CG 5,000gp limit, Assets 150,000gp Population 4500; Mixed (20% Moon Elf, 70% Green Elf, Half Elf 5%, Gnomes 5%)**

On the banks of the Heartblood River, near its northern most bend, lies a large, well defended city of wood elves. Many of the elves come and go as they please, and so over the course of the seasons many new faces appear whilst familiar ones vanish. The city of Reitheillaethor was established to keep a wary eye on the dire wood, and the city’s mages, priests and warriors do just that.

### Nordahaeril

**Nordahaeril (Small Tree City): AL CG 5,000gp limit, Assets 150,000gp Population 4500; Mixed (20% Moon Elf, 70% Green Elf, Half Elf 5%, Gnomes 5%)**

Nordahaeril is a small tree-city reminiscent of Tall Trees between the Sisters and the Stronghold of the Nine. It is a series of houses built around and in the trunks of the massive trees at the forests heart. Consisting of approximately 200 trees and 300 individual buildings or huts interconnected by swinging vines, branch roads, and rope bridges between the trees, this settlement is home to about 4500 sylvan elves. There is only one entrance to this colony from the forest floor, and it is a heavily guarded winding stair that ascends 100 feet up the interior of a massive oak to the lowest of Nordahaeril’s outbuildings.

### Dire Woods

This strange, hilly land within the eastern High Forest is named the Dire Woods because of a legendary massacre of humans that caused the soil to redden. This epic predates even the hoary tales of Netheril, though folk today have other reasons to label this place as dire. The Dire Woods boundaries are marked by black, petrified trees.

While its outer ring can be paced out to measure a four-mile circumference of ivory trees, its interior dimensions are far more expansive and appear to measure 100-150 miles within the perimeter. Whether inside or out, the terrain of the Dire Wood consists of uneven hills and undergrowth. The terrain changes only once, with a single, towering, red stone butte jutting out from the forest floor; this simply marks the location of the now abandoned ruins of Karse, a former outpost dating from the latter days of ancient Netheril. Weather here bears no resemblance to the outer world and is highly magical. Creatures long extinct elsewhere are found here in abundance, though they die if forced out beyond the Dire Woods. boundaries. Wild magic sites are almost commonplace herein, appearing at random then disappearing without a trace.

### Nartel’thor

**Nartel’thor (Small Tree Village & Mining Town): AL CG 5,000gp limit, Assets 50,000gp Population 460; Mixed (moon elf 20%, shield dwarf 40%, Human 10%, Half Elf 10%, Gnomes 10%, Halfling 10%)**

A small tree village and mining town at the foot of the Starmounts, Nartelthor is famous for the rare sapphires and bejewels that come out of its river bed mines. A co-operative atmosphere pervades the village, as a broad mixture reminiscent of the larger city's ensures that profits are shared by all within the community.

### **Dharashyndaar**

**Dharashyndaar (Small Tree Town): AL CG 8,000gp limit, Assets 100,000gp Population 950; Mixed (Moon Elf 10%, Green Elf 70%, Gold Elf 10%, Half Elf 5%, Gnomes 5%)**

Despite its grand sounding name, Dharashyndaar is a quiet backwater settlement deep in the heart of the forest. Sitting astride the ruins of a once greater gold elf city now lost to the mists of time, the town is a mixture of soaring tree homes and solidly beautiful gold elf keeps built upon the ancient ruins of forgotten spires. The only thing of note in this sleepy place is the presence of a grand temple to Hanali, and a heard of unicorns who raise their young in the secluded meadows nearby.

### **Kerymnaar Deep**

**Kerymnaar Deep (Small Tree & Burrow Town): AL CG 5,000gp limit, Assets 40,000gp Population 1100; Mixed (Moon Elf 10%, Green Elf 75%, Gold Elf 10%, Gnomes 5%)**

Situated not far from the Vale of the Lost Kerymnaar Deep is a tree town built atop a thriving burrow of forest gnomes. The two communities rarely interact except in times of trouble or trade. The town is known for producing bows, spears, arrows and staves of outstanding quality, whilst the illusions of the gnomes keep the settlement safe from marauding goblins and orcs who occasionally pour down from the mountains to the north.

### **Thilshantaar**

**(Small Tree Town): AL CG 10,000gp limit, Assets 120,000gp Population 700; Mixed (Moon Elf 60%, Green Elf 20%, Gold Elf 5%, Half Elf 5%, Gnomes 5%, others 5%)**

A small village in the Far Forest populated mainly by moon and green elves of the Ahk'Velahrn who garrison the watch towers. Living alongside their families, the elves here are ever vigilant to the threats that sometimes emerge from the sands of the Anaurach. A small number of gold elf Ahk'Faern are also stationed here, but the moon elf Armathor, Kylandra Brighstar, is firmly in command.

### **Shil'ruarholme**

**(Small Tree Town): AL CG 10,000gp limit, Assets 150,000gp Population 700; Mixed (Moon Elf 50%, Green Elf 30%, Gold Elf 10%, Half Elf 5%, Gnomes 5%)**

The village of Ruarholme sits nestled against the eastern slopes of the Lost Peaks. About 120 tree homes lie hidden more than 150' high up the canopy of giant weirwood trees. The village is also home to a hidden temple to the lesser Seldarine deity, Naralis Analor – The Healer. The temple is located in the trunk of a truly enormous weirwood 120' wide. A winding stair spirals up through the heart of the tree. The center of Analor's worship on Faerun, any being standing within the confines of the Watcher's Tree is free from pain, heals at 4 times the normal rate, regenerates lost limbs, is immune to poison and has any curses, enchantments, geases or possessions immediately removed upon entering the temples wooden hall. The priests healing spells work at maximum effect, undead cannot exist here, and the powers of evil outer planar creatures are reduced by half. Many Eaelanni are sent here when the regular methods of healing have failed.



## **Evaliiraardon**

**(Small Tree & Ground Dwelling City): AL CG 10,000gp limit, Assets 300,000gp Population 5300; Mixed (Moon Elf 30%, Green Elf 20%, Gold Elf 20%, Human 10%, Halfling 5%, Shield Dwarf 5%, Half Elf 5%, Gnomes 5%)**

Situated in the heart of the High Forest at the meeting place of the three elven realms of Eaelrann, Siluvanede and Sharrven, Evaliiraardon, or The Hill of Song is home to the single greatest meeting of musical minds and lore in the north. Built around an ancient temple to Taralen – the Songstress, the city boasts several bardic colleges, a university of arts and music, and shrines to the bardic gods of all the races present within the city. Here students from all across the realms come to learn from the true masters of music, poetry, story, history, lore and song. Here can be found a large grove of Gold Leaf Trees, that are said to shed leaves covered in the words and music performed beneath their bows, each autumn. Almost every resident here has some talent in the performing arts, and many a travelling minstrel has found a place here teaching for a season or two before moving on.

The city is seated in a deep dell at the heart of a tangle of Redwood and weirwood treed. The impenetrable undergrowth and warding mists means that finding the city is impossible unless one knows the hidden paths and passwords. A mythal of sorts protects the city from intruders both magical and mundane.

### **Major Powers**

1. Anyone not bearing a ward tattoo will be unable to find the path through the Thornwood thickets, and will become lost in the mists and illusions surrounding the city. Eventually they find themselves turned around, heading back the way they came.
2. Spells of the Evocation/Invocation Schoolwork at only their most basic level, any spells dealing with fire, acid or death simply fail.
3. A dimensional lock covers the entire city, any attempt to bypass this power sees the offender teleported beneath Mount Waterdeep, into Halaster's Halls.
4. Evil Outsiders are forbidden from entering the city. The mythal is like a wall of iron that they cannot penetrate. This power was placed here to prevent the frequent incursions of fey and evil creatures that emerge from the Direwood, and the many ancient Aryvandaaran tombs that litter the forest.

### **Minor Powers**

1. A permanent feather fall is in place over the city.
2. All spells & abilities of minstrels and bards who have deities in the city are maximized.
3. A song/poem/piece of lore spoken allowed is retained perfectly within the memories of those who hear it whilst within the mythal. This is designed for students to make notes for later study as they attend meeting, lectures and revels within the city.
4. All beings within the mythal can read languages with perfect alacrity.
5. The spells of the city's patron gods work at maximum efficiency.
6. No scrying of the city is possible, this applies to all forms of magic and psionics.
7. Those who know the secret can use a 'sending' as often as they like to communicate quietly to any other being within the mythal.
8. At night faerie lights illuminate the streets of the city, they pulse with a riot of colour with the rhythm of any music played within 50' of them.
9. The inhabitants of the city are immune to charms whilst within the city.
10. Those who know the secret can become invisible for up to 1 hour in every 24.
11. Those who know the secret can dimension door within the mythals limits up to 3 times per day.
12. Those who know the secret may use legend lore up to twice per 10 day without the need for material items and such like. Simply having enough lore about an item of interest will do.

## The Old Road

This is a 35-foot-wide cobblestone road built by the elves of Eaerlann serves as the only major trade route through the forest. From the quays and docks of Elvenport the Old Road wends its way in several directions. To the west the road travels in an almost straight line connecting Elvenport with the cities of Teuveamanthaar, Ascalhorn and Mhilamniir. To the east the Old Road crosses the river via two high arched, triple span stone bridges of dwarven design and construction. It then splits in two, heading north to the city of Myth Glaurach, and south through the High Gap to the Ammarindaaran city of North Peak. The Old Road is always busy with the comings and goings of merchants, travelers and soldiers as they move across the realm. Smaller elven highways branch of this major canopied thoroughfare to cities and towns north and south of the highway.

There is one manned watch tower, Tiru'tel'Nar, at the intersection where the Old Road splits off and leads to Nar'kerymhoarth. The garrison here consists of moon elves and gold elves from Teuveamanthaar; there are no less than 100 warriors of varied levels at any given time, and at least 20 of them are mid-level priests or wizards as well. No one is allowed to travel to the ancient citadel, unless escorted by a patrol of the tower guard.

West of Mhilamniir, forest undergrowth has largely swallowed up the Old Road. The road eventually swings south west ending in stages as it approaches the Lost Peaks, gradually switching from its stone pavement to a well-worn log road for roughly five miles. After that, the Old Road degenerates into a footpath and finally dead ends in a small grove. There is a small stone marker carved Espruan script that simply says. *"This be the end of the Old Road of Eaerlann's folk. Attend the silence of the grove and say a prayer to those who walked before you and those who follow your footsteps as well."*