



ELVES OF EVERMEET



Advanced Dungeons & Dragons
2nd Edition



Elves of
Evermeet





Table of Contents

Introduction	3
Chapter 1: Evermeet and Her People.....	5
Chapter 2: Special Places	35
Chapter 3: The Magic of Evermeet.....	62
Chapter 4: Gods and Goddesses of Evermeet	76
Chapter 5: Evermeet's Defenders	83
Chapter 6: Non-Player Characters	92
Chapter 7: Role-playing Evermeet Elves	104
Chapter 8: Adventures in Evermeet	114
Chapter 9: Creatures of Evermeet	122

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Introduction

Across the windswept vastness of the Trackless Sea, surrounded by mighty enchantments, guarded by the power of gods, Evermeet shines like a dream come to Toril. Here, retreating from the lands of men and the travails of Faerûn, the elves of the Forgotten Realms have gathered to make their final stand, under the banner of Queen Amlaruil.

For many years, Evermeet has remained a mystery, known only as the elves' place of refuge. So far, details about the island itself, its geography, rulers, and society have been sketchy. It is known that Evermeet is protected by illusory magic, that ships lose their way or vanish mysteriously if they approach the isle, and that the elven navy is the finest in the realms. Past publications have also revealed that Evermeet is ruled by Queen Amlaruil, and that her husband Zaor was murdered decades ago. Beyond this, little is known.

The *Elves of Evermeet* attempts to investigate and explain the inner workings of the elven island, and develop the realm as a setting for FORGOTTEN REALMS® adventures. Until now, Evermeet has been reserved exclusively for the elves and officially closed to humans, dwarves, and other races. But this product will help you work Evermeet into your campaign and allow other PC races to visit, or at least interact with, the mysterious island.

The Inhabitants

Four major subraces of elves inhabit Evermeet. Each possesses a distinct and unique culture and personality. The *Gold elves* represent the more traditional view of elves. They are haughty, distant, and somewhat arrogant. Their cousins, the *Green elves*, however, are Wild elves in every sense of the word. The *Silver elves'* society falls somewhere between the two extremes, with a strong influence of ancient Celtic culture. Offshore dwell the aquatic *Sea elves*. They are an independent undersea kingdom which, nonetheless, maintains close ties with Evermeet. (The fifth subrace, the Drow, did not follow the Retreat; however, read further

for developments in the relationship between Evermeet and the Dark elves.)

Evermeet also harbors numerous tribes and bands of sylvan creatures, who have for millennia cultivated close relations with the various elven nations. Centaurs, pegasi, unicorns, sprites, and faerie dragons may all be found within Evermeet's borders.

Sources

This book makes use of material previously published in several of TSR's *PHBR* series, as well as works of the FORGOTTEN REALMS® campaign setting. While these products are not required, they will improve your enjoyment of this volume, as *Elves of Evermeet* uses kits and terminology from several of them. The most useful of these are listed here.

PHBR1, The Complete Fighter's Handbook: This book contains several useful rules and ideas for elven fighters, including new fighting styles such as mounted archery, and several new weapons. Kits suitable to an elven fighter include beast-rider, cavalier, savage (for particularly primitive Green elves), swashbuckler, and wilderness warrior.

PHBR2, The Complete Thief's Handbook: While outright thievery is frowned upon in Evermeet's society, many of the skills described for thieves can be applied to elven scouts, spies, and hunters. Suitable kits for elves include acrobat, adventurer, scout, spy, and swashbuckler.

PHBR3, The Complete Priest's Handbook: Priests and priestesses are of vital importance to elven society on Evermeet, and many of the sample priesthoods can be adapted to new elven deities. Suitable elven priest kits include barbarian/berserker priest (for Green elves), pacifist priest, prophet priest, and savage priest.

PHBR4, The Complete Wizard's Handbook: Evermeet is a place of great and ancient magic, and the wizards who serve Queen Amlaruil use spells not known outside the island. Appropriate wizard kits include militant wizard, mystic, and savage wizard.



PHBR7, *The Complete Bard's Handbook*: Although elves are not normally allowed to be bards, the elven minstrel described in this book fills that niche in Evermeet. This book also includes descriptions of various enchanted items and musical instruments, which are helpful in describing elven society and celebrations.

PHBR8, *The Complete Book of Elves*: This book is the most useful volume of the PHBR series for any DM™ wishing to include Evermeet in a FORGOTTEN REALMS® campaign. Several rules and conventions from this book are used in the current work, including all aspects of elven physiology, society, character creation, kits, magic, enchanted items, new proficiencies, and creatures.

DMGR3, *Arms and Equipment Guide*: This guide includes various weapons suitable for elven use, as well as detailed information about elven and Drow chain armor.

DMGR4, *Monster Mythology*: This book contains detailed information about the gods and myths of

the elves. The gods of the Seldarine are referred to frequently in *Elves of Evermeet*, and considerable information may be found in DMGR4.

FOR2, *The Drow of the Underdark*: This book provides details about the elves' evil (and some not so evil) cousins, the Drow.

FOR3, *Pirates of the Fallen Stars*: This book contains useful and detailed ship combat rules. These form the basis for naval combat as described in *Elves of Evermeet*.

Much useful information has been revealed in other publications. *The Ruins of Myth Drannor* and the novel *Elfshadow* by Elaine Cunningham tell details of the elves' history, the retreat, and the murder of King Zaor. In *The Coral Kingdom* by Douglas Niles, human adventurers visit the island of Evermeet and even gain audience with the powerful Queen Amlaruil. Much is revealed in this book regarding Evermeet's defenses, enemies, and current political position.



The following entries are extracted from a long letter written by Captain Carreigh Macumail to Lord Khelben Arunsun of Blackstaff Keep in response to a request for information regarding Evermeet. Macumail's letter is a remarkably concise and informative document, and sheds much light on the culture and society of the mysterious Elves of Evermeet.

My Dear Lord Khelben:

Respectful greetings from both myself and the crew of the *Mist-Walker*. In response to your request, I have attempted to summarize, to the best of my meager abilities, the many facets of Evermeet's society, and provide enlightenment regarding the isle's history, and many of the mysteries surrounding it.

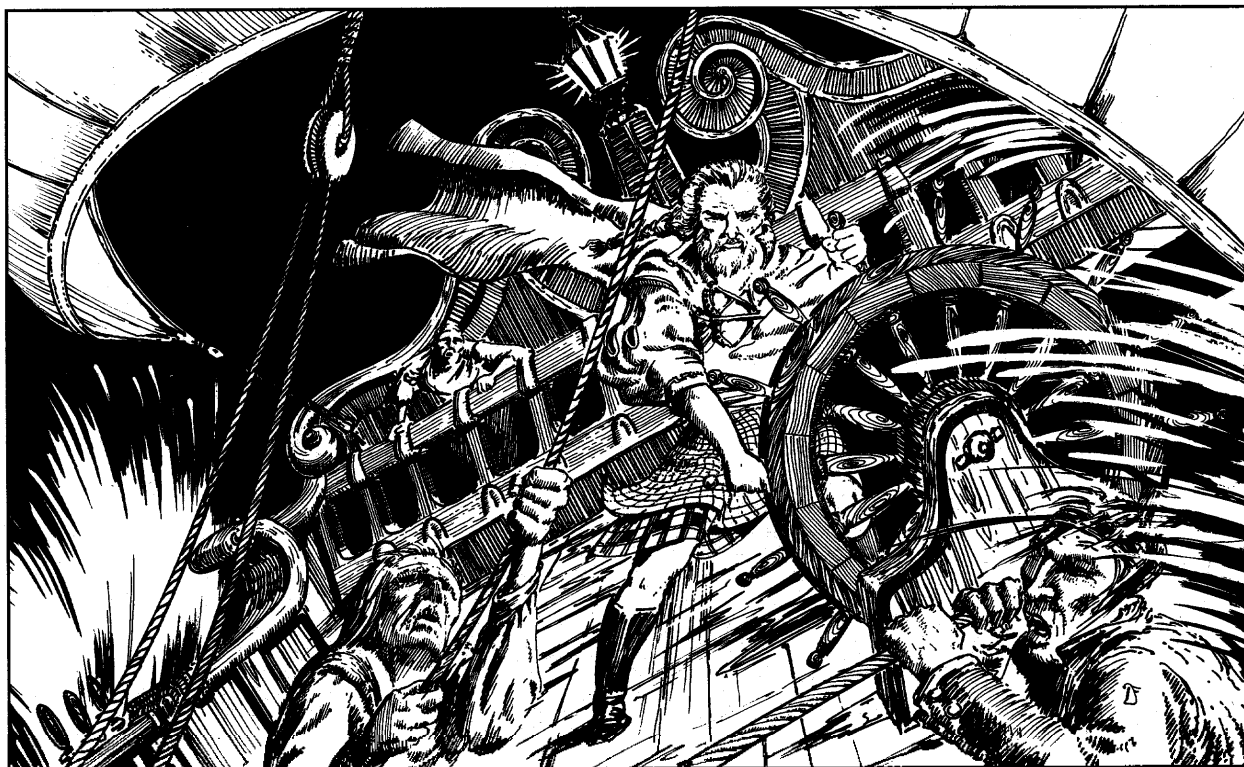
A Journey to Evermeet

I am, admittedly, one of a tiny handful of humans privileged to visit Evermeet and see its won-

ders, and the following information is not provided idly. All of what I am about to reveal is given in the strictest confidence, a confidence that I am certain you will respect.

My first introduction to the island of Evermeet and its people came quite unexpectedly. As you know, I have cultivated a close friendship with the Green elf druidess, Aerilaya. I had not seen her in several years, since my career as a freebooter on the Sea of Fallen Stars proved less satisfactory than I would have liked and I had been forced to relocate to the Sword Coast. There, with my new ship *Mist-Walker* and a loyal crew, I returned to my life as a freelance adventurer.

It was here, after several months of mixed success, that I was contacted by my old friend. It seemed that she had decided to join the Retreat and journey to the distant, sacred isle of Evermeet. Her decision was not entirely based upon philosophical and religious considera-





tions. She made vague comments about being involved in a scandal with a Chauntean monk, an oak tree, and a cask of ale (as well as, I was to learn, a garrison commander and an elven archer with a traveling circus), and implied that her life would be somewhat more sedate on Evermeet.

At that time, like most citizens of Faerûn, I nursed doubts as to whether the fabled island even existed. What I knew was that the Green Isle, as the land is also called, was supposedly created for the elves by their god, Corellon Larethian, as a refuge some thousands of years ago. It is also known that as elven numbers on Faerûn wane, more and more travel to this last, peaceful stronghold, where their queen rules and they are undisputed masters.

The isle is protected by many magical barriers, and a mariner can easily sail past it unknowingly. Storms, *teleportation* spells, and great guardian beasts are also said to defend the island.

I had little enthusiasm for such a journey, given the island's reputation, and the fact that I wondered whether it existed at all. My friend, however, prevailed upon me, and within a few days *Mist-Walker* had set off, bound for the unknown island.

I am still not entirely certain what motivated me. I have always considered myself a friend to the elves and well remember a dangerous voyage I undertook in the Sea of Fallen Stars, seeking a lost elven treasure. When I restored the item to the elven noble who claimed to be its rightful owner, I was told that the elven people were grateful. Little did I know how truly grateful they were.

The journey was relatively uneventful. We sailed through calm seas to the Moonshae Islands, where I spent several days looking up old friends and family members on the isle of Gwyneth. From there, we set off into the open sea, bearing due west, where Aerilaya assured me the island was to be found.

Three days out from Corwell Town, we





encountered a situation that was to have profound consequences. My lookout cried that she had spotted a pair of ships locked in deadly conflict. As we approached the scene of the battle, I saw that one of the ships flew the flag of Jaq Meadu, an old enemy from my days on the Sea of Fallen Stars. He and his crew were swarming aboard a curious and beautiful vessel with a long, white hull and a bowsprit in the form of a swan's neck and head.

Aerilaya cried out in surprise. This was an elven ship from Evermeet, she told me. Without hesitation, I ordered my crew to battle stations and we sailed to the defense of the elven vessel.

Our arrival caught Meadu and his crew by surprise. As we grappled, I bounded over the gunwales, cutlass drawn, shouting Meadu's name. The grizzled pirate, who had been engaged in running through a slender elven warrior in white scale armor, looked up from his grisly work and came at me, shouting and swearing by a dozen gods.

The fight was mercifully quick. Meadu was tired and the years had not been kind to him. He fell to my cutlass and most of his remaining crew surrendered when they saw that the battle was lost.

I sent Meadu's vessel back to the Moonshaes with a prize crew, the prisoners clapped in irons in the hold, and turned to the task of assessing the damage. The swan-ship had been badly holed and was taking on water. With deep sadness at seeing such a magnificent vessel meet such a sorry fate, I took the surviving elves aboard.

The elves of the swan-ship seemed both grateful and friendly. Several important dignitaries from Faerûn came aboard, as well as a robed and hooded individual, whose identity, I was informed, had to remain secret.

An elven priestess named Daenalaia presented herself to me and I told her of my journey. Still grateful for the assistance, she said that she would help guide us through Ever-

meet's defenses and speak to the queen on my behalf.

Now, finally convinced that our destination truly existed, we made preparations to move on.

As to the identity of our mysterious passenger, I outwardly showed no curiosity, but secretly burned with desire to discover the secret. Little did I know, the secret also seemed intent on discovering me.

A soft rapping at the door of my cabin that evening interrupted me while I wrote in my log. Angrily, I strode to the door, fully intending to dress down the crewman who had the impertinence to disturb me.

In the doorway stood the cloaked and hooded figure who had boarded *Mist-Walker* that afternoon.

"May I enter, captain?" said a muffled, but clearly female voice.

I nodded wordlessly and allowed the figure to enter. No sooner had she done so than she shrugged off the robe with tangible indifference and stood uncloaked before me.

Involuntarily, I took a sudden step back, gasping.

She was Drow. Her ebony skin, deep violet eyes, and silvery hair were unmistakable. She was clad in a typical Drow costume—dark, lacy, and revealing.

I had fought Drow on several occasions and, I am sorry to say, developed an intense dislike for them. To be confronted with one here on board my own ship bordered on the unthinkable!

"Don't be afraid, my brave captain," she said in a soft and soothing voice. "I simply came to thank you personally for saving our ship today. I am Lady Karsel'lyn Lylyl-Lytherraias." The trilling syllables of her Drow name danced easily from her tongue. "I represent the worshippers of the goddess Eilistraee, and I am on a secret mission to commence friendly relations with Queen Amlaruil."

I whistled softly. I had heard rumors of a



small band of Drow who worshipped a good goddess by that name, but had never met any. I had even dismissed the tales as fabrications. Now, here was proof.

We spoke for some time and I swore to keep the lady's secret. I write this letter to you only as a result of her explicit permission to do so.

That evening marked the beginning of a deep and, at times, passionate friendship with the Lady Karsel'lyn, but that is another story. The next morning I arose early and began preparations for our final approach to Evermeet, not knowing what obstacles lay ahead.

Defenses and Warders

Reaching Evermeet itself is a truly epic task. Without the assistance of Aerilaya and Daenalaia, the *Mist-Walker* would surely have been lost with all hands.

Several significant barriers lie between the mariner and the Green Isle. The first, a *web of illusions*, is said to have been woven by the elven goddess Sehanine Moonbow. These illusions, which make the seas surrounding Evermeet seem nothing more than another stretch of featureless ocean, are enough to keep most ships away. Beyond the illusory barrier, however, more extensive and deadly ones await.

Storms also protect Evermeet—storms of a most severe and unnatural nature. Vast cyclones and towering waterspouts spring unexpectedly from calm seas, lifting ships high into the air and smashing them to kindling, along with their crews. Winds of hurricane force drive ships away from the island, or wreck them on reefs. Whirlpools appear, dragging vessels to watery graves.

Fortunately for us, the priestess Daenalaia knew the secrets of controlling these terrible forces, and none threatened us.

Once past the storm barrier, the Green Isle showed itself, distant and verdant on the horizon. Daenalaia and Aerilaya informed me that there were still other obstacles to pass before

reaching Evermeet's shores. The island's queen, Amlaruil (of whom the two women spoke with awe and a deep affection), apparently wields enormous power within her realm and can, with a whim, cause a ship to be instantly *teleported* miles from the island, much to the shock and consternation of her captain and crew.

In addition, I was told that several great sea-beasts cruise the waters immediately surrounding Evermeet and attack intruding vessels with an unholy fury. As if to emphasize this, our lookout shouted wildly, drawing my attention to the water beneath our vessel. There I saw the vast, gleaming back of a dragon turtle gliding silently below, fewer than two fathoms down. I shuddered heavily at the thought of fighting such a beast and wondered at the nature of the other creatures who defended Evermeet.

Soon after, we came in sight of Evermeet's shores. We gained an escort of slender, green-skinned Alu-Tel'Quessir, graceful beings more dolphin than elf. My heart pounded heavily and the eyes of my crew held a mixture of wonder and apprehension as we approached the tree-lined shores of Evermeet.

The Land

Evermeet presents a vision unequalled in any mortal realm. Rising from the deep blue of the sea, the Green Isle resembles a tiny fragment of Arvandor fallen from the heavens. Elven legend, in fact, claims this very thing. The sea surrounding Evermeet, except for those regions of cyclones and rough weather previously described, is eternally calm and of deepest blue. The hand of Deep Sashelas can be seen in the unnaturally placid nature of Evermeet's seas, for the region is normally rough, continually beset by storms and treacherous currents. From Evermeet's shores, however, the sea seems to stretch out forever, flat and undisturbed. These seas are home to countless bands of Alu-Tel'Quessir, the mysterious Aquatic elves.



Evermeet's shores are forested with evergreen and ancient oaks nearly to the water's edge. Other unusual species such as blueleaf, duskwood, and the massive shadowtop trees can also be found here in smaller numbers. Trees are virtually everywhere on the island, even lining the streets of its great cities. Only along Siiluth, the beaching bay where most elven vessels are built, is any stretch of true beach to be found. There the sands are white and pure, finely grained and almost like silk.

But oh, such trees! They are tall, graceful, and welcoming. Their very presence grants peace and comforts the soul. They are gifts, it is said, from the Seldarine and each is grown from a seed brought from Arvandor itself.

Evermeet is a virtual cathedral of trees. The green vitality of their mighty boughs provides sustenance and hope to the elven people. In many ways the trees *are* Evermeet, and without them, the people would surely waste away and perish.

The forests teem with animals of every kind. Bright-colored birds flit through the air, singing merrily. Rabbits, squirrels, mice, and other small mammals are found in abundance, as are stag, boar, bear, and other larger species. None of these creatures is hostile to the elves of Evermeet, even though the Gold elves hunt them with some regularity. This is considered by the elves to be a sign of the Seldarine's blessing, and of the eternal covenant between elves and the natural world.

In some places, the dense forests give way to green sylvan glades, places of unparalleled beauty and comfort, where soft grasses and colorful wildflowers sway in gentle breezes, and the sylvan races such as centaurs and fauns gather to socialize and frolic. These are safe places for all who enter to enjoy their solitude. Those who disturb the peaceful surroundings are usually chased from the glades, as the inhabitants do not tolerate much trouble.

The best known of these glades, the Farmeadows and the Horsefields, are home to herds of

moon-horses, the intelligent horses who inhabit Evermeet and voluntarily serve the elves. These horses are truly remarkable and, although I have never personally witnessed it, many of my elven friends claim that they are capable of casting magic to protect their riders.

Small streams crisscross the island, most filled with trout, crayfish, and fresh-water mussels. These streams are a major source of fresh water for those on the Green Isle. Those attempting to do anything but drink from them will be punished. Most rivers and streams flow to or from crystalline lakes, whose shores are often occupied by elven dwellings, graceful buildings nearly indistinguishable from the surrounding forests. The river Ardulith bisects the isle, running down the fertile valley formed between the Eagle and Silver Hills, through the dense forests and past the wonders of Leuthilspar, out to the sea. It is a major travel route for the elves and is always full of slim elven boats.

The twin ranges of the Eagle and Silver Hills tower nearly 3,000 feet above the river valley below. Tough conifers line the hills' slopes, and their heights are home to giant eagles and pegasi who assist in the defense of the island. From the highest peak of the Eagle Hills, Thaliakaera Rock, one can view all of Evermeet and even the seas beyond, as far as the island fortress of Sumbrar.

In the broad, green valley formed by the Ardulith's passage and beneath the rugged slopes of the twin ranges, vineyards, fragrant groves of blueleaf, lush meadows, and small farmsteads serve to enhance and complement the beauty of the villas and palaces of the Gold elves, the Ar-Tel'Quessir. This valley is called Ty'athalael, an elven word with no direct human translation meaning roughly "the peace attained through the absolute beauty of nature and harmony with one's surroundings." As one of few humans privileged enough to view this ancient valley, I can say that it is a place of true enchantment, where at least a small



Evermeet Island

- ⊙ City
- Town
- △ Fortress/Castle
- ▲ Temple/Shrine
- ☼ Meadow
- ☼ Beach
- ⌒ Hills





portion of Arvandor can be seen on our poor world.

Evermeet's climate is not, as some legends claim, eternal springtime. Instead, I suppose it is most accurate to say that each season is perfect, embodying the time's essence, while at the same time never growing extreme enough to become dangerous. Spring is green and pleasant, with occasional rains. Summer is warm and balmy, with a few hot days. Fall comes quickly, sweeping the island, turning the stands of deciduous trees into myriad red, yellow, and gold shades. Winter brings with it snows and chill winds. These seasons vary only rarely. Most of the time they present all that is best, while minimizing their less desirable qualities.

Cities and Towns

Upon our arrival on Evermeet, our Sea elf escorts directed us to the isle's largest settlement, the city of Leuthilspar, at the mouth of the broad River Ardulith.

Even with our friendly priestess and the druidess Aerilaya, the Sea elves gazed upon us with deep suspicion and, in many cases, outright hatred. Few human vessels ever made it to the Green Isle and most of the elves who live on Evermeet tell terrible stories of human intolerance, repression, and murder. My feeling of apprehension grew as we approached the great city.

The villages and camps occupied by the handful of elves who have remained behind on Faerûn give virtually no clue as to the alien beauty and wondrous strangeness of true elven architecture. On Faerûn, most elves live in small settlements based upon the style of the surrounding lands or move in nomadic encampments from place to place. Neither settlement can prepare a human for the sight of a large elven city, for in such places as Leuthilspar and Taltempla, wonders still abound, echoes of an ancient time when elves ruled the world and gods walked the land.

Humans see the city as the ultimate mastery of civilization over nature. The elves see the world in an entirely different light. They are not the rivals of nature, nor are they its enemies or its masters. The elves are part of nature and as such, must live according to the natural order, not in defiance of it.

In their heyday, elves were highly skilled in the magical manipulation and transformation of natural forces and substances. Trees and growing things were made to form houses and other shelters. Rock was coaxed from the ground to form fortresses and roads. Crystal was molded into walls, towers, and sculptures. All things remained in constant contact with the earth, never to be brutally torn from it or reshaped in the violent manner of humans or dwarves.

This is the way of architecture in Leuthilspar. The soaring towers, round domes, intricate buttresses and gilded palaces are works that rival and surpass even the imperial cities of Kara-Tur, but all are created directly from the land. They are grown through the wonders of elven magic. There are, I was soon to learn, spells cast on Evermeet that normal mages can only dream of.

A crystal tower may rear up from the ground, glittering and gleaming like a gigantic, multifaceted diamond, but where it joins the soil there is neither seam nor gap. The tower was raised from the earth itself, and continues to grow like a vast plant, its connection to the soil unbroken.

Wooden buildings are fascinating things, for they are built without cut timber. Walls are solid stretches of living wood, floors are alive with intricate whorls and patterns that change as the building grows. Roofs may be grown from heavy bark or shiny leaves, and shed both rain and snow.

Streets are likewise paved with natural substances, either smooth rock summoned from the depths and sculpted, or shining crystal, clear and smooth. For horses and those unused



to the surfaces, the roads are highly slippery and treacherous. Roads of crystal and stone criss-cross the island and are often removed and rerouted overnight through the application of elven magic.

Leuthilspar is surrounded by small fortresses and guardian trees, towering evergreens. Magically-created passages and rooms within the trees house the warriors who defend the isle and keep a constant lookout for enemies. Despite the isle's potent magical defenses, she does have enemies.

Evermeet's stone fortresses are the strongest in the world, more durable than even dwarven clan holdings. Elven forts are huge, unbroken masses of stone grown from the living rock. They have smooth walls, intricate passageways, and portals grown of living wood, metal, or rock that open only when proper passwords are spoken. The lonely island fortress of Sumbrar is like this, sitting amid the waves, guarding the approaches to the Green Isle.

Even the most strictly military of structures retains typical elven grace and beauty, however, rising with curved walls and high towers, often in the shape of a star, rosette, or other geometric shape when viewed from above.

Leuthilspar, more than any other city on Evermeet, is the ultimate embodiment of elven harmony with the ways of nature. Despite being the home to thousands of elves, the city could as easily be another part of the forests or hills, sitting placidly beside the Ardulith, growing and maturing with the trees and beaches.

On the heights above Leuthilspar, standing watch over her people, lives Queen Amlaruil Moonflower. Her home, the Moonstone Palace, is perhaps the pinnacle of elven architecture, design, and harmony. The palace is a vast, white structure crafted of alabaster, marble, and crystal grown directly from the land itself. The structure is a pleasing combination of domes, slender towers, long galleries, flying buttresses, sky bridges, and other features. A mere human can scarcely take the entire struc-

ture in without growing dizzy.

We had stood at anchor off Leuthilspar for two days before the elves approached us. The priestess, her cloaked Drow charge, and the other important elves had already left us, although Daenalaia assured us that she would tell the queen of our services.

This day, as I gazed idly up at the palace, nearly blinded by the gleaming white of its walls, a pair of giant eagles set off from one of the highest towers, each bearing an elven warrior armed with a long lance. To my amazement, they swooped low and alighted upon the *Mist-Walker's* bow, causing the ship to pitch alarmingly.

The lead warrior, clad in shining mail, with a high, silver helm, fixed a burning gaze upon me.

"Human!" he said in a tone that brooked no argument. "You are to present yourself to Queen Amlaruil. The druidess Aerilaya is to accompany you!"

I must admit that I blanched somewhat at the prospect. Swallowing heavily, I asked for a few minutes to prepare myself, for I am loath to attend even the simplest celebration in less than the smartest attire.

The eagle-rider nodded briefly and I hastened to my cabin, my mind awash with fear and anticipation. Finally, dressed in my finest silk shirt and kilt, my hair and beard combed as best I could manage, I rejoined the two eagle riders. They then handed me, Aerilaya, and my first mate, Drogo, over to a squad of elven warriors who guided us up the long path to the palace, to what fate none of us could guess.

The Queen

I wish that I could give more than a cursory description of the palace as we passed through it. Unfortunately, my state of mind was such that I could only stare dumbly at the palace's verdant grounds, vast wooden gates, long broad hallways of gleaming marble, and price-



less artworks of the sort that—I am ashamed to admit—made my pirate’s heart beat faster.

After seemingly endless corridors and passages, we arrived in a high, vaulted chamber covered by a great glass dome through which the sun shone in every color of the rainbow. There, guarded by a file of stern and unmoving elven warriors, and seated upon a gilded throne hovering unsupported, six feet off the floor, sat the legendary Queen Amlaruil.

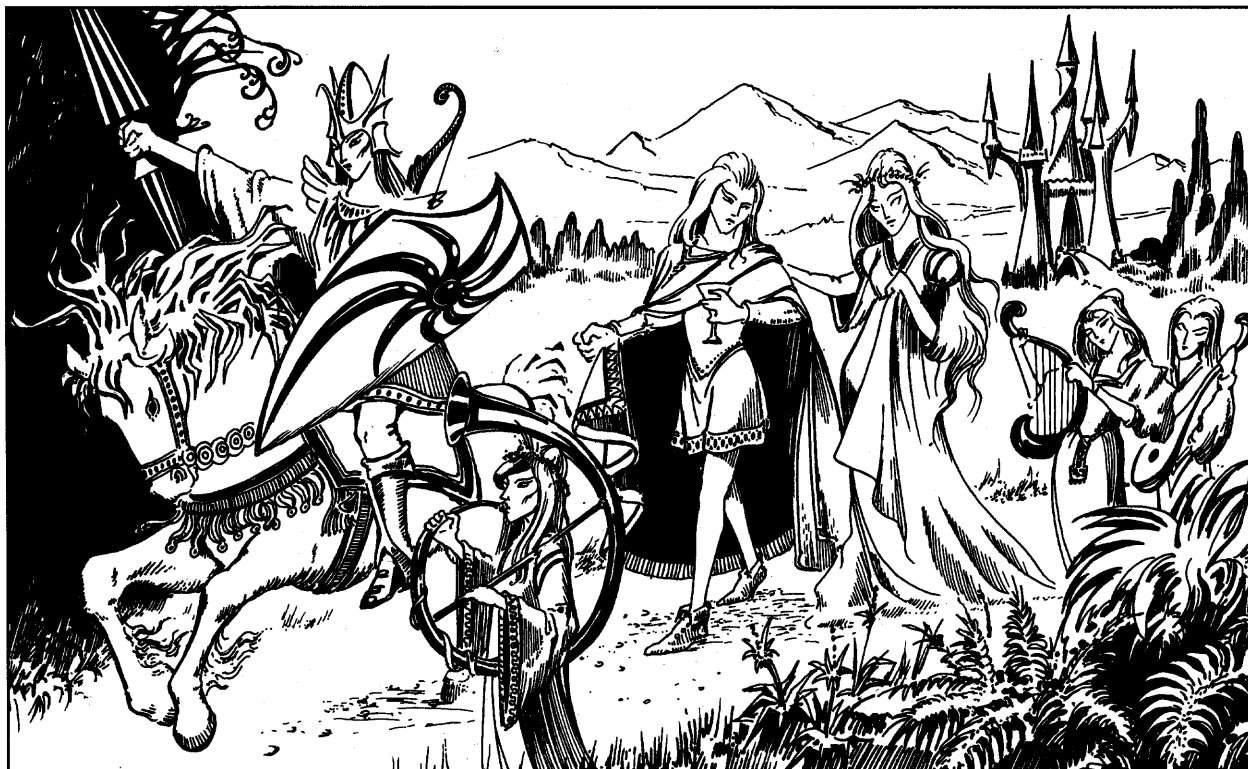
Who has not heard tales of the Sad Queen, of her love for her king, of his tragic death, and of her unendurable sorrow? Of how, despite her mourning, she continues to rule and guide her people, and lives upon this world beyond her allotted time? Of how she chose to stay in a world of sadness rather than join her beloved in Arvandor, out of love and loyalty to her nation?

Despite all the tales I had heard, all the tragic songs of the bards and the epic poems and

stores that told of Amlaruil and her life, nothing could have prepared me for my first sight of the exquisite woman who sat before me. She combined equal parts beauty and sadness, and in her eyes I saw not only endless weariness, but also endless patience and love. She was clad in a gleaming white gown, a single silver circlet in her red-gold hair, and she grasped a simple white scepter. As her gaze met mine, it was all I could do to stop myself from falling to my knees, weeping, and begging forgiveness for intruding upon her secret agonies.

When she spoke, it was like sweet music. “You are known to us, Carreigh Macumail. Long have you aided and defended my people. Both my priestess Daenalaia and your companion Aerilaya speak well of you. Approach and kneel, captain.”

Although my legs could scarce support me, I walked forward and without effort dropped on both knees, head bowed.





"Your majesty . . ." I croaked. "Please forgive my intrusion . . ."

"Apologies are not necessary, Carreigh Macumail," she said. Although I could not see her, I felt her soft hands encircling my neck, and realized that she had placed a fine silver chain around it, with a small amulet glittering and gleaming at one end.

"I name you Sha'Quessir, elf-friend. From this day, you shall be as one of our people, and shall never want for clothing, warmth, or shelter, so long as my people live. In exchange, you shall serve us as ally and friend and aid my people whenever you can. Do you accept, Carreigh Macumail?"

There was, of course, only one answer.

"Yes," I whispered. "Oh, yes."

So it was that I became Sha'Quessir, or elf-friend. This most valued of gifts causes one of the N'Tel'Quess ("not-people," as the Tel'Quessir so charmingly refer to non-elves) to be accorded nearly the same status as a full-blooded elf. Having been given the status by the beloved and near-divine Queen Amlaruil, I found myself treated with enormous respect and affection by most of Evermeet's elves and received relative freedom of movement around the island.

After my brief meeting with the queen, I understood the esteem in which the elves hold her. She and her husband Zaor were chosen as rulers of the island through a rather complex succession process. I am told the process involves the use of magical swords and tests of prowess and wisdom. After Zaor's murder by a renegade Gold elf, a fact that still fills most elves with unspeakable horror, Amlaruil went into mourning, which still continues more than 45 years later. Now more than 900 years old, she remains on Evermeet, ruling and wielding powers of near-divine level.

Since Zaor's death, Evermeet has grown into a decidedly matriarchal society. Amlaruil rules with the advice of her Council of Matrons, a circle of elder females of all subraces. She has

many male advisers as well, but they have no formal status within her court.

All elves, even the males, accept this without question. To them, Amlaruil *is* Evermeet. As she prospers, so does the land, and in her heart and soul resides the final hope of the elven people. Needless to say, this is a heavy burden even in the best of times, and the Sad Queen, as she is also known, bears it with a dignity and wisdom far beyond even the most enlightened human ruler. Even I, imperfect and short-lived human that I am, feel a deep love and loyalty to the queen, and if she were ever threatened, I would lay down my own life in her defense, alongside my elven brothers and sisters.

The People

Four of the five elven subraces inhabit the island of Evermeet and its vicinity. The only exception, the Drow, is excluded for the obvious reasons of their decadence, violence, and hatred of all things elven.

Of the remaining subraces, each has its own outlook and culture, although all are united by the overall elven psyche. I will attempt to describe each of the subraces in detail here, along with information about their society, outlook, and nature.

The Ar-Tel'Quessir (Gold or Sun Elves)

I am sorry to say that the Gold elves at first seemed to me a dour and serious lot. They rarely express emotion to others or in public situations. I am informed that with family or friends, however, and in particularly private settings, they can express a range of emotions well beyond those of an ordinary human.

Character and Outlook

Gold elves believe themselves to be the chosen defenders of elven culture and tradition, selected



specifically for the task by Corellon Larethian himself. They take this role very seriously, throwing themselves into their chosen tasks with verve and enthusiasm. Gold elf artisans are methodical, careful individuals who will labor for years on relatively simple items such as brooches or rings. Armorers craft each weapon or piece of armor with painstaking precision. Warriors train endlessly with single-minded devotion. Clerics study the words of the gods and pray constantly for guidance.

The Gold elves are easily the most arrogant of the subraces, because of an inbred belief that they are the chosen elven defenders. There is also an undercurrent of belief (rarely spoken aloud) that they are the only “real” elves, and that the other subraces have somehow turned away from true elven society. This prejudice is often well hidden, but it is there nonetheless.

As the long-lived elves follow many different paths during their lifespan, the average Gold elf will be a multi-talented individual, having given the full measure of devotion to each one of his or her chosen paths. This willful devotion takes time, and Gold elves will not have as many different skills or professions as their Silver elf cousins.

This perhaps is the most significant difference between humans and Gold elves. More than any of the other Tel’Quessir subraces, the Gold elves’ longevity has changed their outlook and their very means of thinking. Patience and thoughtfulness dominate every aspect of the Gold elves’ outlook. Actions are rarely taken without considerable thought, discussion, and consideration, and they never hurry. The only exception to this is in combat, when quick action is required. The rest of the time, the Ar-Tel’Quessir are slow and methodical, patient and endlessly thoughtful, in stark contrast to relatively quick-acting, short-lived humans.



Clothing

Gold elf clothing is magnificent, if understated. Cool colors such as blue and green are favored, as is white, although white is often worn as a color of mourning as well. Decorations in the forms of embroidered hems and collars, knotwork patterns, and naturalistic runes are common, but kept subtle so that they will not interfere with the overall harmony of a garment.

Jewelry is also kept simple, with unadorned headbands and rings being most common. Earrings, torcs, and bracelets decorated with complex patterns are sometimes worn, but these are often considered overly ostentatious and excessive. All clothing and jewelry are painstakingly crafted in typical Gold elf fashion, and even the rudest cloak or tunic made by the Ar-Tel’Quessir would fetch a hefty price in Faerûn.

Armor and weapons are invariably works of art, carried proudly into battle, and often inscribed with small versions of ancient runes or elven heraldry. The links on some famous suits of elven chain, for example, are inscribed with prayers, invocations, or quotations from religious texts. The mail of the hero Tharaefellin was crafted completely from such links.

Gold elves make use of the otherwise rare elven plate armor, as well. Suits of this type of armor are likewise inscribed with runes, designs, and quotations, chased and decorated in gold, silver, or brass, and individually fitted to each wearer. Some suits of enchanted plate worn by ancient heroes still exist, but many of these were lost on Faerûn, and the Gold elves have taken steps to retrieve them.

Art, Music, and Literature

Gold elf poetry and art are simple, yet graceful, incorporating many of the traditional natural motifs, combined with elven symmetrical designs somewhat reminiscent of the complex knot-patterns of Moonshae artisans. Many



artists are also wizards who use elven magic to shape, carve, and polish natural objects, much in the same way as elven buildings are constructed.

Gold elven poetry and song are as slow and solemn as one might expect. Tales of ancient battles, songs of the gods, and stories of heroic individuals are popular, but these are more often than not sad sagas with tragic endings. Gold elf minstrels are an important part of society. They wander the island, bringing news and exchanging songs and stories. The harp, lute, and the shalaquin (a long-necked elven instrument that is played by plucking or strumming while changing the tension of the strings with a ratcheted wheel) are all favored instruments.

Faith and the Gods

Religion and faith infuse every aspect of Gold elf society. As the chosen representatives of all that is good and beautiful in elven culture (in their own eyes, at least), the Ar-Tel'Quessir constantly give thanks and pay homage to the Seldarine. Each work of art, each poem, each song, is dedicated first and above all others to the Seldarine, and second to Queen Amlaruil. Most elven priests are of Ar-Tel'Quessir extraction.

Gold elf religious ceremonies and processions are long, drawn out, and—to both myself and my Silver elf friends—deadly dull. Exuberance in the form of loud voices, merry songs, or joyful worship is considered shockingly inappropriate, and quiet chanting or solemn intonation is the order of the day when Gold elves join together in worship.

The Ar-Tel'Quessir observe a rigid hierarchy among the gods, with the supreme deity, Corellon Larethian, at its head and his consort, Sehanine, beside him. Various messengers and demigods serve the Seldarine, but all are under the direct leadership of Corellon Larethian, and all pay him obeisance. The goddess Angharadh, considered to be equal to Corellon Lareth-

ian by the Silver elves, is considered to be a misinterpretation of the other three elven goddesses, or a minor deity of the Teu-Tel'Quessir, whose importance has been exaggerated.

Relations with Others

Gold elves feel affection toward their Silver elf brethren, but this is often couched in somewhat patronizing terms, which annoys the Teu-Tel'Quessir. Feeling that their Silver cousins are flighty, chaotic, and irreverent, Gold elves often strive to return them to the proper path with stern lectures and fatherly advice. For their part, the Silver elves laugh and ignore such treatment.

The Gold elves admire the Green elves of the forests, feeling that they embody the true primitive spirit of their elven ancestors. Relations between the two groups are good, but the Green elves' reclusive nature makes direct contact relatively rare. I was privileged to attend a celebration of Faerieluck on Evermeet, in which I saw the normally-reserved Gold elves frolicking and cavorting with their Green elf cousins in a manner that even the most free-spirited Silver elf would have found shocking.

Gold elves' prejudice toward humans is quite severe. It is much more obvious than that of the relatively friendly Silver elves. Many Gold elves who now live on Evermeet felt the weight of human hatred and persecution directly, and so may be excused for their dislike of humans. Even after my adoption as a Sha'Quessir, I received many black looks from Gold elves, and was sometimes treated with disdain and hostility. Most Gold elves seem to bear something of a chip on their shoulder, and it may not entirely be as a result of their treatment at the hands of humans.





The Betrayal

Several of my silver elf friends informed me that the Ar-Tel'Quessir are still reeling from the betrayal and murder of King Zaor by one of their own number. Although the act took place more than 45 years ago, this is but the merest instant to the long-lived elves, and the crime is still fresh in their minds. The killing of an elven monarch by a Gold elf is seen as the ultimate abomination by the Ar-Tel'Quessir, and the entire community has attempted to make up for the disgrace by redoubling its loyalty and service to Queen Amlaruil.

The other elves see the murder as an isolated aberration and do not hold the larger community of Gold elves responsible. All the same, as my friend Aerilaya once told me, "We have forgiven the Ar-Tel'Quessir, but it will be a very long time before they forgive themselves."

The Queen's Feast

It took quite some time for me to truly appreciate the depths of the Gold elf mind. To outsiders, they might seem to be quiet, serious, and utterly devoid of humor. But probing deeper, it becomes clear that their character and temperament are far more complex.

Soon after my adoption as an elf-friend, I attended a feast given in honor of one of Queen Amlaruil's generals, Lady Mylaela Durothil, an ancient elf who had apparently participated in a significant battle many centuries ago. Once more, I was staggered by elven longevity and by the fact that I stood in the presence of one who was old before my most distant ancestors were young.

As a newly-appointed Sha'Quessir, I was something of a curiosity. I was astonished to note that most of the hostility that I and my crew had previously experienced had evaporated and been transformed into curiosity and a tentative, if cautious, friendliness.

More than anything else, I noted the reserve

and quiet nature of the guests, most of whom were Gold elves. Held in one of Amlaruil's banquet halls, this simple feast offered far more pomp and glory than any human ceremony I have attended. All were dressed in glittering finery, in shades of dark gray, green, and blue, with occasional splashes of yellow and red. Many warriors were in attendance, wearing glittering mail or mirror-finished elven plate, a form of armor that I was unaware even existed. Dining in such armor must have presented quite a challenge, but the elves did so without apparent discomfort.

Conversation was quiet and unemotional. My limited mastery of the elven language enabled me to pick up a few comments, and even to hold an intelligent conversation, but the many subtleties of tone, meter, nuance, gesture, and expression, all of which seemed an inherent part of the spoken language, were beyond my ability to understand.

At last, the queen herself rose and introduced some of her prominent guests. Finally she indicated me, and told of how I had come to be here and how she had given me my current status. She announced that she had heard I had some accomplishment as a singer of songs. Would I be so kind as to favor the assembly with a performance?

To say that I was embarrassed would be a serious understatement. I realized that to deny the queen would be a serious breach of etiquette. So, taking up a proffered mandolin, I did my best to pluck out and sing the "Ballad of Jarsali and the Treant," a song that I knew had elven origins. The audience listened in polite silence and when I finished, clapped quietly, then returned to their meal.

I reflected that I had not impressed them. And why should I? Their minstrels are famed throughout the world, wandering the land with enchanted instruments and spinning tales and songs learned over a lifetime twenty times longer than my own. I sighed quietly, and finished my meal.



The next day, while walking alone in one of the palace's many gardens, I was surprised to see the Lady Mylaela herself approaching me. I greeted her politely, and she immediately fixed me with a deep, penetrating gaze.

"I want to thank you for your performance," she said. "I have never heard the tale of Jarsali told in such a moving fashion."

Further astounded, I mumbled my thanks, saying that I was only a second rate singer.

"Never!" she said sharply, in a voice far stronger than any I had heard the night before. "You made the tale live for me, and no one who gives me such joy could ever be considered second rate. I give you my gratitude, elf-friend."

With that, she leaned over and softly kissed my cheek. As she turned away, I could see the tracks of tears gleaming on her face in the sunlight. After she left, I stood in silence for a long time.

The Teu-Tel'Quessir (Silver or Moon Elves)

Many humans consider the Silver elves to be far more tolerable as companions than the solemn Gold elves. To be sure, they are a much less serious and more independent group. Many chose not to follow the Retreat, remaining on Faerûn as adventurers. I have had many good friends of this extraction and I share the popular belief that they are far preferable to their Gold cousins as companions. I also learned during my stay on Evermeet that the term "Gray elf," often applied to the Teu-Tel'Quessir, is considered somewhat pejorative and should be avoided.

Character and Outlook

While they share the Gold elves' passion for the defense of their homeland, their race and their queen, the Silver elves' personal philosophies are more impulsive and display a decided "live-for-the-moment" outlook. They dislike

remaining in one place for very long, and enjoy travel. This alone may account for their adventurous nature, but there is a deeper and more important aspect to it as well, for the Silver elves strongly believe that an individual must choose his or her own path through life.

The Silver elves desire to see and do everything possible during their span on this plane. Silver elves' love of travel, their tendency toward multiple talents and skills, and the fact that many chose not to follow the Retreat, but to remain in Faerûn as adventurers, are all reflections of the Teu-Tel'Quessir's inquisitive and unbounded nature.

A Silver elf craves experience; experience entails going many places, doing many things, and meeting many people. Silver elves have fewer qualms about associating with N'Tel'Quessir than the Gold or Green elves, and usually possess the skills to relate to many different peoples and cultures. Although I am now aware of the true foundations of Gold elf insularity and perfectionism, I cannot help but find it too different from my own views to be truly comfortable with the Ar-Tel'Quessir. If given the choice, I must honestly admit that the Silver elves, with their outgoing ways and love of excitement, are far more enjoyable as friends.

Clothing

Silver elf dress includes many primitive elements, in subconscious acknowledgment of their ancient origins. Robes and tunics are decorated with feathers, beadwork, carved stones, and other such trappings. The colors are bright, sometimes even shocking. The more brightly-colored the garment, the more highly the elf is looked upon by the others. Hair is worn in braids or ponytails, twined with wires or beads. Silver elves often wear body paint or tattoos, similar to the Green elves.

Silver elf armor has a barbaric appearance. The feathers, stone charms, runes, and braided hair of ordinary dress are displayed promi-



nently even when the elves are dressed for battle. In fact, the savage war-runes and symbols of ancient elven nations are often painted on warriors' faces and bodies, as well as inscribed on armor or shields. Protective runestones crafted by a class of Silver elf priestesses known as *totem-sisters* are sometimes carried as well. (This new character kit is detailed in Chapter 7.)

Art, Music, and Literature

Silver elven songs and poetry are considerably lighter and less solemn than those of the Gold elves. Grim ballads and tragedies have their place, but the Teu-Tel'Quessir prefer to balance such things with light-hearted, often bawdy tales and songs. Many of these sagas tell stories of quick-witted Silver elf heroes or heroines who outwit and humiliate goblin, human, or dwarven opponents.

Silver elven minstrels are better known throughout Faerûn than their Gold elf counterparts, largely because their repertoire is much larger and because they have fewer qualms about playing for humans. Silver elf minstrels favor the mandolin, harp, and shalaquin. They are often talented performers, capable of song, dance, juggling, sleight of hand, and even minor magical spells. It is not widely known that many of these minstrels are also secretly in the pay of Queen Amlaruil, and act on Faerûn to gather information, retrieve lost elven treasures, and defend elves in jeopardy.

The Silver elves enjoy a wide variety of art styles, from paintings to sculpture. A special form of art known as *shaping* is popular, using elven magic to form natural objects such as stones, trees, and plants, into pleasing shapes.

Faith and the Gods

The Silver elves are every bit as devout as their Gold cousins, but their methods of worship vary greatly. Generally, as I observed during

the several religious ceremonies that I was privileged enough to watch, Silver elf worship is exuberant, joyful, loud, and more often than not, simply an excuse for more revelry.

At a Springrite celebration, my old friends Lysanthir and Aerilaya began the evening with solemn intonations to Corellon Larethian, Solonor Thelandira, and other elven deities. Silver elf priests and priestesses then echoed my friends' sentiments, lighting candles and chanting prayers. The gathered Silver elves watched in reverent silence until the prayers ended. Then they erupted.

I do not honestly remember much about the evening, save that it seemed the Silver elves were more interested in wine, song, and romance than in the actual worship of the gods. The quiet invocations of Corellon Larethian soon changed to loud, boisterous cries of thanks and praise, directed at all the Seldarine, particularly Hanali Celanil, goddess of love. This "worship service" continued on into the night and ended only when the last worshipper had collapsed from exhaustion or wended his or her unsteady way home.

The Silver elves' worship of the Seldarine differs from that of the Gold elves in one more significant manner. The Teu-Tel'Quessir worship another deity known as Angharradh, who they believe to be a melding of the three goddesses Sehanine, Aerdrie Faenya, and Hanali Celanil. Some claim that the three deities can voluntarily join to form this greater goddess, while others believe that Angharradh is an entirely separate deity, incorporating elements of the other three.

Regardless of their personal views, the Silver elves see Angharradh as a great deity, as powerful and influential as Corellon Larethian, who is often relegated to consort status. The Gold elves tolerate this worship, though some consider it somewhat heretical. Others, in typically paternal fashion, think that Angharradh is actually a minor deity who protects the Silver elves and that her status has been exaggerated.



Relations with Others

Silver elves are generally thought to truly hate no one, but this is not entirely true. Their hatred for the Drow and the goblin races, for example, is extreme. But their overall outlook on life is to treat most strangers as friends, and friends as family.

While the Teu-Tel'Quessir have experienced the same indignities and atrocities at the hands of humans as the Gold elves, they are far less likely to judge an individual solely on the basis of race. Silver elves feel that individuals are responsible for their own actions and will generally give one the benefit of the doubt. Still, many Silver elves harbor a deep distrust of humans, a distrust that takes much time and effort to overcome.

The Silver elves are often annoyed by their Gold cousins' patronizing attitude, and sometimes even grow angry at their unemotional and seemingly colorless existence. On Evermeet these conflicts are limited by the common causes of defense and loyalty to the queen, but in the past conflicts between Gold and Silver elf have been known to boil over into outright warfare. On occasion, there is a certain undercurrent of distrust between the Silver and Gold elves, but this is largely kept quiet, especially on Evermeet.

The Silver elves adore the Sy-Tel'Quessir. Both the Silver and Gold elves believe that they reflect a naturalistic perfection in their shunning of civilization and its trappings, and are somehow "purer" for it. Silver elves have been known to imitate Green elf customs, decorating themselves with tattoos and warpaint, wearing purposefully primitive costume (during wilderness excursions, no costumes at all), and hunting in small parties with minimal equipment. That the Green elves are apparently unmoved by such tribute seems not to bother the Silver elves. Several small communities are known to exist under primitive conditions in the forests of Evermeet, continuing to mimic the ways of their savage cousins.

Games and Revelry

Not surprisingly, the Silver elves love gambling and games of chance. During my infrequent stays on Evermeet, I am invariably accosted by at least one group of Silver elves, urging me to join in games of dice or cards. One popular elven game called *kholiast* involves a deck of more than 1,000 cards, a variable-sized hand based upon a throw of dice, and a point-counting system that would drive even the most dedicated Candlekeep scholar completely mad. Needless to say, I have never been a successful *kholiast* player.

Drinking, feasting, and reveling are all part of the Silver elf psyche. At one celebration I watched my Silver elf companions, with a stamina far exceeding that of even my own crew of hardened buccaneers, carry on long into the night and well into the day beyond, singing, dancing, drinking, flirting outrageously. Given the conventional wisdom about the frail elven constitution, I was at first amazed and then completely dumbfounded as I watched a circle of Silver elves, male and female, hoisting their tankards, singing "The Elf Maids and the Orc Lord" (a song whose contents I simply cannot, in the interest of politeness, divulge), their feet resting on the somnolent bodies of my first mate and boatswain!

Servants of the Queen

Before I continue, I want to emphasize a point that may have been lost in my previous narrative. I may have unintentionally left the impression that the Silver elves are decadent pleasure-seekers with few serious traits. This is most assuredly not the case.

The Teu-Tel'Quessir are every bit as dedicated to the survival of their nation and the welfare of their queen as the Ar-Tel'Quessir. When not engaged in revelry, travel or recreation, the Silver elves are among the most dedicated artisans, musicians, scribes, scholars,



priests, and warriors in all the Forgotten Realms. Once given over to an important task, a Silver elf will pursue it with a single-minded intensity, even to death.

It is as if the Silver elves feel that they must pay for their chaotic nature with intense service and loyalty to their nation. A Silver elf's oath is an unbreakable bond, and only the most wicked will break it. Evil Silver elves are rare, but not completely unheard of. Living upon Evermeet is considered to include an oath of absolute loyalty to queen and nation, and the Silver elves' faithfulness to these oaths is almost unbelievable.

In one case, I had spent several hours drinking and singing with a band of Silver elves in a manor house deep within the forests of Evermeet. The house, home to Lord Lysanthir Ahmaquissar, was a typical elven construction. It was made of magically modified trees, bent and reshaped to form a multi-level mansion with many rooms, a rich, leafy roof, and faceted crystal windows with a view of the clear, cold waters of Lake Naquashila. Lord Lysanthir and his staff joined in our revels, and soon the gathering had lost all semblance of order.

We sang, we danced, we drank potent elven wine and feasted indiscriminately from Lysanthir's larder. Even the normally-reserved Aerilaya grew loquacious, flirting with Lysanthir's twin cousins, and regaling us with tales of the antics that forced her to flee the mainland. I, myself, was flattered to have caught their eye of an attractive female elf warrior who seemed intrigued by the novelty of my beard and, in her words, my "charming barbarity."

The evening progressed in this fashion for some time, until at last the sun peeked through the trees, revealing the Ahmaquissar manse in a state of extreme disarray, with small groups still carrying on drinking and singing amid the chaos.

I was ready to make for a soft bed to sleep off my excesses. I swore to myself that later I would help Lord Lysanthir's staff clean up the

mess. But to my astonishment the ruffled form of Lord Lysanthir himself arose from behind a table, with a look of surprisingly sober determination in his eyes.

He snapped his fingers sharply. "Summon a priest," he barked. "Prepare our arms and armor!"

This sudden change caught me completely off-guard, and I became frightened.

I hastened to the nobleman's side and spoke to him even as a pair of footmen helped him to change his wrinkled and stained tunic for an arming-coat. I asked if anything was wrong.

"Not at all," he replied curtly. "My warriors and I are to stand guard at the palace today. Oh, gods, my head is splitting apart! Where is my priest?"

Lord Lysanthir continued to arm and complain of his throbbing head until the household priest arrived and began casting spells to heal the assembled warriors of their various hang-over symptoms. Within the hour, their silver scale shining in the morning sun, their griffon banners rippling in the breeze, Lord Lysanthir and his warriors set out for the palace, their moon-horses marching smartly in step, winding down the crystal-road like a scene from ancient legend.

As they departed, I decided that bed could wait until later and I set to the task of cleaning up the mansion. As I did so, I reflected on the complete change in Lord Lysanthir's character. Last night he was drinking and reveling with the best of us, with no apparent thought for the next moment, let alone the next day. But this morning, with the eternal sun shining down upon the scene of his debauchery, my friend became a loyal nobleman, serving his queen, gamely disposing of his fatigue and weariness, donning armor and sword, and marching off to do his duty.

This incident, more than any other, brought home to me the true depth of Silver elf nature, and left me forever impressed with the strength, tolerance and loyalty of the Teu-Tel'Quessir.



The Sy-Tel'Quessir (Green, Forest, Savage, or Wild Elves)

These insular and savage elves are not well known to humans because of their isolationism and dislike of outsiders. My personal knowledge of them comes largely as a result of my association with the Green elf druid, Aerilaya. This silent, moody elf fell in with our band of adventurers during our early days in Berdusk. While she was not especially well-liked by my adventuring companions, I was able to forge a close friendship with her, albeit after months of persistence and frustration.

Aerilaya was in many ways a typical Green elf. She was quiet and, at times, almost hostile. She would leave our band for long periods to commune with her forest spirits and the nature deities of the Seldarine (particularly the tree-god, Rillifane Rallathil), and evinced a deep and abiding respect and love for the natural world around her.

Character and Outlook

Green elves throughout Faerûn show similar attitudes. The Sy-Tel'Quessir have endured many outrages at the hands of humans and other non-elves. Their forests have been felled or burned, their homes and campsites sacked, their people killed or enslaved. Coupled with a natural isolationist tendency, this terrible history makes the Green elves intensely suspicious of outsiders, especially humans.

Several bands of Green elves remained on Faerûn, preferring to defend their traditional forest homelands rather than retreat to Evermeet. Even those Sy-Tel'Quessir who followed the Retreat remain distant and separate from their Gold and Silver relatives, joining them only at festivals, or for the mutual defense of the realm.

In addition to being insular and reclusive, the Green elves are the most warlike and violent of the subraces. They enjoy raiding each

other and engaging in large-scale mock battles. Their tactics for dealing with intruders vary from tribe to tribe. Some will simply hide and allow trespassers to go by unknowing, while others will attack and capture the interlopers. Though they dislike outsiders, Green elves rarely kill captives, preferring instead to magically alter their memories and carry them far away, to be released with stern warnings never to return.

Green elves excel in battle. They are masters of hit-and-run tactics, ambush, and sniping, and have destroyed more than one enemy force that attempted to enter their forest domains. In close combat, Green elves are equally dangerous, using complex acrobatic maneuvers and displays of their weapon skill to overawe opponents, and slaying both quickly and efficiently.

Many primitive elements persist in Green elf society. Their priests function as human druids. I am told this is rare among elves. They also commune constantly with a pantheon of nature-spirits, each representing an archetypal member of an animal species or natural phenomenon. Their warriors often go into fits of battlemadness, and some of their more eccentric druidic priests are said to be capable of changing into animal form at will.

Although they are grim and hostile around outsiders, within the tribe Green elves are pleasant and outgoing in a manner reminiscent of the Gold elves. Their feasts are events of great joy, with singing, dancing, and all manner of merry-making. Hunts are tribal affairs in which all elves, including the very young and old, have a part. They take great care to assist those who need it during the hunt, so all will feel a part of their successes. Religious ceremonies involve exuberant songs and hearty prayers to the gods. On important festival days such as Springrite and Fallrite, Green elves invite neighboring Silver or Gold elves and sylvan creatures to participate. Such celebrations can last for days and involve great revelry and uninhibited behavior. My experience at Faerie-



luck involved a celebration that left me battered and bruised (but happy) for several days thereafter.

Green elf society varies considerably, with many different customs practiced. In general, Green elf bands are tribal groupings, traveling through the forests and making camp in a traditional nomadic fashion. Some tribes are sedentary, living in permanent villages, with wood or thatch huts surrounding a common area in the center. Sexes are often segregated in Green elf villages, with separate men's and women's lodges for special ceremonies and invocations. Some tribes are exclusively matriarchal, others are patriarchal, and still others call for shared responsibility for rulership between the sexes.



Clothing

Clothing is kept to a minimum among Green elves, although body decoration makes up for the deficiency. Tattoos, war paint, feathers, and beaded jewelry are often worn, and can be quite complex and beautiful. Although their natural arms and armor are relatively primitive, such as spears, bows, and shields, some Green elf tribes trade with Teu-Tel'Quessir for swords, helmets, and other more modern items. In general, Green elves shun full body armor, feeling that it interferes with their movement in battle.





Art, Music, and Literature

Music and art remain in a tribal state as well. The Green elves create few permanent works of art, but sometimes fashion brooches, torcs, armbands, and magical amulets that are carried by warriors and hunters. Songs take the form of rhythmic chants accompanied by drums, flutes, and other instruments. Modern instruments such as the harp and shalaquin are slowly gaining acceptance among the Green elves of Evermeet.

As noted, body decoration is common among the Green elves. The art of tattooing with the aid of a sharp needle of wood or bone is also well-developed, and carries considerable mystical significance. Tattoos often represent an individual's own personal spirit-animal. More influential creatures, such as the eagle, bear, and salmon, bring considerable respect from other Green elves.

Faith and the Gods

The Green elves worship the Seldarine, but place different emphasis on its members. While Corellon Larethian is still considered supreme, the Sy-Tel'Quessir reserve their greatest devotion for the nature gods Rillifane Rallathil, Erevan Ilesere, and Solonor Thelandira. They also pay homage to Oberon and Titania, gods of woodland beings.

In addition to their more traditional worship of the Seldarine, the Green elves also revere a pantheon of wilderness spirits embodied in animals, such as eagles and bears. They also believe that natural objects such as trees, rocks, rivers, and mountains have their own spirits, which must be consulted, appeased, and respected.

Relations with Others

My own personal experience with the body decoration of the Green elves was enlightening,

if somewhat painful. Upon my second visit to Evermeet, I sought out my friend Aerilaya to see how she was adjusting to her new life on the island. When I found her I was somewhat taken aback. A new aura of happiness and contentment surrounded the once-dour druidess, and with a bright smile she informed me that her tribe had not, as she believed, been completely wiped out by an army of gnolls, but had instead escaped through a magical *gate* to Evermeet. Eagerly, she invited me to visit the tribe.

Even my status as Sha'Quessir did not bring me a warm welcome. At best, Aerilaya's tribe was coolly polite and did little to include me in activities and social functions. Finally, after hearing the story of my friendship with Aerilaya and my deep friendship with the elves, the tribal patriarch, a 1,000-year old elf named Kamana, invited me to the men's lodge for a formal ceremony of inclusion.

There I was informed that, as an official human friend to the tribe, I would have to be marked with my totem animal. With no small amount of apprehension, I accompanied the men to a ritual sweat-lodge, where I was told my totem would appear to me.

The sweat-lodge was a low, dome-shaped structure hung with hides. Inside, a small fire was built in the center, heating the hut to an almost intolerable degree. The fire was hot and the small amount of smoke escaped through a hole in the roof. I sat upon several soft, warm furs that encircled my lower body, causing me to sweat profusely.

In this lodge I sat for what seemed like hours, feeling the oppressive heat, trying desperately to stay conscious, as the Wild elves around me talked and joked with each other as if the roasting we were getting were the most natural thing in the world.

Eventually the constant heat and dryness was too much for me, and I slipped quietly to the floor. I dreamed then of cool water, crashing surf, and a graceful sea otter diving in and out of the blue waves, gazing at me with wide,



peaceful eyes.

When I awoke, I lay outside the lodge in the cool air. I heard a soft wind rushing through the trees above and a wonderful sense of peace and understanding overcame me. Kamana's face then appeared above me and he asked what I had seen.

I told him of my dream and of the otter. He seemed impressed. The sea otter is a very old and significant spirit and is associated closely with the Alu-Tel'Quessir, whom the Green elves respect greatly.

My ordeal was not yet over. The following day, I was awakened before dawn and taken to the hut of the tribe's druid. While Aerilaya and several other tribe members looked on, my shoulder was painfully tattooed with the graceful, stylized image of a sea otter. After this, the tribe seemed to view me quite differently and I have been well-treated by the Green elves I have encountered since (as long as I removed my shirt first).

The Alu-Tel'Quessir (Sea, Water, or Aquatic Elves)

This most mysterious race of elves inhabits the waters of Toril. They are found in large numbers near the island of Evermeet. These elves also serve Queen Amlaruil, although their watery realm has its own monarch and nobility.

The Voyage Below

Normally, I would not be able to tell you much about the Aquatic elves, for their domain is inaccessible to ordinary humans. My most recent visit to Evermeet, however, put me in a position to observe the Sea elves firsthand. It seemed that Lord Lysanthir Ahmaquissar had been ordered by the queen to discuss an important matter with the Sea elves, as her personal representative. This being an honor of the highest order, Lysanthir began preparations for the trip immediately.

As I had favorably impressed Lord Lysanthir on our last meeting (I suspect that helping him to clean up his mansion had much to do with this), he asked me to accompany him as part of his entourage.

We set out in an elven longship equipped with a magical helm that gave us the capability for underwater travel. It was indeed an alarming experience when the ship actually descended beneath the waves. My sailor's instinct to abandon ship was almost uncontrollable as the water rose up over our gunwales, then continued upward, forming a protective bubble of air around us. The sea around us grew progressively darker and our tiny bubble became colder as we sank.

Though I am mariner born and bred, I found the world beneath the waves to be a disturbing one indeed. Little light reached us, and soon Lord Lysanthir's crew was forced to unveil magical sunstones to provide illumination. In the chill waters beyond, I saw the glimmer of fish schools, the darting form of a sea-lion, and the occasional distant shadow of some gigantic marine animal. I thought of the dragon-turtle and the other creatures who guarded Evermeet, and shuddered.

Soon a subtle, suffused light began to grow near our bow, and the rocky prominences of the sea floor became visible, alive with tiny fish and waving sea plants. Ahead I saw a dome of warm, yellow-green light illuminating structures that were different from, but in every way as magnificent as, those ancient elven buildings on Evermeet. These buildings seemed grown in the same manner as traditional elven ones, except that they were made of water-sculpted rock, seaweed, shells, or glittering mother-of-pearl. They soared in harmonious curves and spirals, like the back of a dolphin or the shell of a nautilus. The yellow-green light seemed to come from everywhere and nowhere at the same time, illuminating the wondrous city and its water-filled streets with a light nearly as bright as day.



As we drew nearer, I began to see figures swimming in the bright waters. These were Sea elves, the Alu-Tel'Quessir. As slender and beautiful as their land-dwelling counterparts, they swam with the skill and ease of porpoises or seals. Their skin was a pale silver-green, their hair a rich blue-green. While some wore clothing, others swam unclad, sliding through the water and seeming as much a part of the underwater landscape as the silvery fish and marine mammals we had observed as we descended.

As I watched, entranced, a curious vehicle approached. It seemed to be a gigantic scallop shell drawn by a pair of hippocampi, which are beautiful creatures half horse and half fish. Mounted in this wondrous sea-chariot was an elven charioteer clad in armor crafted of sea shells, and a pair of female warriors bearing elaborately-carved harpoons. They wore helmets in the shape of fish and silvery mail similar to that worn by land elves.

"Lord Lysanthir Ahmaquissar!" called one of the women. Her voice resonated deeply inside our air-bubble. "You are expected! We will escort you to the chamber of King Elashor!"

Our ship slipped slowly down a pearl-paved avenue. Curious Sea elves watched us as we passed. Ahead of us, a vast palace crafted of stone and shell awaited.

For the meeting, Lord Lysanthir furnished us with enchanted rings that allowed us to move and breathe freely in the water. I was surprised to note that as I wore the item, my clothes remained dry and I remained relatively warm and comfortable despite the water's chill.

Elashor, king of the Sea elves, sat upon a throne of pearl and stone. He was a mild-looking elf, totally unlike the image I had in mind of an ancient, muscled giant with seaweed twined in his beard, a wicked trident held in one mighty hand. Elashor looked at us serenely and invited Lord Lysanthir to speak.

The discussion that followed involved mutual defense pacts, fishing rights, and other

things that held little interest for me. I was determined, as soon as the audience ended, to learn as much as I could about the undersea realm.

The great city was illuminated in yellow-green, the water itself glowing, keeping its streets and buildings bright regardless of the hour. The sun and moon have little significance to the Sea elves, except for their effect on the tides. Dolphins and sea-chariots are used for transportation, although most individuals still prefer to swim unaided.

Character and Outlook

As individuals, the Sea elves seem distant and only barely comprehensible. They are now creatures of the oceans, unaffected by the concerns of land dwellers such as myself. A Sea elf speaks in a deep voice, in a language distantly related to and quite distinct from that of land elves. Sensitive to the minutest changes in the water and the environment around them, the Sea elves feel a closer harmony with their world than even the nature-loving Green elves. When one speaks with Sea elves, it is clear that they are truly creatures of another world.

During my visit, I attempted to communicate with a Sea elf guardsman. It was a very difficult process. The Alu-Tel'Quessir have their own language, somewhat akin in form to the squeals and clicks of their dolphin allies, and speak surface tongues only with difficulty. In between the slow, heavily accented words that the Sea elf spoke, there were long stretches of silence, as he felt the minute currents of the water and listened to the many sounds (inaudible to my ears) that filled the water. Once satisfied that all was well, the Sea elf continued to speak, changing the subject entirely before again turning his attention to his business.

The Alu-Tel'Quessir have become very different from their land-based cousins. Although they are nearly as long-lived as other Tel'Quessir, the sea dwellers are nowhere near as perfec-



tionistic as the Gold elves, nor as adventurous as the Silver elves. Instead, Sea elves' racial consciousness translates to a deep desire to defend their communities, located as they are in a wilderness of water, surrounded by enemies and a hostile environment. A Sea elf sees himself or herself as a small part of a greater whole, like a single fish in a vast school.

Private property is kept to a minimum in Sea elf communities. An individual can call whatever can be carried on his or her own person "mine," while everything else in Sea elf cities and villages belongs to the community as a whole. Although individuals are usually allowed the privacy of their own homes, they will freely share their hospitality if called upon to do so.

The Sea elves' ruler is largely exempt from the above restrictions, living in a vast palace of shell and stone, guarded by elite Sea elf warriors. While Elashor and the other Sea elf monarchs of history are generous and kind to their people, they still enjoy a higher status reserved for them alone.

Sea elves are peace-loving farmers and fishers, and are even more insular than the Green elves of the land. This isolationism is magnified by the location of their communities, and many live (so I am told) not even knowing that the surface world exists. To these lonely communities, Evermeet is as distant and legendary a place as Arvandor, the fabled paradise of the elves.

The major city of Evermeet's Sea elves is called Iumathiashae, or "Mother of Oceans." It is home to several thousand of the Alu-Tel'Quessir, and is built using magical techniques quite similar to those of the land elves. A dozen or so smaller settlements dot the waters around Evermeet, with populations ranging from a few dozen to a thousand.

Although the Aquatic elves are a peaceful race, they represent an important element of Evermeet's defenses. The cyclones, illusions, and *teleportation* barriers all have their place,

and are very effective against attacks from the surface. Many of Evermeet's most hated enemies, such as the sahuagin, scrag or aquatic trolls, and sharks, swim beneath the waves, unaffected by surface conditions. The warders of Evermeet, such as dragon turtles and whales, are an effective deterrent to most attacks, but invasions in force (as I am told have occurred in the past) must be met by the Alu-Tel'Quessir.

To this end, each Sea elf serves as a warrior. They have few if any real magical abilities, but can wield weapons of considerable power that are often enchanted for them by their land elf cousins. The Sea elves' hatred of the sahuagin is intense and they take to their role as Evermeet's defenders readily. Patrols and foraging parties also serve as scouts, guarding the approaches to Evermeet, using their remarkable undersea vision to scan for bands of sahuagin or scrag, and reporting back if anything suspicious occurs.

Clothing

Clothing is optional. Some Sea elves dress in elaborate tunics crafted from sea plants and wear jewelry created by magic, or crafted in the forms of sea creatures, such as starfish, nautiluses, fish, and dolphins. Others shun all kinds of personal clothing and adornment and swim freely through the water, carrying what possessions are needed in net-slings.

Art, Music, and Literature

Sea elf art is usually in the form of permanent sculpture, since most other media are easily washed away. Statues of famous land and Sea elves are sprinkled throughout the city, and all buildings bear elaborate reliefs depicting scenes of the elves' ancient history, sea creatures, and abstract designs. The Alu-Tel'Quessir create music of an eerie sort, thrumming and singing in deep voices and playing instruments crafted



from shells, stones, and sea plants. Their voices are capable of penetrating the water to a considerable distance. Their songs and poems seem to mimic the melodious cries of whales and dolphins. The songs are long and languorous, creating a sensuous calm, lulling one to breathe deeply and sleep, rocked by the rhythm of the waves.

Faith and the Gods

The Sea elves' physical isolation also keeps them isolated from the gods of the land dwellers. While they venerate the Seldarine in memory of their days on the land, the Alu-Tel'Quessir venerate the sea god Deep Sashelas much more. Most temples, sprawling constructs of natural stone and sea materials resembling spiraling shells, are dedicated to Deep Sashelas. Daily observances thank him for his benevolence and the beauty of the undersea world.

I was not lucky enough to observe such ceremonies, but I am told that they are quite moving, with sea priestesses making offerings to the sea god, and acolytes swimming in complex patterns, accompanied by dolphins, and singing deep, reverberating songs of praise to Deep Sashelas and his creations.

Relations with Others

The Alu-Tel'Quessir of Evermeet maintain closer relations with the land than any other Sea elves. King Elashor and his people have sworn loyalty and alliance to Queen Amlaruil, and today serve as her defenders and guards against attack by hostile sea creatures.

Beyond this, and the occasional state visit by such parties as Lord Lysanthir's, contact between Sea elf and land elf is limited. Parties of Sea elves escort ships to harbor and sometimes come ashore to meet and socialize with the land elves, but this is relatively uncommon. The Sea elves make little distinction between the other four subraces, considering them all to

be land dwellers, and feeling that other distinctions are minor.

The aquatic ones love and respect their land-dwelling brethren, however, and enjoy what little contact there is. They know that they once lived on the land. It is said that they are descended from an armada of elves threatened with drowning, but saved by a benevolent goddess. They take to their role as Evermeet's defenders with great enthusiasm.

The Sylvan Races

The elves are not alone on Evermeet. Members of several friendly sylvan races inhabit the island as well. They are allowed to live there by the grace of the Seldarine, based upon their friendship with Titania and Oberon, deities of the woodland peoples. These sylvan races also revere and serve Queen Amlaruil and form an important part of Evermeet's defenses.

Centaur

Small bands of these man-horse hybrids roam the open spaces and forests of Evermeet. The elves consider them to be children of Corellon like themselves and treat them with great respect. The centaurs hunt, fish, and play freely on the island with few concerns. They worship Skerrit, guardian of sylvan lands.

On one occasion I was hunting with members of Aerilaya's tribe. I was making a dreadful hash of it, I fear. I will admit to being a passable sailor, but as a woodsman, I am virtually without skills. As I crashed through a thicket, scaring off whatever game might be in the area, I looked up to see a trio of beings staring at me in mixed horror and amusement.

These were centaurs, half human, half horse. I had never seen such creatures before, and found myself gaping stupidly. There were two males and a female, all with human torsos and features of unsurpassed beauty, seeming to have been sculpted by some ancient artist.



They carried bows and quivers, and wore garlands of white flowers. As I stared, one spoke.

"You are no elf," he said. "What are you doing on the Green Isle?"

I hastily introduced myself and to my relief, Aerilaya appeared fortuitously to vouch for my honesty. The centaurs seemed satisfied, wished me good day, and departed, bounding into the forest as nimbly as deer.

Since then, I have fervently wished to learn more of the centaurs and see how they live in the isle's forests, but so far this has been my only contact with them. I hope to change this situation soon.

Dryads

Many of Evermeet's ancient trees are inhabited by these beautiful and gentle forest spirits and their cousins, the hamadryads. They help protect and tend the forests in the elves' absence,

and the elves see them as sacred beings blessed by the Seldarine. The dryads themselves revere Verenestra, the most beautiful member of the Seelie Court. They also pay homage to the Seldarine and the remainder of the Court.

The dryads of Evermeet have learned not to fear the elves and so have grown playful and flirtatious around them. An elf who is the victim of a dryad's prank will usually accept it with a laugh and a pleasant demeanor.

Occasionally, a dryad takes a liking to an elf and engages in a brief romantic liaison. The object of these affections is considered to have been specially blessed by both the spirits and the Seldarine.

To my deep regret, I have yet to meet, or even see a dryad, but I met several elves who claim to have done so. Some of these tales, particularly those of the Silver elves, seemed either exaggerations or outright fabrication, but I was convinced that a few of them were true.





Fauns

A small band of these fun-loving creatures inhabits the forests of Evermeet. Again, the elves feel respect and fondness for the fauns, and often join them in their sylvan ceremonies. The elves are aware of the rumors regarding fauns and dryads (that they mate to produce more fauns and dryads), but do not wish to pry into these beings' personal lives.

The fauns worship the god Damh and invoke his name in their exuberant religious festivities. Other sylvan species such as pixies, centaurs, and especially dryads also participate in these rites.

During the Faerieluck celebration (the same one in which I gained such painful bruises), I noted that several fauns were present, laughing, dancing, and capering with the best of the elves. I was unable to actually meet one of these unusual creatures, but I was overjoyed at even the simple opportunity to observe them at a distance.

Faerie Dragons

These attractive, mischievous creatures inhabit Evermeet in substantial numbers. Most elves pretend to be annoyed by their impish and playful pranks since that is the faerie dragons' intent, but harbor affection for the creatures all the same. The faerie dragons have a serious side, however. Many are refugees from other parts of the Realms, forced out by wars, human expansion, or hunters. Like the elves, the faerie dragons will stand in Evermeet or die, and will help their elven allies defend the island to the last.

Evermeet's faerie dragons worship the dragon-god Nathair Sgiathach. Each dragon worships the god in his or her own way, and some claim that Nathair himself visits Evermeet on occasion to oversee the welfare of his worshippers.

During one trip through the forests, I found

myself beset by illusions of trees appearing in my path, random sparkles in the air, and occasional wafts of air as if something unseen had passed nearby. My Gold elf companions informed me that a faerie dragon was known to be in the region and that I had best ignore the intrusions, unless I wanted my discomfort to provide the mischievous creature with amusement. The creature never showed itself, but after several minutes with no apparent effect the pranks ended, and we continued our journey unmolested.

Lythari

These gentle elven shape-changers are known to me only by rumor. It is said that deep in the forests of Evermeet (and possibly on Faerûn as well) dwells a race of secretive, very shy elves who have the ability to change into wolves and perhaps other woodland creatures. As to the truth of these rumors, I cannot say, although I know of several elves who claim to have actually met the lythari. Their precise nature and history remain a mystery to me.

Nixies

These water sprites inhabit Evermeet's lakes and streams. They are rather shy and avoid contact with the elves. The elves respect the nixies by ignoring them unless approached directly. The nixies' tendency to temporarily enslave other races is strongly frowned upon and, should this happen, the elves are likely to take action, capturing and banishing the offender(s) back to the mainland.

Nymphs

Although they are more common on Evermeet than in Faerûn, nymphs are still quite rare here. They inhabit only the most beautiful and tranquil of Evermeet's glades, valleys, and forests. The elves view them much in the same way as



the dryads, seeing them as spiritual representatives of the sylvan gods. They are also aware of the deadly effects of nymphs' beauty. Some elves, especially Green and Silver elves, seek them out on purpose, feeling that the potential rewards of such contact far outweigh the dangers.

Nymphs generally seem positively inclined toward elves, considering that they maintain the island in such pristine condition. The nymphs will rarely harm elves on purpose. The fatal consequences of even seeing a nymph, however, accounts for a small number of elven fatalities each year.

My own experience with an Evermeet nymph nearly ended tragically, as well. It was on the same journey in which I was dogged by a faerie dragon that I found myself keeping watch around the camp at midnight. As my Teu-Tel'Quessir companions slumbered, I walked a slow circuit of the camp, my sword sheathed. I felt a great sense of peace and contentment settle over me as I watched the full moon overhead, shining silver, the occasional silhouette of a bat or whippoorwill flitting across it.

Abruptly, I realized instinctively that I was not alone. Hand on hilt, I scanned the surrounding trees, glimmering in the moonlight. An indistinct form moved languidly several yards away, and before sounding an alarm, I hastened forward to more easily determine its nature. I am not one to sound an alarm needlessly, and I do abhor being awakened from a sound sleep, so I spared my companions the discomfort.

It was a mistake. As I pushed my way through the ferns, between two trees, I saw a single shaft of moonlight shining down from above, illuminating a naked form of exquisite, near-unearthly beauty. Gods, I thought, could it be what I think?

Then, as her eyes met mine, I realized that I gazed upon the unadorned beauty of a nymph. My heart pounded, my breath came in short

gasps, and my mind reeled at the thought, and at the unattainable loveliness before me. Without a word, I crashed down into the bracken, the sheer enormity of what I had seen burned into my brain.

My companions found me the next morning, lying peacefully, dreaming of what I had seen. They informed me that I was extremely lucky, and that few mortals, even elves, survive observing a nymph's true form directly.

Pegasi

These beautiful flying horses inhabit the slopes of the Eagle Hills. The ruler of Evermeet's unicorns and pegasi, Yathagera, a daughter of the god Eachthighern, has agreed to allow her people to help defend Evermeet. Young, adventurous pegasi therefore journey to Leuthilspar to serve in the island's defense forces. Paired with impetuous young windriders, the pegasi have become one of the major arms of Queen Amlaruil's army. A squadron of pegasi with their elven riders is a common sight on Evermeet, and one of which I never tire.

The pegasi worship Yathagera's father, Eachthighern, the great flying unicorn. If any enemy threatens this refuge of pegasi and unicorns, Eachthighern's avatar may help the elves defend the island.

Pixies

Members of this diminutive magical race dwell in the caves deep within Evermeet's forests, emerging in the moonlight to dance, sing, and cavort. They live far away from the elves, so contact is infrequent. Once more, the elves tolerate the pixies' pranks with good humor and welcome the presence of these mischievous, tiny creatures. Evermeet's pixies worship TITANIA, Oberon, and the rest of the Seelie Court.



Sprites

The pixies' smaller cousins serve the elves as protectors of glades and meadows, making certain that no evil beings intrude and that the balance of nature is maintained. They are very attractive and are the only one of Evermeet's sylvan races to have regular contact with the elves. Sprites serve in Evermeet's armed forces and are often invited to even the most solemn Gold elf ceremonies. Their flighty nature makes them impatient during such proceedings, but they always manage to restrain themselves.

Treants

Some of the ancient trees of Evermeet are not trees at all, but wise and venerable treants. Treants are living tree shepherds who assist the elves in overseeing the forests, glades, and streams of their island. The elves know of the treants' presence, but seek them out only in extreme emergencies, or when their wisdom is desperately needed. Like the other species of Evermeet, the treants will not hesitate to defend the isle should an outsider threaten it. The eldest treant, known as Graybranch, is said to know much of the lost wisdom of the Realms, and to be able to communicate freely with such deities as Corellon, Chauntea, and the Earth-mother of the Moonshaes.

Unicorns

The woods of Evermeet teem with these unearthly creatures, and the elves consider them sacred. Killing a unicorn is unthinkable to an elf, and should a visitor, for some bizarre reason, hurt or kill one, he or she will be mercifully hunted down and slain on the spot.

The unicorns of Evermeet are special. The elves believe that they are the direct descendants of Eachthighern, god of unicorns and pegasi, and that he will return to defend them should they ever be threatened. The unicorns

worship the god, and are nominal subjects of the Pegasus, Queen Yathagera, but because of their somewhat frivolous and chaotic nature, rarely pay much attention to her.

Elven shield-maidens venture into the woods each spring hoping to attract unicorns, who will agree to serve as mounts for a year. On average, a hundred such unicorn riders are on the island at any one time. A female elf chosen by a unicorn is treated with near-religious respect and reverence by the other elves of Evermeet, and many become priestesses after their service to Evermeet ends.

A woman of Aerilaya's tribe actually became a unicorn-rider, I was informed, and I was fortunate enough to be in the tribe's village when she paid her fellows a visit. There are few sights in all the Realms to compare to the sight of an elven maiden, clad in shining white mail, long lance in hand, astride the powerful form of a mighty unicorn. As she rode into the camp, the tribespeople gathered around her, laughing and chattering, touching both her and her unicorn. The great beast accepted their touches with good grace, although when it saw me, it snorted and reared slightly, seeing me as a non-elf, and therefore a threat.

Aerilaya and the tribe calmed the beast, and explained my status to the warrior-woman, whom they called Sister Iahalae. Once more, I was forced to remove my shirt and display my otter tattoo, after which the elf maiden and her mount both looked at me with considerably less disdain. I moved forward and gently stroked the unicorn's cheek. Unlike horsehair, which is relatively coarse, the unicorn's fur was soft and downy, with a warmth that made me long for sleep.

Sister Iahalae and I spoke for quite some time that evening and today I count her among my closest friends on the island.



The Road of Elven life

Elves see life as a long and complex road with many turns and branches. Participation in these serial journeys is expected of all young elves, both male and female. While the Gold elves see the road as a rigid and perfect thing, with specific routes that the traveler must follow, the Green and Silver elves believe that there is no one correct route along the road, and that each individual must find his or her own. What counts, they believe, is not the journey, but the destination.

This road of elven life is seen as being divided into several distinct stages. The first is that of the young elf less than a century old, in which travel and adventure are the prime interests. Most adventurers remain at this stage for a long time.

Once the traveler has grown older and wiser, impulses turn away from purely adventurous pursuits, toward interest in the community, faith, and race. This stage is primarily that of warriors, monarchs, and priests. Among the Silver elves, however, even these individuals are often seized by wanderlust or the desire for adventure. They have been known to reverse course and return to their earlier lives. This is not seen as a bad thing by the elves, merely as another route to the final stage of the journey.

Other elves take a branch that leads to the obsessive pursuit of perfection in art, music, philosophy, or magic. Such elves will often live apart from others, crafting musical instruments, writing plays, composing music, designing buildings, sculpting, and painting. Great Silver elf artists, Gold elf priests, and Green elf druids live most of their lives in such a state. Usually they talk of little else besides their work, which can often make them difficult to communicate with. Sometimes it seems they have created their own language in regard to their work. When they do seek companionship it is most often with those who share the skills

they are attempting to perfect. They can spend endless hours discussing the most minute details of their process of creation. (You have been forewarned.)

The later stages of the journey are mysterious and quite mystical. Things happen that only an individual who experiences them can fully appreciate. As the traveler reaches the end of the journey, the road leads through a time of contemplation, spiritual enlightenment, and an understanding of the elven nature and its relation to the universe. Only very old elves (700 years or more) can find this place, and even then such enlightenment is rare.

The oldest and wisest of elves are said to be faced with a choice. Having attained understanding and harmony with the universe, they may choose to voluntarily answer the call to Arvandor, there to join Corellon Larethian and the Seldarine, or remain in the mortal realm and assist their fellow elves. It is said that in all of the Forgotten Realms, only Queen Amlaruil Moonflower has reached this stage, and she chose to stay and guide her people.

This philosophy is consistent, with some variation, throughout all the elven subraces except the Drow. It is the basis of many elements of elven society. A being who lives for the equivalent of twenty human lifetimes can afford to be patient and painstaking, and perfectionism is a major part of the elven outlook, especially among those in the later stages of life.

Younger elves tend to want to do as much as possible, as fast as possible, a tendency looked upon with forbearance by elven elders, who often look back to their own youths. But older elves tend to devote themselves to songs, poems, works of art, weapons, or armor with what a human might see as obsession.

Elven craftsmen may spend months, or even years, simply preparing to create an important work. They spend long periods in contemplation and reverie, make offerings to the Seldarine, visit and discuss the project



with other craftsmen and scholars, travel long distances to obtain rare materials, observe other great works, experience appropriate conditions, and clear their minds and souls for the task ahead.

The actual creation of a work of art, poem, or weapon can take decades. Each subtle element and nuance of the work is carefully planned and patiently executed. This process may take many human lifetimes. The sword *Tahlshara* is said to have taken more than 150 years to forge, scribe, and enchant, and was the life's work of the elven armorer Kythaela Durothil. It is said,

in fact, that she lingered in the mortal world for more than a century beyond her allotted time simply to complete the weapon. Today the weapon is one of the three Great Treasures of Evermeet, and remains in the keeping of Queen Amlaruil herself.

It is this obsessive perfectionism that makes elven crafts so highly prized. With centuries to perfect things, it is not surprising that the elves can create such works. It also comes as no surprise that human merchants, princes, and wizards will give virtually anything to own the legendary treasures of Evermeet.



Evermeet is a special place, its rivers and valleys infused with divine magic and ancient enchantment. Although every corner of the isle holds deep significance for the elves, some of the most important places are described in this section.

Leuthilspar

This greatest of surviving elven cities lies on the east coast of Evermeet, nestled like an ancient gem amid the lush greenery of her trees. Situated at the mouth of the River Ardulith, Leuthilspar's skyline features delicate towers of glass and alabaster, domes of precious stones and metals, streets paved in living rock or crystal, vast mansions literally grown from the very earth and composed of growing trees and plants, and many other wonders unseen anywhere else in the Forgotten Realms.

While it is a considerably smaller settlement, Leuthilspar rivals the greatness and beauty even of legendary Myth Drannor, the fabled lost city of the Elven Court. Here, all that is best in elven civilization remains to grow and prosper under the watchful eye of Queen Amlaruil, who dwells in seclusion in the gleaming white palace above the city.

Most of the city's structures are built using elven magic to literally grow buildings from the ground, transforming natural materials into seamless, incredibly strong constructs subdivided into rooms, hallways, and courtyards. Wooden buildings are roofed with magically-grown bark or leaves. Stone structures are even more picturesque and graceful than their human-built counterparts, but are even stronger because they are effectively crafted from a single piece of stone.

Crystalline materials and precious stones are used as roofing materials on many noble houses, making the entire city glitter in the sun with a gem-like quality. Crystal and other gem-like substances also pave many city streets.

As the home of Queen Amlaruil and the cap-

ital city of Evermeet, Leuthilspar is considered the very heart of the elven realm. This city, more than any other place, is the Tel'Quessir's last refuge, a stronghold against the world. No elf will ever abandon Leuthilspar and it is an unspoken belief that if Leuthilspar ever falls, the elves of Toril have finally passed away.

Inside Leuthilspar

1. Harbor. Leuthilspar's harbor is deep and well-sheltered. A harbor chain may be raised to prevent the approach of hostile vessels. The leviathan, Hamnuatha, patrols the waters near the harbor and will attack any unauthorized ships.

Hamnuatha (Leviathan): AC 1; MV Sw 18; HD 60; hp 360; THAC0 5; #AT 1; Dmg 3d4 x 15; SA Tail, swallow, wave; ML 15; XP 50,000

1a. The River Ardulith. Evermeet's great river flows to the sea here, emptying into Leuthilspar's deep harbor. Ardulith is constantly filled with elven boats and small ships. The flow of the river is gentle and steady despite the river's size.

2. Docks. The docks here are unlike those in human cities. Piers and shore facilities are stone, wood, or organic material magically grown and sculpted from the sea floor. Several elven vessels are constantly docked here, although the majority of the elven fleet remains at anchor at Siiluth most of the time.

3. Diamond Road. The main thoroughfare of Leuthilspar is this broad street magically crafted from gleaming, diamond-like crystal. The crystalline surface gleams brightly and appears to be glassy-smooth. But it is not especially treacherous underfoot, so that elves, horses, and other travelers may move along it without hazard.





4. Greenmeadow. Evermeet elves do not stable their moon-horses when visiting cities. Instead, they allow them to run free in common herds in such areas as the Greenmeadow, a pleasant stretch of grass and small groves. Here, the horses meet, socialize, communicate and eat, and return to their elven companions when summoned. At any time, a herd of as many as 100 moon-horses can be found here.

5. Hall of the Ancients. This vast hall houses the remains of elven heroes, both recent and ancient. The long, echoing chambers of this building contain numerous crypts, shrines, plaques, and statuary depicting the images of elvenkind's departed defenders. The mortal remains of such legendary elves as Lafarallinn and Kethryllia Amarillis are kept here, reverently guarded by elven warriors and many magical wards.

Also interred here, according to rumor, are numerous legendary elven weapons and enchanted items, along with their owners. No one knows the exact nature of the items and the elves will not divulge secrets to outsiders. Some scholars, such as Lord Khelben Arunsun, claim the rumors to be false, noting that unlike dwarves, elves do not lock away their most important enchanted items, preferring instead to use them in the defense of their race and nations.

6. House Durothil. Durothil claims to be one of the founding houses of the ancient Gold elven dynasties, and its members never cease letting people know it. Known as a great house of warriors and wizards, Durothil has many of its fighters among Evermeet's army, and has more high magi than any other house. The house's crest portrays a gold dragon's head, and its colors are yellow and white.

The family's current patriarch is the ancient high mage Ilianaro Durothil, who fought at the siege of Myth Drannor and carries the house's greatest weapon, the axe *Redethemar*, which is

said to be bound with the spirit of an ancient elven goddess.

Durothil's estate in Leuthilspar is a vast wooden structure grown over centuries from a single grove of trees. The manse is said to have numerous secret passages and hidden rooms, and holds much treasure and ancient magic.

7. House Silverspear. This Silver elf house traces its ancestry back to ancient Myth Drannor. A handful of house members escaped the city's destruction to settle and continue their line on Evermeet. Today, Silverspear is an influential, if relatively small house, and is home to many priests and wizards. Because of its ancient lineage and the esteem in which other elves hold the house, members of Silverspear tend to be somewhat less chaotic and wild than other Silver elves.

The house's colors are silver and green. Its current matriarch is Tyllaetha Silverspear, a 600-year-old warrior-wizard with a long history of quests and violent adventure. She guards the ancient moonblade *Thoerl*, long considered a symbol of the household.

Silverspear's manse is a chaotic confusion of styles, with several attendant structures built from lumber and quarried stone, not magically grown like other elven buildings. Tyllaetha's study boasts the heads of several evil creatures slain by her, including the pit-fiend Foulheart.

8. House Aelorothei. This Gold elf family's home is a tall, slender tower, pale blue and veined with green. In ages past, the elves of House Aelorothei served Corellon Larethian and the Seldarine as priests and warrior-clerics. Today their numbers substantially reduced, the Aelorothei still tend the temples of Evermeet, and bless the elven fighters and sailors. The family possesses several valuable clerical magical items, including two *rods of resurrection*, and the legendary *staff of Rumathil*. House colors are red and blue. The crest shows a red swan on a blue field.



9. House Symbaern. Symbaern is a very old Gold elf family. It is another house that managed to survive the destruction of Myth Drannor. The home is a low, silvery-white dome surrounded by various small towers and villas.

Symbaern's sigil is a white Espruar s-rune on a green field. The house patriarch is the millennia-old wizard Yalathanil, a thin-framed elf who spends much of his time in seclusion. The house has been quiet and relatively inactive for the past 200 years, although its warriors are widely considered some of the finest in the queen's service.

Yalathanil once wielded a powerful enchanted staff said to be capable of changing the outcome of dire events, and even of sending the wielder back in time a few minutes to re-fight battles, cast spells, or avert disasters. No one knows the staff's true powers, or whether it still exists.

10. House Evanara. House Evanara's current leader is fighter-wizard Nylaathria, an elven woman of exceptional wisdom and insight. Evanara is a relatively insular Gold elf house that has few contacts with the outside world. Many war wizards come from this house, whose colors are blue and white, and whose emblem is a prancing white horse.

The Evanara home is a series of small villas in a vast, grassy compound where many moon-horses roam freely.

11. House Alenuath. The members of this Silver elf house are scattered throughout Evermeet, for they are hunters, rangers, and loners. These are unusual qualities for the gregarious Gold elves. Haramara Alenuath, the house's legendary founder, is said to have slain the red dragon Skarra with a single arrow. Her bow is an important artifact of the house and is borne by the current leader, Thalanil Alenuath. Haramara's bow is not magical, but is an ancient and magnificently-crafted weapon. Family colors are gray and green.

The Alenuath manse in Leuthilspar is a small structure decorated in house colors. Except for servants, it is often left unoccupied for long periods. The servants (most are Silver elves) consider Alenuath a good house to work for, since while the family is off adventuring, they can generally do as they please.

12. House Nightstar. Nightstar is a Silver elf house that moved to Evermeet after the fall of Myth Drannor. Their symbol, an eight-pointed silver star, graces the lintels over their mansion's doorways. The Nightstar house is a combination of styles, with magically-grown wood and stone meeting in pleasing harmony.

Halaema Nightstar and her twin sister, Saelihn, currently lead the household. Despite their relative youth (300 years old), they are bright, resourceful, and enlightened females who have overseen a surprising comeback for the once-decimated family. Today, Nightstar warriors and sailors serve Evermeet faithfully. Several of their agents roam Faerûn, gathering information for the queen, and aiding their elven brothers and sisters in need.

13. House Amarillis. This estate is a walled castle of exotic design, with many towers, crenelated walls, domes, cupolas, and parapets. The descendants of the Silver elf heroine Kethryllia are a mercurial lot, happy and carefree at one moment, grim and cynical the next. Elves of many different classes come from this house, such as warriors, wizards, priests, and rogues.

Amarillis has no real leader or elder, but continues in typically chaotic Silver elf fashion. The family is also known for its restlessness and wanderlust, and many members leave Evermeet to bear the house's green dolphin crest throughout Toril.

Despite the Amarillis family's disorganized nature, its members are loyal to each other. Should a member of the house be threatened, kin will appear, as if by magic, to defend their fellow.



14. House Nierdre. Once one of the leading Gold elf families of Myth Drannor, Nierdre suffered greatly during the city's fall. Only two house members escaped to follow a handful of other survivors to Evermeet. Lord Maiele Nierdre now leads the house, wielding the enchanted axe *Uthula*. Their symbol is a black dragon silhouette. Their manse is a low, sprawling affair with many rooms and attached buildings.

The entire complex is wrought of an unidentifiable, shiny black stone that is rarely used in elf construction.

15. House Eroth. The Eroth used to make their livings as rangers, scouts, and guides, but since the Retreat, there have been few such opportunities. Today, Eroth serve as woodsmen and scouts for Queen Amlaruil's army. The house is a very devout one, revering Corellon Larethian, Angharradh, and Rillifane Rallathir. Members are typical Silver elves, known for their rather roguish and independent views. For example, they treat the queen with considerable love, respect, and admiration, while at the same time they refuse to acknowledge her authority over the entire elven nation. Amlaruil values Eroth's service, and does not seem to mind their failings.

Eroth's elders are Tanithil Eroth and his sister Anaharae, both skilled rangers rumored to be in personal service to the queen. They manage their house affairs from an estate consisting of several small stone buildings, connected by underground passages.

16. House Korianthil. House Korianthil is a warrior house with many blade dancers and war wizards. Its current leader is Hatharal Korianthil, a war wizard with extensive experience as a mercenary before the Retreat. Korianthil family members are also known as beast masters and trainers. Their horses, hunting hawks, and dogs were considered the finest in Faerûn until Korianthil moved to Evermeet.

Today, the family continues its practices, training animals for the queen, other noble families, and the army.

17. House Hawksong. This Silver elf house has produced many fine hunters and minstrels. Their manse in Leuthilspar consists of three tall towers connected by skybridges. Many Hawksongs also serve Queen Amlaruil as eagle- and Pegasus-riders.

Hawksong's leader is a distinguished minstrel-warrior named Tiatha. No one has seen her in a decade, although the family claims she is alive and well. Outsiders are strictly forbidden from entering the Hawksong tower complex, although the house maintains good relations with Nightstar and Ahmaquissar, and members of those houses visit frequently. Tiatha Hawksong is said to control the mysterious *Gem of Clarata*, which numbers *inter-planar travel*, *jar-seeing*, *telepathy*, and *healing* among its numerous legendary powers.

18. House Raerdrimne. This pleasant structure is shaded deep in a grove of trees, and houses the last 20 Gold elves who escaped from the mainland to keep the house of Raerdrimne alive.

Today, the house is relatively quiet. Most of its members are more than 700 years old and spend much of their time resting in reverie or creating fine works of art. Raerdrimne statuary, jewelry, paintings, and ceramics are prized throughout Evermeet, and each piece requires months or years of painstaking craftsmanship.

Tragically, every survivor knows that Raerdrimne is dying. No children have been born to the house in centuries, and most house members have progressed down their road of life to a point where they can look forward only to departure and union with the Seldarine. The house has a long and heroic history. Members of this house once helped turn aside a goblin invasion that threatened to destroy the entire elven nation. Though it will linger on for only



another two centuries or so, a relatively brief time in elven terms, the family will long be remembered.

19. House Ahmaquissar. This house is infamous throughout Evermeet and many places on the mainland as a haven for rogues and other ne'er-do-wells. Many Ahmaquissar are minstrels, traveling actors, confidence tricksters, and thieves. While few are outright evil, many are highly chaotic with flexible morals.

The rogues of Ahmaquissar are tolerated on Evermeet, so long as their tricks do not cause more than a minor nuisance. Many members of the family chafe at such restrictions, often venturing back to Faerûn to raise a ruckus, then returning to Evermeet, beyond the reach of human authority.

House leader Lysanthir Ahmaquissar has several estates throughout the island, so this pleasant wood-and-marble building is often occupied by lesser family members who pass their time hosting feasts, gambling, and carrying on.

20. House Le'Quella. This long, rectangular building is magically made from light-colored wood and sprouts thick green leaves for the roof and doorways. Le'Quella is a Silver elf family, although it has many members with Green elven ancestry. The family is known for its outlandish dress that is unusual even for Green elves.

This building is the scene of many wild discussions, arguments, and good-natured fighting between members of this contentious, but ultimately close-knit and loyal family. Le'Quella's matriarch is a sorceress named Huquetiae, who oversees her chaotic family with wisdom and good humor. She is said to own a wondrous chimera-shaped automaton capable of flight, *teleportation*, and combat.

The house colors are red, orange, and yellow. The family crest consists of three triangles, one of each house color, on a white background.

21. House Shaelara. This Gold elf house is a recent arrival from the mainlands. It has brought many new citizens who have yet to completely fit in with Evermeet's ancient society. This attractive mansion of gray and white stone was magically grown less than a decade ago, and house patriarch Uthorim Shaelara has had his hands full keeping his relatively young family from getting into trouble.

Most Shaelara are fewer than 100 years old and are still quite adventurous and rowdy. Although they are Gold elves, Shaelara originated in a rough region of Faerûn, where fights and adventures were common. Slowly but surely, the Shaelara have been improving their behavior, but they still cause incidents that disrupt the calm life of Evermeet. A recent brawl with Silver elves at the Green Sword tavern is but one example of Shaelara's boisterous behavior.

22. Dhoelath's Tower. This tower is one of the most prominent features of this part of the city. It is crafted entirely of smooth, polished green marble, veined in black and white. The roof is jet black marble that is highly reflective. Several windows and balconies are visible along the tower's length.

Dhoelath is an important high mage, and is one of the city's best-known defenders. He is known to be old and reclusive, but he possesses many of the secrets of high magic, and occasionally takes on a pupil or assistant.

23. The Green Sword Tavern. A popular spot with young Silver elves, the Green Sword is often the scene of excessive celebration and late-night parties, activities that are relatively uncommon in Leuthilspar. Tavern-keeper Halanaestra is a female elf of mixed Green-Silver (and possibly a bit of Sea elf) heritage, and was once a celebrated beauty and dancer on Faerûn. Today she is still a relatively free-spirited woman, sometimes leaving the tavern in the hands of her dour cousin Halamar for days





while she travels or visits friends.

The tavern gets its name from a large sword mounted high on the wall behind the counter. Its metal is tinted a strange green. Legend holds that the sword once belonged to a powerful green dragon. The blade is too heavy for even the strongest warrior to handle alone.

24. Spirit Lodge. Rivalries between Green elf tribes are suspended by unspoken agreement while in Leuthilspar. Those Green elves who visit the city usually stay here at this long lodge building. Grown from several different trees, the woods combine into pleasing whorls, spirals and patterns, and the exterior is painted with Green elf spirit designs. The lodge is almost always occupied, and is a place of great activity, with continual feasting, dancing, and celebrating. The lodge is located in a heavy stand of trees, well away from city streets, so the noise from these activities rarely if ever disturbs anyone.

25. Shialaevar's Home. This noted high mage is much more sociable than the reclusive Dhoe-lath. She is tall and near-skeletally thin, with deep-set eyes and a surprisingly offbeat sense of humor. Her home is a pleasant construct of magically-regrown trees with bark-like walls and roofs. Shialaevar is a popular guest at nobles' parties, and a frequent visitor of the queen at her palace.

Her home is decorated with colored flags she places outside her windows each morning. No one really knows the significance of the flags and she has remained silent as to their meaning. Some speculate they are some sort of signal to the gods and goddesses.

26. Throleatha's Public House. This quiet, reserved eating and drinking house is very popular with the Gold elves. Nobles often visit here to discuss important matters, since there are several secluded rooms and booths that can provide privacy if needed. Silver and Green

elves are tolerated, but rarely come here because of the subdued atmosphere.

Throleatha is a Gold elf sorceress who still sometimes works for the queen, contacting important noblemen or communicating with agents on the mainland.

27. The Ruby Way. This street is not actually paved in ruby, but in reddish crystal that resembles the gemstone. Like the Diamond Road, it appears slick and smooth, but is neither slippery nor treacherous.

28. Sunstone Commons. This star-shaped open area forms a common meeting place for the city's elves. Speeches are given here, news is communicated by criers, and elven merchants sell their wares. Wine and food vendors often set up temporary booths here, and the commons are crowded with visitors at all hours of the day and night. In the evening, the commons are lit by large sunstones. In the exact center of the commons, a large statue of Corellon Larethian stands watch over the throngs of elves that surround it.

29. Fountain of Stars. This fountain, a gleaming white construction with images of birds, trees, flowers, and other natural wonders, is said to have been a gift to King Zaor from the goddess Sehanine herself. Some who gaze into its waters are said to receive a vision of the future.

30. Temple of the Seldarine. This complex consists of a large central building and several surrounding parks and shrines, secluded by evergreens and poplars. The main building is a large dome, containing separate halls dedicated to the worship of the individual Seldarine gods, and a main central chamber with images of and altars to them all. A staff of priests and priestesses maintains the complex and performs rituals and ceremonies.

This temple was primarily created by and is



maintained by the Gold elves, so the goddess Angharradh is not included among the Seldarine. The Silver elves seem to accept this with good grace and none have raised a fuss about it so far.

31. Temple of Corellon Larethian. This smaller temple is dedicated exclusively to the worship of the leader of the Seldarine Pantheon. It is a pleasant building, with twin spires and a central hallway, leading to a large statue of the god. Corellon Larethian's high priest, Rathal Evanara, lives here with but two acolytes. The three can often be found maintaining the grounds, planting, pruning, and gardening.

32. Temple of Sehanine. Near Corellon Larethian's temple is another temple dedicated to his consort, Sehanine Moonbow. It is similar to his in design and construction, and is tended by a trio of Sehanine's priestesses, led by Soliania Durothil.

33. The Glade. This pleasant stretch of trees and meadows features a small stream and lake. It is considered the most peaceful place in the city. Sylvan races such as centaurs and fauns stay in the glade when visiting Leuthilspar, so that the relative hustle and bustle of the elven settlement will not disturb them unduly.

34. Rillifane's Grove. 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.

35. The Sacred Oak. This oak is said to have come from Arvandor itself. The Green elves claim that it was the first tree on Evermeet. It is held in great veneration by all of the island's elves. Lovers often come here at night to make

secret vows, witnessed by only the tree and the Seldarine. The queen visits this spot once a year on Agelong to reaffirm her dedication to the gods and to assure her people that the island still remains free and independent.

36. Armorer. Tamnaeuth is a very old elven armorer who crafts excellent swords, mail, and plate armor for nobles and influential elves. He does not charge money for his crafts, but selects his own clients. If an important elf accepts one of his items, it enhances his reputation. Clients keep Tamnaeuth supplied with food, clothing, and other essentials. His works are famous in Evermeet and beyond. The items are often enchanted, and many have become legendary.

37. Shrine of the Black Sword. These quiet gardens 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, Queen Amlaruil 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. The garden is tended by a lone gardener who lives in a small cottage nearby.

38. Thaola's Wineshop. This soft-spoken elven woman sells fine elven vintages here. She has a single bottle of wine from ancient Myth Drannor, generally considered to be beyond price. Thaola has been saving it for a special occasion, but nothing in her life has struck her as special enough yet.

39. Clothier. Shael, a former windrider, settled down after a life of adventure and now crafts fine clothing for the nobles of Evermeet. Often patronized by Queen Amlaruil and members of the Council of Matrons, Shael actually charges



very little for his tunics, cloaks, hats, shoes, gloves, and other items. He prefers to live off the largess of his clients, who send him gifts, invite him to their estates, and keep him living in luxurious style.

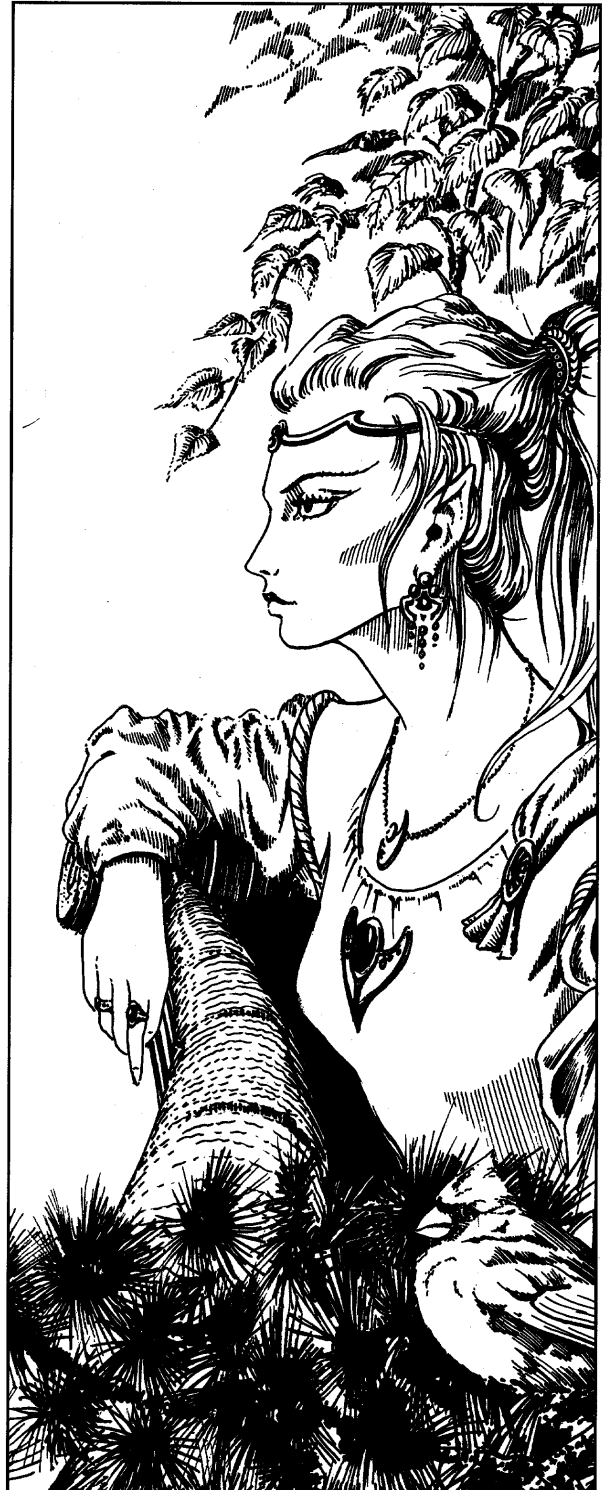
40. Jeweler. Nushala Le'Quella is the most celebrated craftswoman in Leuthilspar, creating rings, brooches, diadems, bracelets, torcs, and other works of art for nobles and commoners alike. She is now more than 600 years old and her output is low (she spent more than 18 months crafting a simple ring for the Queen), but the respect and esteem in which the other elves hold her are enormous.

41. Guardian Trees. These towering trees surround Amlaruil's palace. Each is more than 50 feet in diameter and contains rooms, corridors, and passageways. Units of Gold elf warriors occupy the trees, keeping a lookout for unauthorized visitors. Giant eagles often roost at the tops of these gigantic (500 feet tall or higher) trees, and their riders are billeted nearby for quick action should the need ever arise.

42. Moonstone Palace. If Leuthilspar is the heart of the isle of Evermeet, then this palace is the heart of Leuthilspar. This vast, gleaming structure of white, silver, and gold stands watch over the city below from pleasant, forested heights.

The palace, home to Queen Amlaruil, is an enormous construction featuring tall, slender towers, walls, keeps, small domes and cupolas, landing platforms for flying troops, buttresses, high walkways, and numerous sub-structures that are all clustered around the huge central dome that is crafted of alabaster and marble and roofed in gold.

The palace grounds are extensive, with many small parks, sacred groves, lakes, statuaries, hedge mazes, and gardens. Several smaller buildings surround the palace, each as elaborate and luxurious as the home of a human





monarch. These grounds are constantly patrolled by Gold elf warriors, for it is here that the late King Zaor met his end at the hands of a Gold elf assassin.

Inside, the palace is an endless wonderland of broad corridors, high-ceilinged rooms, and galleries gleaming in black, white, and silver. Private rooms rival the most lush accommodations of the human world, and vast crystal windows give views of Leuthilspar below, as well as the ocean and forests beyond the palace.

Queen Amlaruil lives here in magnificent isolation, meeting with nobles and important persons, governing her island with the assistance of her Council of Matrons, and seeing to the welfare of her people. Her servants are actually nobles who love and protect her fiercely, selected from among legions of willing volunteers. The guards who serve her will lay down their lives without a second thought.

No one knows what Amlaruil does here when she is not dealing with others, for she lives apart and alone, nursing her sorrow and quietly contemplating the tasks that still lie ahead. Tales speak of the Sad Queen wandering her hallways at night, quietly gazing upon portraits and statues of her husband, and remembering happier times.

Several other important individuals make their homes here. The Council of Matrons often spends extended periods of time in the palace, considering important issues. A number of Amlaruil's high magi also stay here in several towers devoted exclusively to their use and work. Nobles are often invited to spend time with the queen, and members of her family occupy several of the lesser palaces on the grounds.

But since the death of Zaor, none has been able to truly know the queen or understand her sadness. The four-and-a-half decades since Zaor's passing may seem a long time to humans, but to the long-lived elves it is little more than a heartbeat, and no one knows how long the Sad Queen will mourn.

Nimlith

This settlement of about 1,000 is inhabited primarily by Silver elves. Nimlith is a fishing community with a small number of boats that work the waters west of Evermeet. The whitefish, hake, and oceanic salmon brought in by the fisherfolk of Nimlith are transported and consumed throughout the island.

The village consists of about 200 houses constructed non-magically out of wood from the surrounding forests. The town is led by Lady Ialantha Rumithamal, a cousin of Queen Amlaruil. Ialantha is a former unicorn-rider who retired to the peace of this fishing village after a lifetime of travel and warfare.

Inside Nimlith

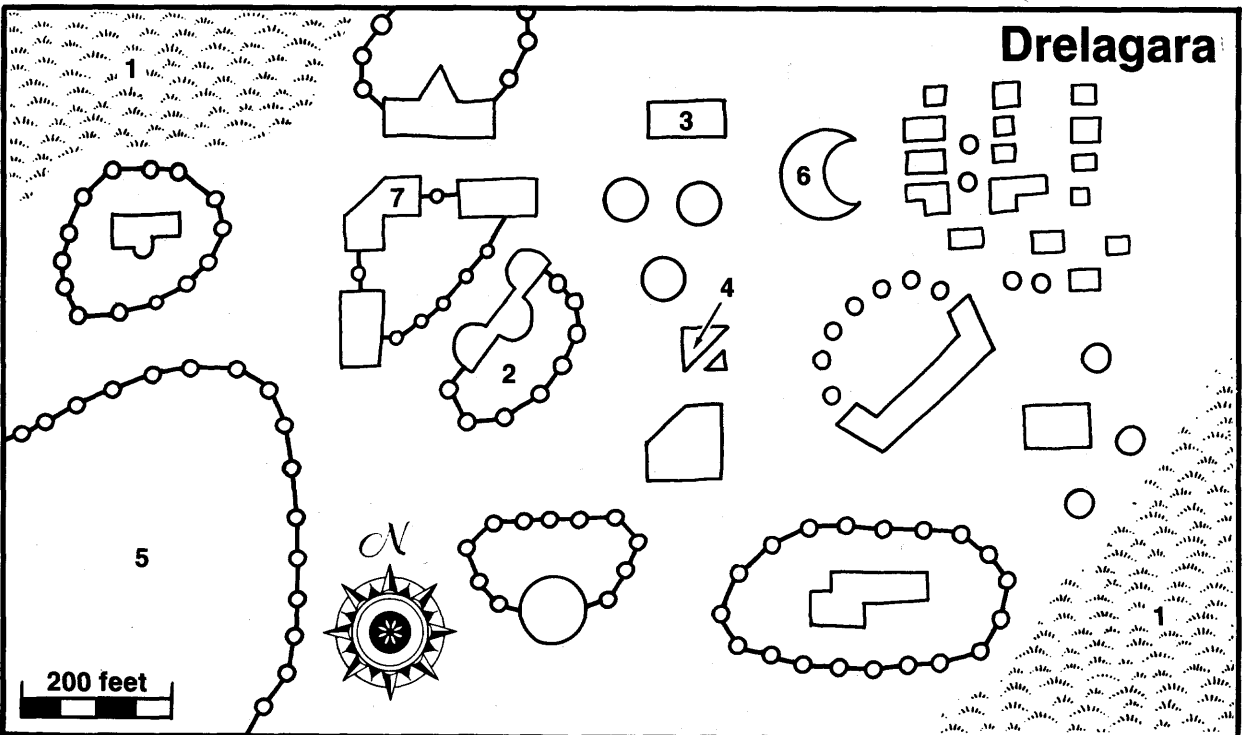
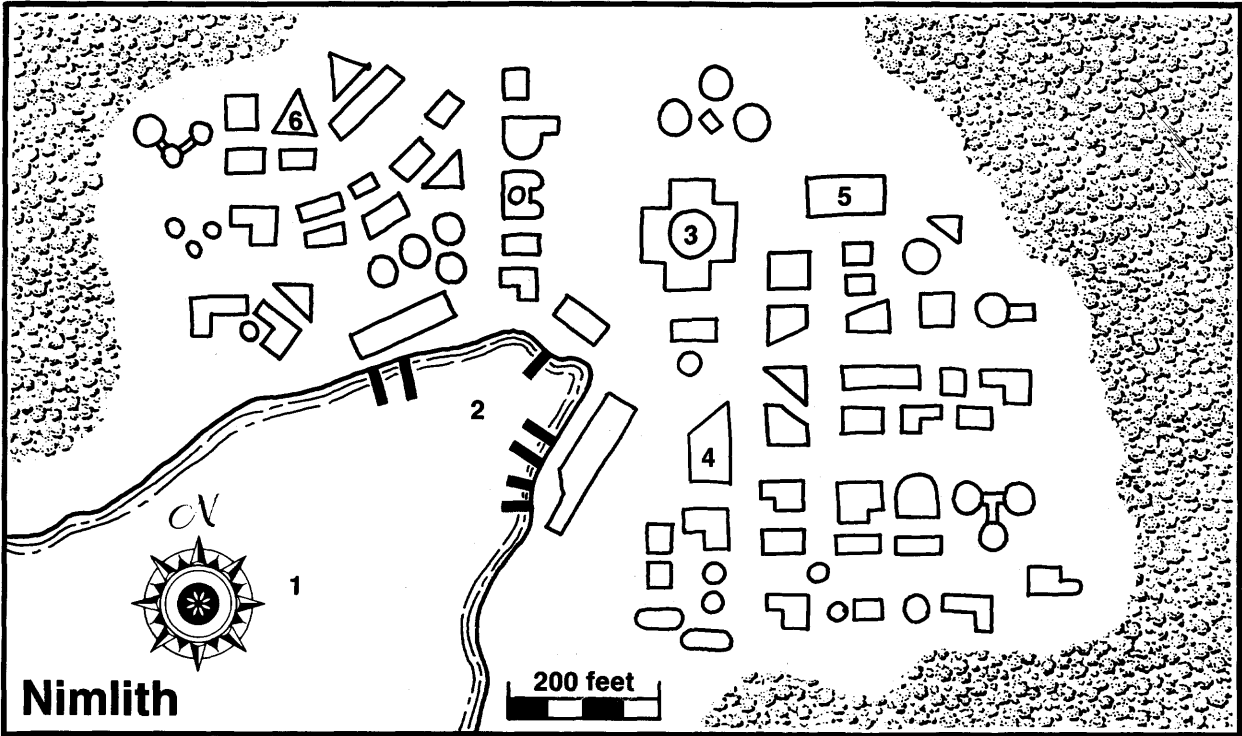
- 1. Harbor**
- 2. Anchorage**
- 3. Town Hall**
- 4. Holy Ground (tavern)**
- 5. Lady Ialantha's Home**
- 6. Home of Kavrala Nightsong (mage)**

Drelagara

This Gold elf town of about 2,000 inhabitants is notable because of its location amid lush meadows and grasslands. Drelagara is a major center for moon-horse breeding and training, and a large herd of more than 1,500 moon-horses roams the surrounding lands freely.

A few Silver and Green elves also live in Drelagara, working as stable keepers, servants, and grooms for the horses. Non-Gold elves gather at Blackthorn's Haven, a local tavern known for its wild atmosphere.

The elves' relationship with the moon-horses is far more than that of a master to an animal. The moon-horses are highly intelligent and serve the elves willingly. The arrangement between the Gold elves of Drelagara and the horses of the herd is therefore more of a part-





nership, intended to train the elves who ride the moon-horses as much as it is to train the moon-horses themselves. The corrals and enclosures of the town serve as comfortable homes where the moon-horses can be close to their elven friends.

The settlement is quite extensive. There are many low, single-story buildings with attached exercise yards, barracks, and stables. Moon-horses generally stay near their adopted riders and are kept in conditions of relative luxury.

Drelagara is led by Lord Tolthe Alerothi, an elf who has dedicated his life to the moon-horses, and the perfection of the partnership between his people and theirs. In typical perfectionist elven fashion, he spent more than 10 years in seclusion, improving the empathic connection between himself and his moon-horse, Yalanga.

Inside Drelagara

1. The Meadows
2. Lord Tolthe's Home
3. Home of Sister Immianthe (priestess of Sehanine)
4. Shrine to Skerrit
5. The Grand Corral
6. The Crescent Moon (inn)
7. Blackthorn's Haven (tavern)

Ruith

Ruith (population 10,000) is the third-largest settlement on Evermeet. It is also important because of its strategic location near Leuthilspar. In addition to its importance as a farming and fishing center, Ruith also houses numerous elven military units, including the queen's unicorn- and Pegasus-riders. Should any attack fall upon Leuthilspar, the reserves from Ruith may be called upon to save the city. Several large elven vessels also use Ruith as their base for patrols and military excursions.

Ruith is well defended, surrounded by a 30-

foot wall magically raised from the bedrock around the city. The city's central fortress, Lightspear Keep, is also magically crafted from living rock and is the largest and strongest purely military fortress on Evermeet.

The city is under the leadership of Lady Maelyrra Durothil, a powerful fighter-mage who wields *Norathrava*, a mighty *spear +4* that always returns to its wielder's hands after being thrown, and can cast a 1d8 *lightning bolt* twice per day. Maelyrra is in many ways a typical Gold elf, fanatically devoted to the defense of the island. She is widely believed to be completely humorless and has never married.

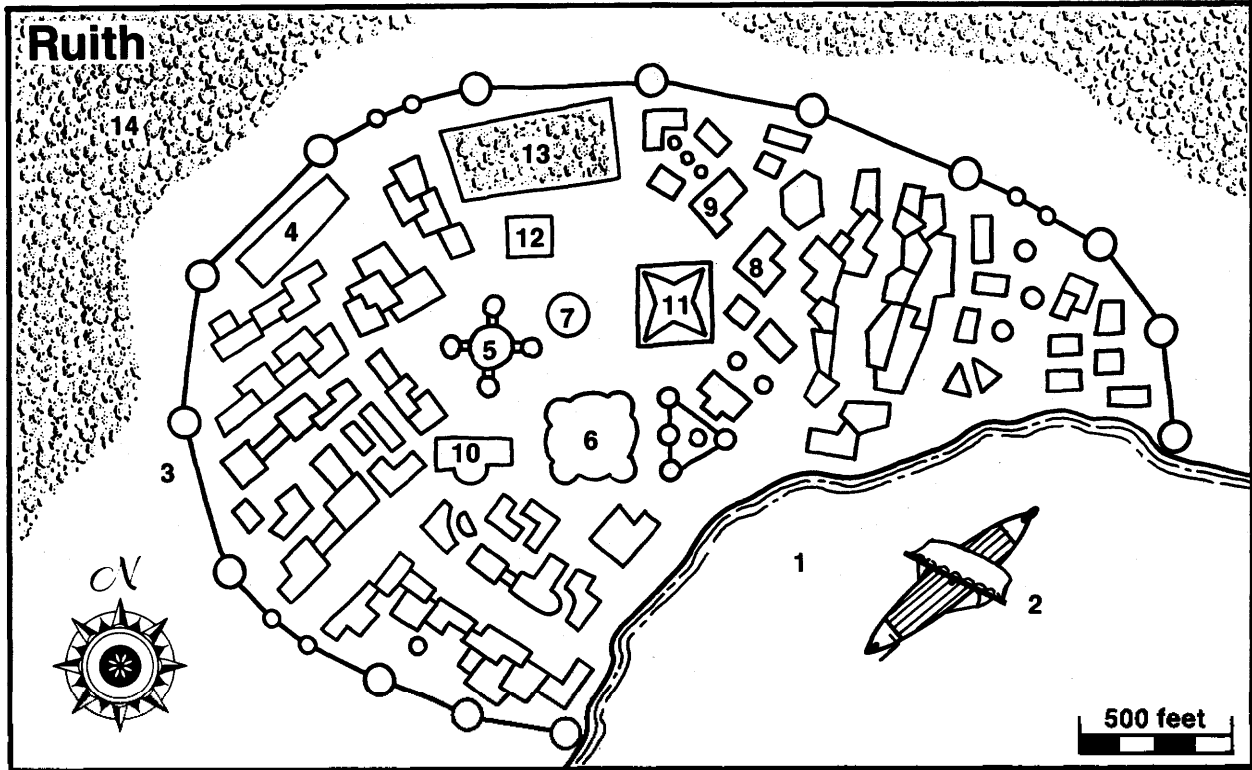
Inside Ruith

1. Harbor
2. The Sunreacher (elven wardragon)
3. Outer Wall
4. Unicorn Rider Barracks
5. Pegasi Aerie
6. Lightspear Keep
7. Home of High Mage Ralikanthae
8. Home of Marshal Traeliorn (fighter)
9. The Iron Horn (tavern)
10. City Armory
11. Public Square
12. The Rusty Sword (inn)
13. The Thousand Trees (public park)
14. Farmland

Taltempla

This second-largest settlement on Evermeet is also known as the City of Magic, for a large portion of the town's inhabitants are mages. Many priests and holy sites may be found here as well.

Taltempla is crafted entirely of white and green marble, much of it actually conjured from deep beneath the ground and crafted into graceful buildings. There are very few straight lines in Taltempla, as all the structures were created to appear as natural formations. The



town is also full of parks, shrines, and groves for worship or meditation. A sense of peace and harmony suffuses the entire settlement.

The High Mage Gaelira is the de facto ruler of the city, owing to the fact that she is the most powerful spellcaster here. There is no formal governmental structure to the city, however. Most citizens are content to live their lives, pay homage to the Seldarine, and not interfere with each other, doing away with the need for any real ruler.

Inside Taltempla

1. City Wall (crafted of clear crystal)
2. Harbor
3. Wizard's Road
4. School of Magic
5. Tower of Flinar (mage)
6. Tower of the Sisters of the Sun (guild of female mages)

7. Gaelira's Tower
8. The Golden Griffon (inn frequented by many wizards)
9. Temple of Corellon Larethian
10. Temple of Labelas Enoreth
11. Temple of Sehanine
12. Temple of Angharradh
13. Temple of Aerdrie Faenya
14. Temple of Hanali Celanil
15. Temple of Solonor Thelandira
16. Grove of the Four Winds (public park)
17. Shrine of the Fallen Heroes (memorial to slain elves)
18. The Green Paths (public park)

Elion

This northernmost settlement of about 1,500 Gold and Silver elves is another important fishing village. Most inhabitants here are relatively isolationist, serving the queen faithfully, but



taking little role in Evermeet's day-to-day affairs. The town is governed by an elected council who settles disputes between fisherfolk and keeps the town in good order.

Inside Elion

1. Anchorage
2. Drying Beach (for fish)
3. Council House
4. Deep Sashelas's Blessing (tavern)
5. Makaela's House (inn)

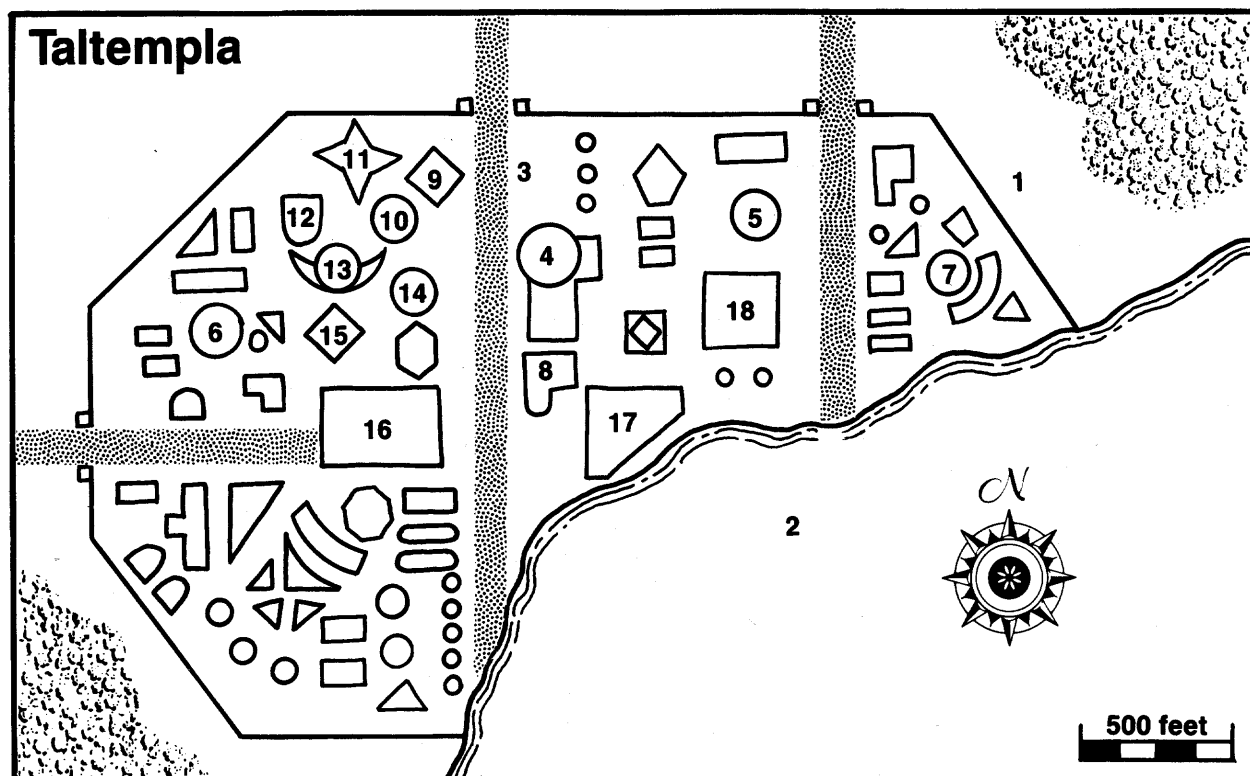
Ty'athalael

This lush, verdant valley lies at the rough center of the island. Formed between the Eagle and Silver Hills by the River Ardulith, Ty'athalael contains many places of great beauty, as well as the estates of several prominent Gold and Silver elf noble houses. The approach to

the valley is guarded by Everantha (The Watchful Fortress), but the rest of the region is filled with lush grasslands, vineyards, farms, and stands of trees. Moon-horses, cath shee (faerie cats), deer, elk, and sylvan races frequent the valley, as well.

Inside Ty'athalael

1. River Ardulith
2. The Eagle Hills
3. The Silver Hills
4. Thaliakaera Rock
5. Everantha
6. Lover's Grove (dedicated to Hanali Celanil)
7. Correlon'Que (Corellon's Lake)
8. Durothil Estate
9. Alerothi Estate
10. Evanara Estate
11. Amarillis Estate





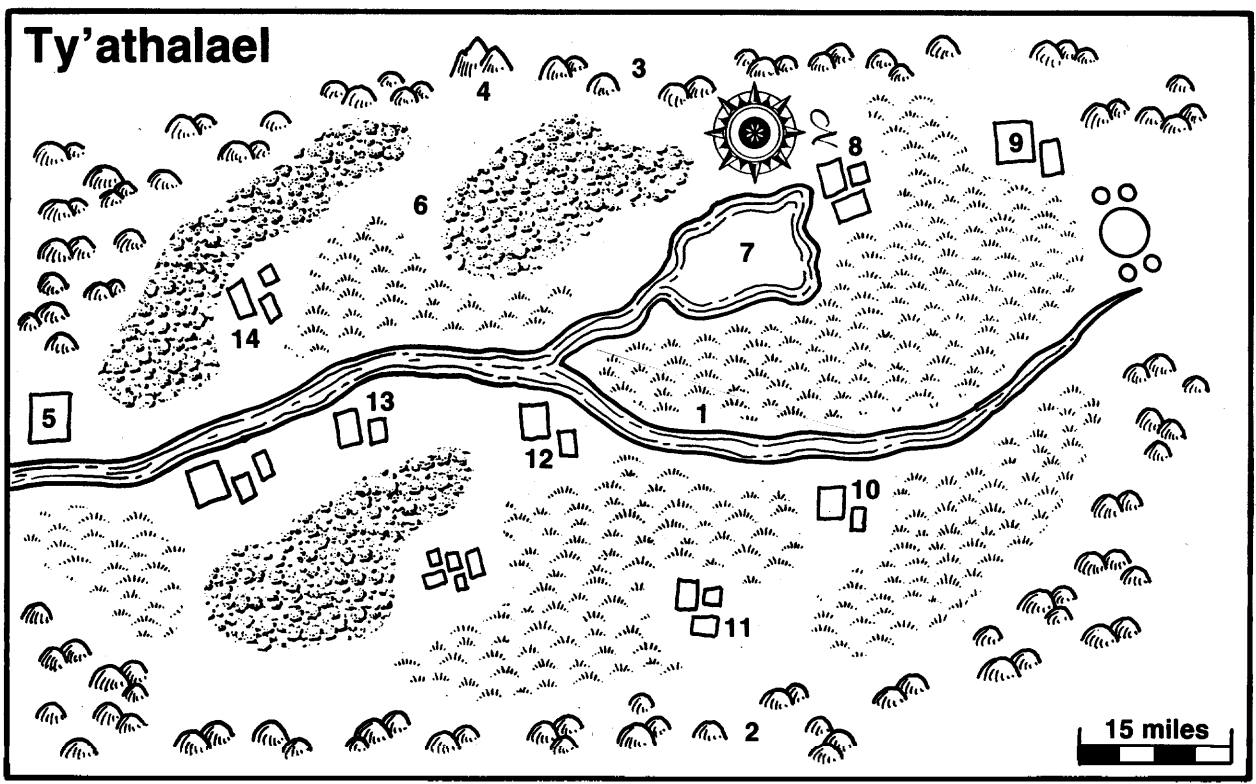
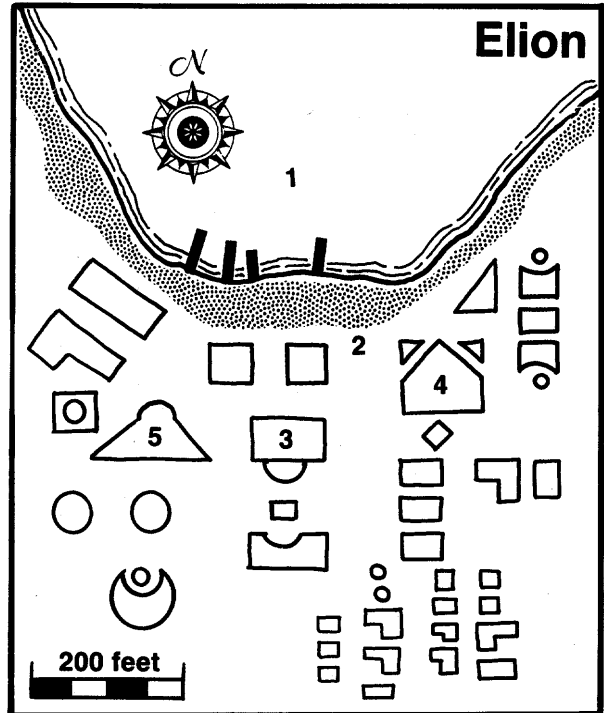
- 12. Eroth Estate
- 13. Ahmaquissar Estate
- 14. Le'Quella Estate
- 15. Hawksong Estate
- 16. Erial (Silver elf village)
- 17. Silverstream Temple (Seldarine temple)

Other Locations

There are many places of wonder and beauty on Evermeet, far more than can be described in the space available. The following locations are described briefly.

Corellon's Grove

This sacred place is visited by all the elves of Evermeet for solemn ceremonies, private worship, or simple private meditation. Located near the center of the island, the grove is the place where Corellon Larethian's and the Sel-





darine's powers are at their height. Many elves claim to have seen Corellon Larethian himself and other members of the Seldarine.

Most of the elven gods and the faerie gods Oberon and Titania are worshipped here and portrayed in the form of graceful marble statues. The rogue gods—Erean Ilesere, Fenmarel Mestarine, and Solonor Thelandira — are not portrayed, nor are the gods specific to the different elven subraces such as Angharradh and Raven. This has caused some controversy among the elves, but the Gold elves designed and built the shrine and consider themselves its caretakers.

1. Guardian Trees. The trees that surround the shrines magically weave their branches together, preventing entrance to any outsiders. Treants sometimes join the guardian trees, watching over the shrine while the elves are away. The guardian trees will open for any elf who approaches wishing to worship Corellon Larethian and the Seldarine.

2. Gates. These wrought iron gates are twined with ivy and blooming roses year-round, and will open for any elf who approaches them.

3. Walkway. This gleaming white marble pathway leads through the heart of the shrine.

4. Columns. Tall columns line the pathway. They are covered in ivy and roses, like the gates, and are carved of plain white marble.

5. Fountains. These simple but lovely fountains are evenly spaced around the shrine. Each fountain acts as a different potion when drunk from, as the following list notes. Only elves can drink from the fountains, and then only once per day per fountain.

5a. *Healing*

5b. *Elixir of Health*

5c. *Heroism*

5d. *Invulnerability*

5e. *Extra Healing*

5f. *Vitality*

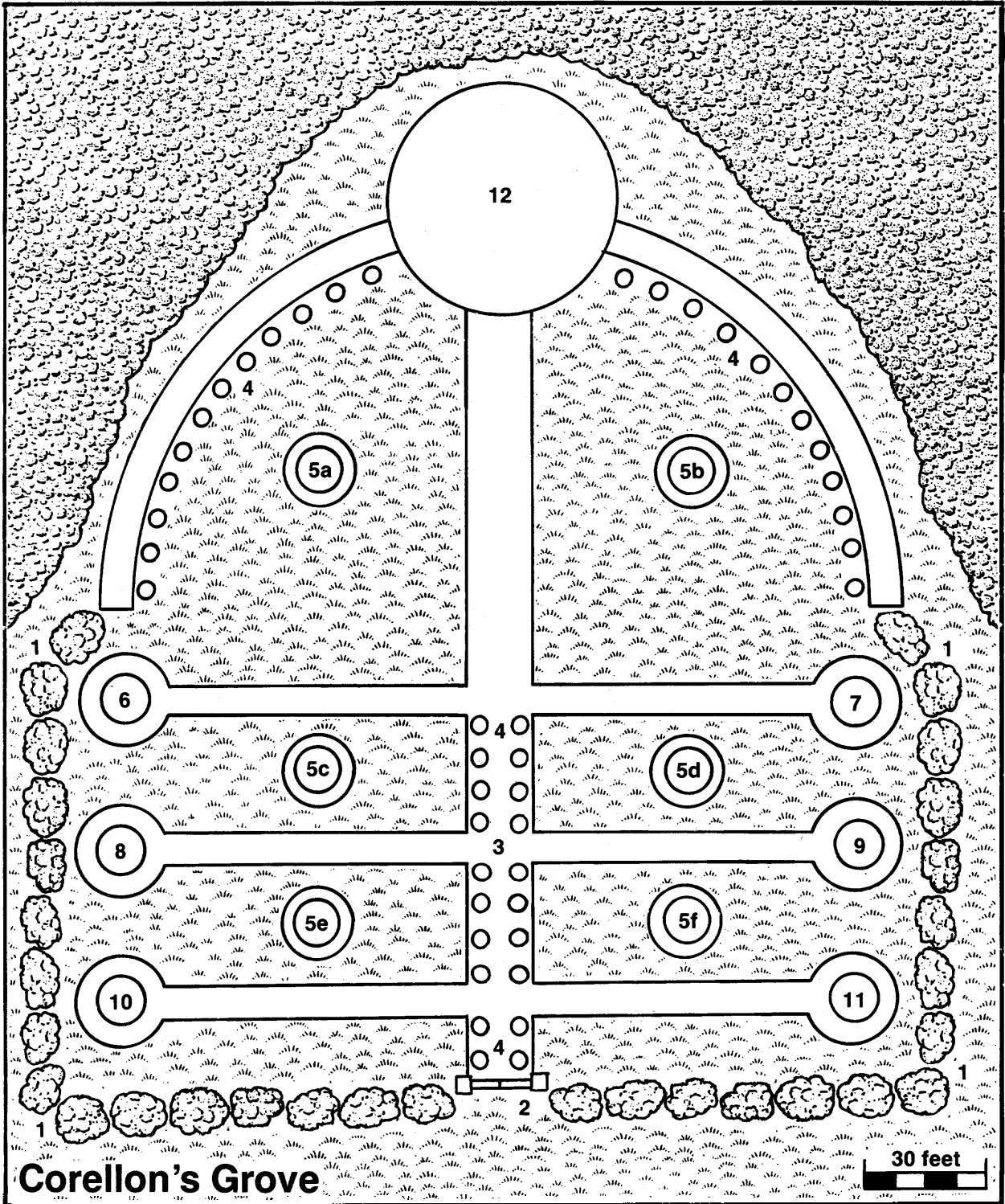
6. Sehanine's Shrine. The elven moon goddess, special protector of the Silver elves, is portrayed in statue form as a beautiful elven maiden in flowing, diaphanous robes. Individuals praying here have a 10% chance per hour (cumulative) of falling into a deep sleep and receiving a prophetic dream from Sehanine, in which the dreamer can receive a truthful answer to one question.

7. 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.

8. Hanali Celanil's Shrine. Hanali Celanil's statue shows the goddess as a beautiful elven woman in a short tunic, wearing anklets and bracelets. She holds her arms out and smiles warmly. Elves praying here have a 10% chance of receiving a *philtre of love*.

9. Labelas Enoreth's Shrine. The elven god of time appears as an androgynous elf clad in long, druid-like robes. Those who pray at this shrine have a 10% chance of being able to cast one randomly determined spell from the sphere of Time whether the individual is a spellcaster or not. This spell may be cast only once.

10. Titania and Oberon's Shrine. The king and queen of faerie are honored here, along with the members of the Seldarine. Titania stands solemnly, a gossamer-winged faerie queen holding a diamond-tipped wand. Oberon is a muscular, wingless male faerie clad in a long,



Corellon's Grove

30 feet



leafy cloak. Elves praying here receive no benefits, besides the good will of the two faerie monarchs. However, members of sylvan races have a 10% chance of receiving the effects of a beneficial clerical or wizard spell.

11. Rillifane Rallathil's Shrine. The Leaflord, master of woodland realms, is portrayed here in his elven incarnation, as a green-skinned elf armed with a longbow and clad in bark armor. Anyone praying at this shrine has a 10% chance of being granted the ability to communicate with one woodland or sylvan species.

12. Corellon Larethian's Shrine. The high ruler of the Seldarine and the creator of the elves is portrayed traditionally here. Corellon Larethian is a tall, unnaturally thin elven figure of uncertain gender, 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 Corellon Larethian's brow, and a sense of peace and contentment seems to radiate from the statue itself.

Elves who pray here have a 10% chance of receiving a special favor from Corellon Larethian. If the worshipper receives a special favor, roll 1d100 and refer to the following table to determine its exact nature. Special favors may be received only once per year. Subsequent prayers at the shrine will have no effect on the worshipper, but make Corellon Larethian very happy.

Die Roll Favor

01-50	<i>Cure light wounds</i> spell, usable once, at any time
51-75	<i>Cure serious wounds</i> , usable once, at any time
76-80	+1 to hit and saving throws for one week
81-85	-1 to AC and enemy's attacks for one week
86-90	One randomly-determined item of magical clothing

91-92	One randomly-determined miscellaneous magical item
93-94	One randomly-determined magical weapon
95-96	A woodland animal companion
97	Moon-horse mount, will serve permanently
98	Giant eagle mount, will serve for one year
99	Pegasus mount, will serve for one year
00	Roll twice, disregard repeats

The Towers of the Sun and Moon

These twin towers represent—among other things—the unity of the major elven subraces, and serve as a place of learning, worship, and contemplation. Elven high magi dwell here and in the surrounding woods, and teach the secrets of their spells to worthy students. Several significant magical items are also kept here, guarded by the ancient powers of elven sorcery.

The Terrain

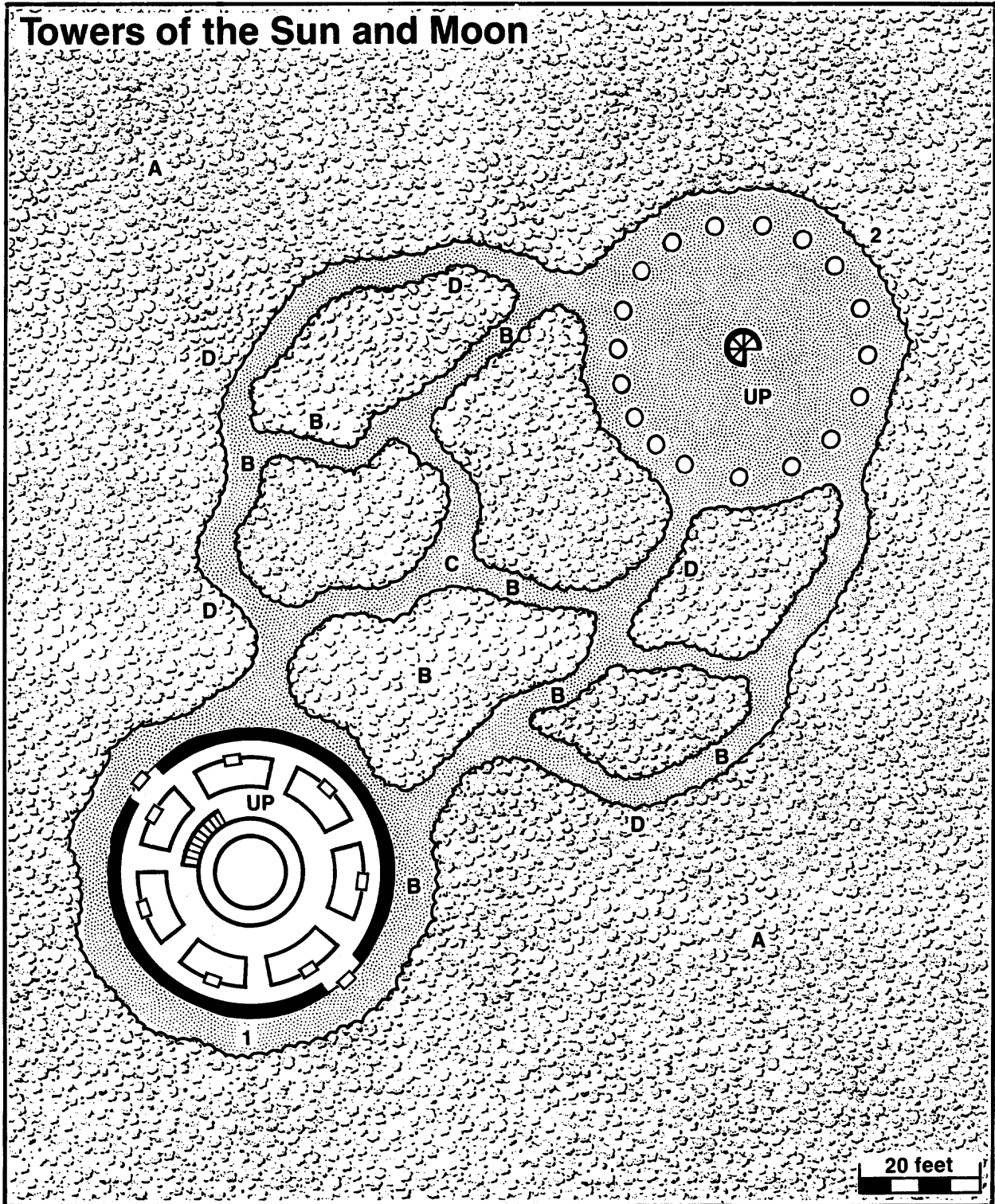
A. Forest. The vast, ancient stands of trees that surround the towers are probably the oldest in Evermeet. Many different animal species live here, some that are as old as the forest, and can impart great wisdom to those able to communicate with them. The sacred white stag has sometimes been seen in these woods, which are also patrolled by bands of Wild elves and centaurs.

B. Grounds. Narrow gravel paths lead through the trees here and footbridges cross small streams. The paths are decorated with totem stones and small shrines.

C. Totem Pole. A Green elf totemic monument rises here. Its totemic images are extremely powerful, and act as a permanent clerical *pro-*

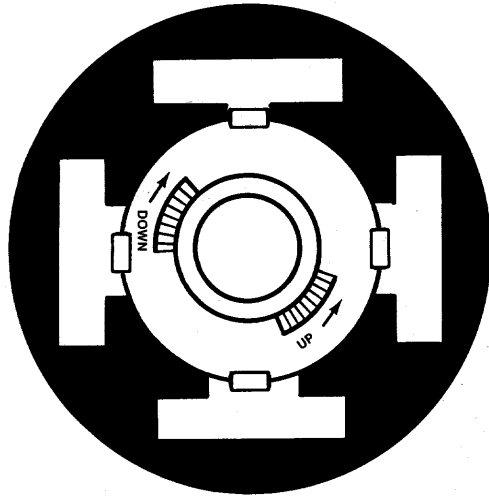


Towers of the Sun and Moon

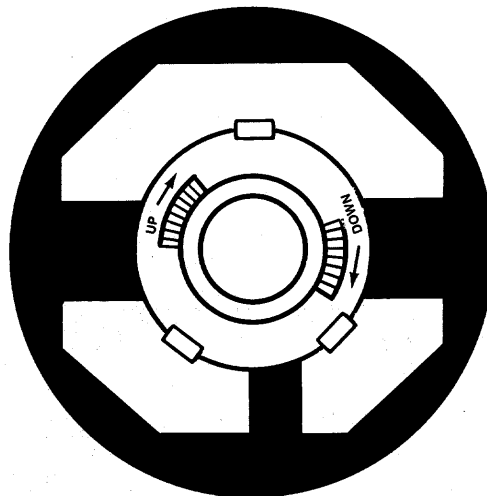




Tower of the Sun

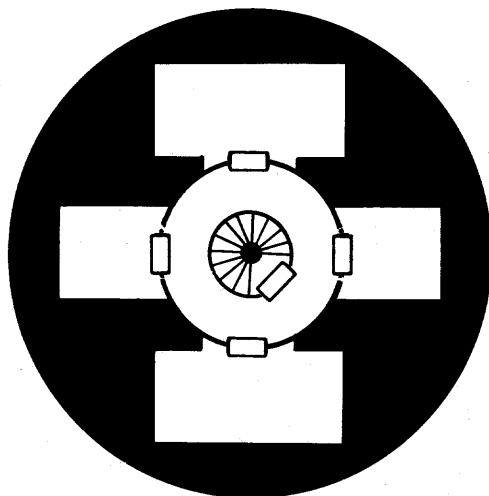


Level 2
Classrooms

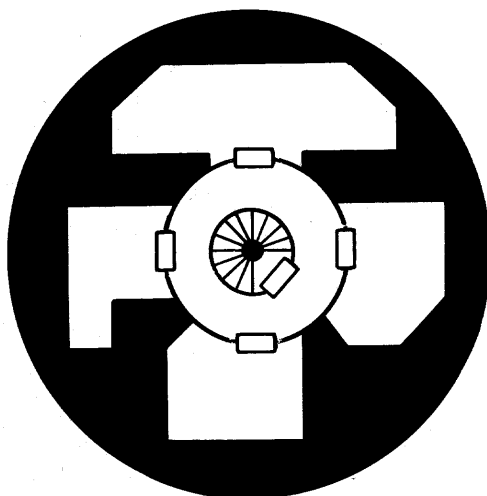


Level 3
Practice rooms

Tower of the Moon



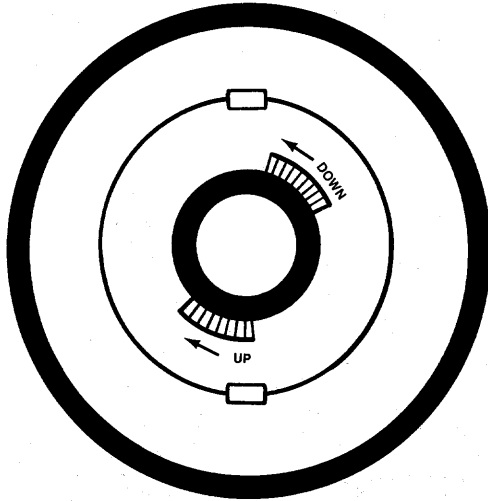
Level 2
Dormitory-style living quarters



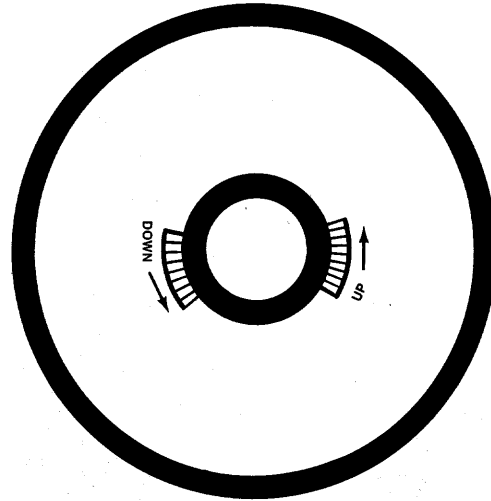
Level 3
Instructor's quarters



Tower of the Sun

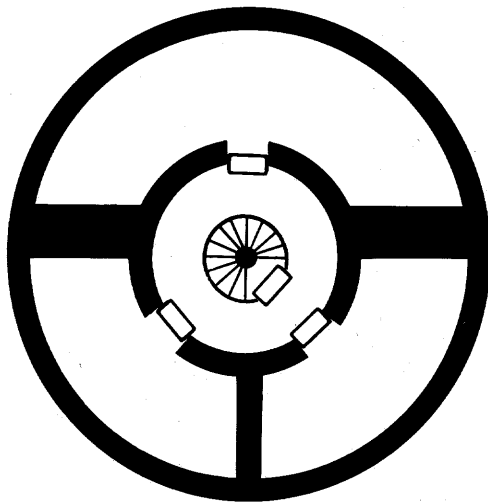


Level 4
Library and display cases

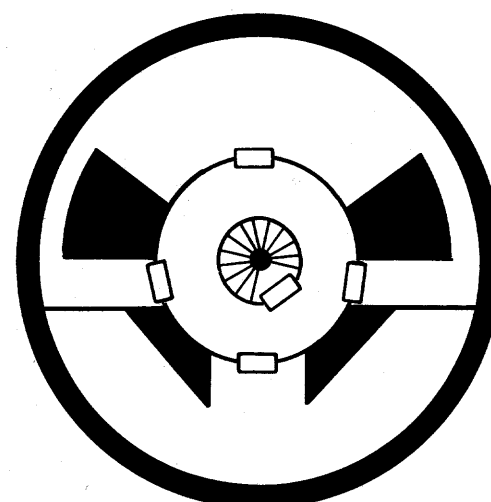


Level 5
The Accumulator

Tower of the Moon



Level 4
Kitchen and dining rooms



Level 5
Tower Master's quarters



tection from evil spell that covers both towers and the entire grounds.

D. Spirit Stones. Carved stone images are dotted throughout the grounds. Elves use the stones to communicate with good spirits, as described in the American Indian chapter of *Legends and Lore*.

1. Tower of the Sun

Level One. The Tower of the Sun is a place of learning, but it also contains an extremely potent elven weapon and magical artifact known simply as *the Accumulator*. This device occupies the center of the tower, extending deep into the earth beneath, and rising to a slender silver pinnacle above. As its name implies, *the Accumulator* absorbs some of Evermeet's magical energies and can discharge it in a number of ways, including for the defense of the island.

The Accumulator is sheathed in silver and heavy stone, and occupies a thick cylinder running the length of the tower. This level is devoted to study areas and storage. The study cubicles are small but comfortably furnished with padded chairs, desks, and bookcases, and stocked with standard magical and historical reference volumes.

Level Two. The tower's second level contains classrooms, each with desks, bookcases, and slate blackboards where instructors copy complex magical formulae and theories for their pupils.

Level Three. Several large rooms occupy this level. Each is magically protected by modified permanent *globes of invulnerability* and other defensive spells. These rooms are used for missile spell practice and the casting of other powerful enchantments.

Level Four. The tower's library and display area are located here. The walls are lined with thousands of books, while crystal display cases contain several valuable magical items, including a *staff of power* owned by the ancient elven sorceress Nakiasha, an antique *cubic gate*, and a *sword of sharpness* wielded by an elven warrior who fought the Army of Darkness. These items are held here for safekeeping, but can be used if the island is ever threatened.

Level Five. This floor is empty except for the gleaming, unsheathed surface of the *Accumulator* in the center of the chamber. Its powers are strong here. Nonwizards must successfully save vs. spells each turn they occupy the chamber, or lose one level of experience.

Level Six. The topmost spire of *the Accumulator* is located here, a slender silver mast topped with a huge, scintillating gem. This level is very dangerous for nonwizards. Characters of any other class must successfully save vs. spells or lose 1d4 experience levels each turn they are here.

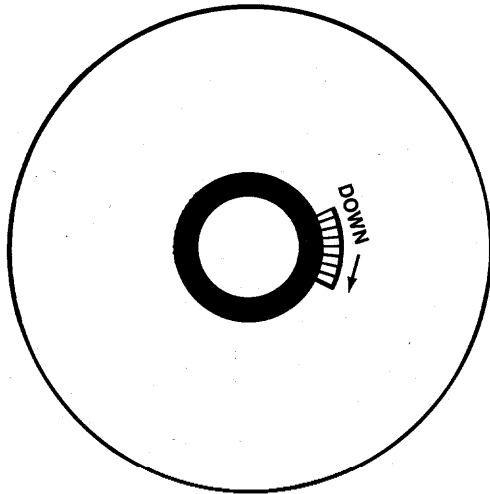
The Accumulator has a number of uses. It can be used to control the weather of Evermeet and surrounding seas, to create illusions, to *teleport* any vessel within 100 miles to a random location, and to inflict damage upon any enemy within 500 miles of Evermeet. The base damage that *the Accumulator* inflicts is 50d10. This damage decreases by 1d10 every 10 miles from the Tower of the Sun. *The Accumulator* can be fired once per turn.

2. Tower of the Moon

Level One. The Tower of the Moon is dedicated mostly to living quarters for the high magi and wizards who teach and study here. The first level has no walls, but has colonnades and is open to the outside air. Inside are hanging plants, tables, and chairs. The level is designed for sitting, eating, conversation, and reverie. In the center is a door leading to the spiral stairs.

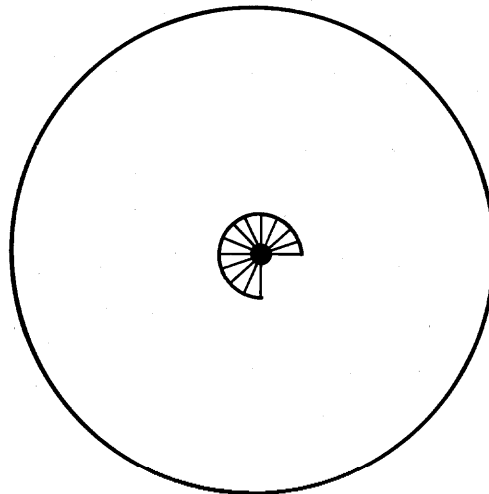


Tower of the Sun



Level 6
The Accumulator

Tower of the Moon



Level 6
Observatory/Orrery

Level Two. This level contains living quarters for students and visitors. These are dormitory style accommodations, with beds, study tables, and small windows to the outside. The rooms are not exceptionally large, but they are comfortable. Each room has furnishings of a different color, but the colors are soft and soothing.

Level Three. Instructors live on this level in spacious rooms. Each room is decorated in accordance with its occupant's tastes. Several have extra-dimensional aspects, extending beyond their prime material limits.

Level Four. Kitchens and eating facilities are located on this level. There are many large communal tables, but also several smaller, more private tables to dine. The kitchens are only accessible by the workers and are closed after dinner until breakfast.

Level Five. Laeroth Runemaster, master of the tower, lives on this level. His quarters are provided with a permanent *illusion*, making them resemble Laeroth's home in the High Forest. His *wand of conjuration and frost* and his *staff of the magi* are kept here, concealed by the power of the *illusion*.

Level Six. The top level of the tower is covered by a permanent invisible dome that protects it from rain, wind, and the elements. The floor is green malachite inlaid with silver representations of Toril's constellations. The constellations magically change with the seasons.

This level serves as an observatory, with several ancient telescopes crafted of brass, silver, and crystal. Most are simple optical devices, with a range of several miles, but one enables its user to see any place on Evermeet, while another allows viewers to see any spot on Faerûn, if pointed in the right direction.





Sumbrar

This lonely, rocky island lies 60 miles east of Evermeet. It contains extensive tunnels, chambers, and barracks, and is home to nearly 1,000 elven warriors, many with their giant eagle and Pegasus mounts. A substantial elven fleet lies hidden in vast sea caves. They are capable of dealing a devastating surprise attack upon unsuspecting enemies.

In addition to its troops and ships, Sumbrar also hides several other important elven secrets. A small flotilla of spacefaring Ruathimaer ("starwing") ships is hidden here, not to use for escape from Toril, but to use as a reserve of flying vessels capable of attacking enemies from above.

Far beneath Sumbrar, magically protected from harm or observation, lie the last 12 dragons of Evermeet and several of their most ancient warriors, to be called into battle when the need is greatest. Until then, they all slumber, dreaming of the day when they will at last be released to join the Seldarine in Arvandor.

The Farmeadows

This stretch of lush greenery is interrupted here and there by small streams and groves of evergreen or oak. The elves have left it for the sylvan races. Centaurs, fauns, nymphs, faerie dragons, cath shee, pixies, unicorns, and other exotic creatures all live in the Farmeadows, away from their elven allies, and from the evils of the outside world. Although they mean the elves no harm, the sylvans might become annoyed if any approach their sanctuary, and will tease and torment any intruders mercilessly.

The Horsefields

A great herd of moon-horses lives in this vast grassland. Elves will often venture here, hoping to find a moon-horse who will agree to

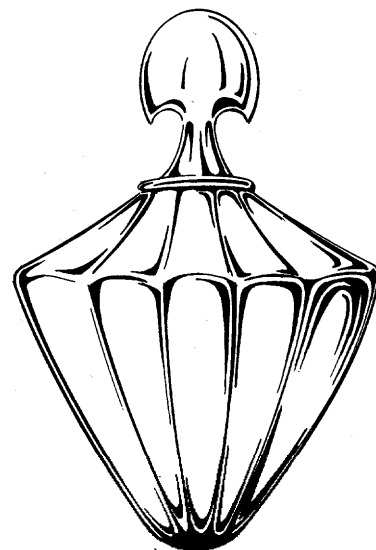
serve as a mount, in exchange for food, shelter, and companionship.

Siiluth (Beaching Bay)

This largest stretch of true beach on Evermeet is where elven ships are built, finished, and blessed by priests and priestesses. Longhouses for workers dot the shore, as do the lodges of Silver and Green elf clerics who cast spells and craft runes of protection for the vessels as they approach completion. The beach itself always holds several elven vessels at various stages of construction.

The Summer Palace

Queen Amlaruil's second home lies in the center of the peaceful Lake of Dreams. It rests on four great crystalline pyramids that seem to float without support 200 feet above the surface of the lake. An enchanted construct of crystal, gems, alabaster, and marble, the Summer Palace rivals the Moonstone Palace of Leuthilspar for sheer beauty. The queen spends much of her time here, often sequestered with her Council of Matrons, considering important issues.





In many ways, Evermeet is the physical embodiment of elven magic. Once centuries ago, elven magic achieved many wonders, defeating enemies, creating wondrous cities, and even, according to rumor, sundering entire continents. Over the millennia, however, their magic has dwindled. Today elven wizards are less powerful than their human counterparts in most of Toril.

Not so in Queen Amlaruil's realm, though. The old magic exists here and can still be cast (albeit at a terrible price) by the select group of wizards known as the high magi.

Many of the ancient magical artifacts are on Evermeet as well, in safekeeping for the day when the elves either return to Faerûn, or if the elves' enemies ever try to take the island by force.

This, of course, makes Evermeet a storehouse of magical knowledge and treasure. Many foes have tried to learn or steal the island's secrets. Thus far, none have succeeded.

But still they try. The Red Wizards of Thay, the Drow, scrag, and sahuagin, the evil legions of the lower realms such as mind flayers, beholders, and other foul creatures, the Zhen-tarim, and even some good, well-meaning individuals have all made moves against the Evermeet elves. Queen Amlaruil and her advisers know that such attempts will never cease and that the island must maintain a constant state of vigilance against them.

High Magic

In ages past, the elves cast mighty enchantments and learned secrets unknown to even the most powerful human sorcerers. Today, only a small group of elves known as the *high magi* can cast the titanic spells of the past, and they risk terrible fates each time they do so.

The High Magi

A high mage is an elven sorcerer who has exceeded the normal racial level limits for elves. High magi do this by using the Slow Advance-



ment option (*DUNGEON MASTER® Guide*, Chapter 2). In this case, elven high magi are required to earn double the experience points for humans of similar level. Certain elves might be able to rise as many as four levels beyond normal racial limits because of the Exceeding Level Limits option (also in *DMG*, Chapter 2). If you are using this option, the double experience points begin at the first level beyond the individual's maximum.

This option is open only to elven wizards actually on the island of Evermeet. They may travel outside the island and use all of their magical abilities, but must return to Evermeet in

order to actually rise in level. Most high magi elect to remain on Evermeet, or go about Faerûn incognito, disguised as traveling minstrels or hedge wizards.

DMs may wish to rule that any elven wizard wishing to exceed the maximum racial level must become a high mage. This may be especially appropriate for campaigns in which racial level limits are strictly observed.

Casting High Magic

High magi can cast 8th-level and non-high magic spells without penalty or risk. When cast-

High Magic Effects Table

Die Roll Effect

01-25	None
26-50	Mage takes 1d4 points of damage
51-60	Mage must successfully save vs. spells or fall unconscious for 1d6 hours
61-65	Mage immediately loses all spells as if cast; must be rememorized to be used
66-70	Mage immediately ages 1d10 years
71-72	Mage immediately ages 2d10 years
73	Mage immediately ages 1d100 years
74	Caster permanently loses 1 STR point
75	Caster permanently loses 1 DEX point
76	Caster permanently loses 1 CHR point
77	Caster permanently loses 1 CON point
78	Caster permanently loses 1 INT point
79	Caster permanently loses 1 WIS point
80-82	Caster permanently loses 1d4 hps
83-84	Caster permanently loses 1d6 hps
85-86	Caster permanently loses 1d8 hps
87-88	Mage immediately takes 2d8 damage
89-90	Mage immediately takes 2d10 damage
91	Mage immediately takes 3d10 damage
92	Mage immediately ages 1d100 years
93-94	Caster loses 1 level of experience
95	Caster loses 1d4 levels of experience
96	Caster permanently loses 1d4 points from a randomly-determined attribute
97	Caster permanently loses 1d6 points from a randomly-determined attribute
98	Gate opens to a lower plane and caster is immediately lost; can be rescued
99	Mage loses all magical abilities; reduced to 0 level
100	Mage dies immediately; can be <i>resurrected</i>



ing high magic spells, and spells of 9th level or higher, however, a high mage risks serious consequences. Since elven magic is still weakened, even within the borders of sacred Evermeet, high magi tax their abilities to the limit and risk sacrificing part of their essences to provide energy to their high magic spells.

Each time a high mage casts a high magic spell (see the following table), or a spell of 9th level or higher, she or he must roll 1d100, consult the table on page 63, and undergo the described effect, if any.

The effects of this table are permanent. Nothing but direct intervention from a deity can reverse them, not even a *wish*.

If a character dies because of the effects of this table (through loss of level, hit points, or attribute points), he or she might, at the DM's discretion, be transformed into a baelnorn (see *Ruins of Myth Drannor* boxed set).

New Spells

Not all of the high-level spells practiced by the elves are high magic. Several unique spells exist that are kept secret and protected from outsiders. Several of these are described in *The Complete Book of Elves*. Others are listed here.

High magic spells are identified as such under School. While high magi have access to normal 9th-level (or higher) spells, these spells have exactly the same effect as high magic spells. These spells require the high mage to roll 1d100 and check the High Magic Effects Table. Only high magi can cast high magic spells.

Several high magic spells are lower than 9th level. Despite their experience, high magi must still roll 1d100 and check for effects when casting these spells.

Second-Level Spells

Speedmount (Alteration)

Range: 0

Component: V,S,M

Duration: 1 turn/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: None

Speedmount affects one horse or other riding animal. When this spell is cast, the subject creature's movement is doubled for a number of turns equal to the caster's level. The material component of this spell is a horseshoe.

Fourth-Level Spells

Fatigue (Enchantment/Charm)

Range: 0

Component: V,S,M

Duration: 1 round /level

Casting Time: 5

Area of Effect: Cone, 60' long, 30' diameter at end, 5' at base

Saving Throw: Neg.

This spell causes all creatures within its area of effect to feel weary and tired. For the duration of the spell, those affected move at half rate, fight at -2 to hit and damage, and suffer -2 to their Morale. The material component is a small stone.

Sunbolt (Invocation/Evocation)

Range: 10 yards + 10 yards/level

Component: V,S,M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 30' radius

Saving Throw: Special

This spell creates a blinding discharge of sunlight energy, which strikes living targets for 1d4 points of damage per level. The target, and all who observe the sunbolt except the caster, must successfully save vs. spells or be blinded for 2d4 rounds.

The sunbolt is most effective against undead targets. Damage against such creatures is doubled. They receive no saving throw, but must



successfully save vs. death magic or be blinded for 2d4 turns. The blinding effect is only effective against self-willed undead such as liches, vampires, or mummies. It is not effective against mindless undead such as skeletons and zombies. Its material component is a small sunstone (worth at least 25 gp).

Fifth-Level Spells

Discord (Enchantment/Charm)

Range: 0

Component: V,S,M

Duration: Special

Casting Time: 6

Area of Effect: 10' radius/level

Saving Throw: Neg.

This spell affects only individuals who are hostile to the spellcaster. Any such creatures within the spell's area of effect must successfully save vs. spells or immediately attack their closest friend or ally. These attacks continue for the number of rounds equal to the caster's level.

The material component of this spell is a small mirror.

Maximum Damage (Alteration)

Range: 0

Component: V,S,M

Duration: 1 round

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell causes non-magical weapons to inflict maximum damage for one round after it is cast. The caster can enchant a number of weapons equal to his or her level. Weapons so enchanted inflict maximum damage on their next round of use only. Magical weapons are unaffected by this spell. The material component is a silver rod worth at least 100 gp, which must be touched to the weapons in order for the spell to be effective.

Sixth-Level Spells

Construction (Alteration)

Range: Touch

Component: V,S,M

Duration: Permanent

Casting Time: Special

Area of Effect: Special

Saving Throw: None

The buildings and structures of Evermeet are constructed using this spell. With it, natural materials such as stone, crystal, and wood can be transformed into sculptures, shelters, buildings, or even great palaces.

The building material must maintain contact with the earth at all times and still be in contact at the end of the spell. The material being effected must be within a radius equal to 10 feet times the level of the caster.

The caster can create any object with a volume equal to 1,000 cubic feet (10x10x10 feet) per level. Each 1,000 cubic feet so created takes one entire day. Once created, the object can be added to at the same rate (1,000 cubic feet per day) for as long as the caster wishes.

The DM should work with the player to determine the exact nature of the object or structure created. It can be subdivided with rooms, walls, hallways, or chambers as the caster wishes, but the creation of complex areas such as vaulted ceilings, columns, or galleries will add to the overall construction time. Once construction is complete, the structure is permanent and needs no further magical enhancement or maintenance.

Buildings constructed using this technique will maintain the appearance and texture of the substance they were created from.

These structures are also much stronger than those constructed using non-magical techniques. If besieged or attacked, they receive a +5 bonus to all saving throws (*DMG*, Chapter 9).

Anti-Magic Aura (Abjuration)

Range: 10 yards/level



Component: V,S
Duration: 1 turn/level
Casting Time: 3
Area of Effect: One individual
Saving Throw: Neg.

This spell acts in somewhat the same manner as the *anti-magic shell*, but is intended for use against enemy spellcasters and enchanted creatures. When cast, the spell creates a glittering aura of light around the target, conforming exactly to the target's body.

The victim of this spell can cast no magic, nor can affected enchanted creatures attack or use spell-like abilities for the spell's duration. Enchanted weapons cannot use bonuses or special powers, but function as ordinary weapons. As with the *anti-magic shell*, this spell is ineffective against extra-planar creatures on their home plane and, unlike *anti-magic shell*, the aura can be eliminated by a successful *dispel magic* spell from an unaffected caster.

Seventh-Level Spells

Sprites (Conjuration/Summoning)

Range: 50 yards
Component: V,S,M
Duration: 6 rounds + 1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell was created as a result of an ancient pact between the elves and the sprites. When this spell is cast, 2d10 sprites immediately appear anywhere within range, and fight for the caster for the duration of the spell, after which time they vanish. Slain sprites vanish as well, in the same manner as creatures brought by a *monster summoning* spell.

Exactly where the sprites come from, no one knows. The sprites of Evermeet say that the *summoned* sprites do not come from their number, nor is there any evidence that the sprites

are *summoned* or *teleported* from anywhere on Toril. Most believe that the sprites are actually the spirits of slain sprite warriors who died in service to the elves in ages past.

The material components of this spell are a piece of sprite clothing and a small silver bell.

Faerie Sword (Invocation/Evocation)

Range: 0
Component: V,S,M
Duration: 1 round/2 levels
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell creates a slender, shimmering sword in the caster's hands, allowing the mage to attack as a fighter of equal level. The sword inflicts 4d4 points of damage against man-sized or smaller opponents, and 5d4 points against larger targets. It has no magical bonus, but can hit all enchanted creatures as well as those that can only be hit by magical weapons.

When the caster hits a target, he or she can elect to either inflict damage or inflict a random magical effect upon the target. If the caster elects to inflict a magical effect, roll 1d100, add the caster's level, and refer to the following table.

Die Roll	Effect
0-25	No effect; victim takes no damage
26-50	Target suffers 8d4 points of damage
51-75	Target suffers 10d4 points of damage
76-85	Target imprisoned in <i>forcecage</i>
86-90	Target randomly <i>polymorphed</i>
91-95	Target must successfully save vs. petrification or be turned to stone
96-97	Target randomly <i>teleported</i> 1d100 yards
98-99	Target randomly <i>teleported</i> 1d100 miles
100+	Target dies; saving throw vs. death magic allowed



The material component of this spell is a tiny gold or crystal sword (worth at least 250 gp), which disappears immediately after the spell is cast.

Gullship (Alteration)

Range: 10 yards

Component: V,S,M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: One vessel

Saving Throw: None

When cast, this spell allows a single normally water-borne vessel to fly. The vessel can be no longer than 10 feet per level of the caster, and must still rely on the winds to move. The caster can control the vessel's altitude up to 100 feet per level. A vessel raised with this spell will lower itself gently to sea level as the spell ends; it will not come crashing down. The caster need not maintain concentration, except when changing altitude.

The material components of this spell are a small model boat and the feather of a seagull.

Eighth-Level Spells

Dragonrage (High Magic)

Range: 0

Component: V,S

Duration: 1 turn/level

Casting Time: 10

Area of Effect: Personal

Saving Throw: None

This spell does not outwardly change the caster's appearance, but temporarily grants the caster the powers of a dragon of randomly determined type. When this spell is cast, roll 1d6 and refer to the following table to determine type. Then roll 1d8 to determine age.

Die Roll Type

1-2	Copper
3	Brass
4	Bronze
5	Silver
6	Gold

Die Roll Age

1	Juvenile
2	Young Adult
3	Adult
4	Mature Adult
5	Old
6	Very Old
7	Venerable
8	Wyrms

Once cast, the mage gains the abilities of the chosen dragon type and age. These abilities are Hit Die modifier (to each of the mage's Hit Dice), combat modifier, fear radius, save modifier, Armor Class, attacks (including breath weapon), movement (including flight), and special attacks and defenses.

The additional hit points must be the first ones lost by the mage. Once the modified hit points are gone, the mage begins losing his or her own hit points.

While *dragonrage* is in effect, the caster also gains many of the personality traits of the appropriate dragon. A mage casting a brass dragon version of this spell, for example, will be arrogant and egotistical while the spell is in effect, while a bronze dragon mage will be inquisitive, humorous, and interested in warfare.

The material components of this spell are any type of dragon scale and a candle.

Leviathan (High Magic)

Range: 10 yards /level

Component: V,S,M

Duration: Special

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None



This spell summons gigantic sea creatures to aid elven ships and fleets at sea. When cast, roll 1d10 and refer to the following chart to determine the type and number of creatures that arrive.

Die Roll Type

1-5	1d8 Common Whales
6-8	1-2 Giant Whales
9-10	1 Leviathan

The creatures will arrive in 1-10 turns and will fight for as long as needed, even to the death.

The material components of this spell are a small carving of a whale and a gold ring.

Call of Despair (High Magic)

Range: 10 yards/level

Component: V,S,M

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: Special

When this spell is cast, all creatures in range of the spell (except the caster's army, allies, or companions) must check Morale at a penalty of -1 for every two levels of the caster, or immediately flee in terror, directly away from the caster. The terror lasts one turn per level of the caster. Rally checks cannot be made during this time.

The material component of this spell is a small brass gong.

Song of Battle (High Magic)

Range: 10 yards/level

Component: V,S

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

This spell is an ancient chant that is used to encourage armies in battle. All allies of the caster

who are within range of the spell are filled with bravery and fighting spirit. The spell lasts one turn per level of the caster. During this time, no one who heard it need check Morale, regardless of cause. *Fear* spells, dragons, and similar creatures have absolutely no effect on those under the power of this spell.

The material component of this spell is a harp or lute.

Nymph's Aura (High Magic)

Range: 0

Component: V,S,M

Duration: 1 round/level

Casting Time: 4

Area of Effect: Personal

Saving Throw: Neg.

This spell grants the caster the beauty of a nymph and its attendant dangers to all observers. The caster need not be female in order to use this spell. The aura is effective for male casters as well, who instead gain a dazzling handsomeness that affects both males and females.

Observers gazing upon the caster are blinded unless they successfully save vs. spells. If the caster disrobes, observers must successfully save vs. spells or die immediately.

The material component of this spell is a vial of nymph's tears.

Ninth-Level Spells

Celestial Army (High Magic)

Range: 10 yards/level

Component: V,S,M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This high magic spell is reserved for use only in the most dire of emergencies, when Evermeet itself is threatened. When cast, this spell sum-



mons a host of beings from the upper planes who will fight on the side of the caster. Roll 1d10 and refer to the following table to determine the type and number of creatures summoned.

Die Roll Beings Summoned

1	1-3 Astral Devas
2	1 Light Aasimon
3	3-18 Lantern Archons
4	1-6 Sword Archons
5	5-20 Bariaur
6	1 Celestial Lammasu
7	1-3 Phoenixes
8	2-20 Reverend Ones
9	10d10 Einheriar
10	1 Adamantine Dragon

The summoned creatures will serve until the enemy is defeated or until they are slain. Slain creatures vanish and return to their home plane.

The material components of this spell are a candle and an altar crafted of precious metals and worth at least 1,000 gp.

Wrath of the Just (High Magic)

Range: 1 mile/level
Component: V,S
Duration: Special
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

This spell is a massive one and is to be used only if the elves' existence is threatened. It creates massive earthquakes, fissures, lightning storms, floods, and other natural disasters throughout its range. Anyone in the spell's area of effect must successfully save vs. death magic or be swallowed up by the earth, carried away by floods, or fall victim to some other disaster.

High magi using this spell must add +20 to their effects roll. It would be considered a terrible crime for this spell to be used in any but the most dire of emergencies.

Soul Freedom (High Magic)

Range: 1 yard /level
Component: V,S
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: Neg.

This spell can be used against any creature of evil alignment. The subject of the enchantment must successfully save vs. spells at -6 or instantly be converted to good alignment. The subject must again successfully save vs. spells at -6 once a month for one year, then once a year for 10 years, or return to its original alignment. After 10 years, the realignment is considered permanent.

Gift of Life (High Magic)

Range: 1 yard/level
Component: V,S,M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: Neg.

This powerful high magic spell has an effect unlike any other. It restores undead creatures to life. Undead creatures are allowed a saving throw vs. death magic, but they can only make such a roll at a level equal to half their Hit Dice. An 18th-level lich, for example, would make a saving throw vs. death magic as if it were actually a 9th-level wizard.

If the undead creature fails its saving throw, it is immediately restored to life as it was just before its death, if it died by unnatural causes. It is restored to life as it was 10 years before its death if it died of old age or similar causes. The restored creature will be stunned and incapable of any action for 1d4 turns as it slowly realizes what happened.

The restored creature returns to life at an appropriate experience and Hit Die level, and with its original alignment and abilities. It will,



however, be wearing the same clothes, and carrying whatever equipment (if any) that it did as an undead creature.

This spell does not necessarily change the alignment of a creature who was originally evil, but the elves recount legends of wicked liches or vampires who were restored through this spell, repented their old lives, and changed alignment, dedicating themselves to the defense of elves.

The material component of this spell is a gold medallion in the form of the sun (worth at least 500 gp).

New Magical Items

Several enchanted weapons unique to the elves can be found on Evermeet. A few, such as *moonblades*, are occasionally found on the Faerûn mainland, but these are rare. Most are exclusive or sacred to the elves. Their use by outsiders is limited or forbidden and elven defenders such as the bladesingers will be quick to take back such items, often at the cost of the user's life.

Swords

Enchanted swords have special significance to the elves. Many such legendary weapons have existed throughout elven history. Some are said to have been gifts from gods or to have been wielded by ancient heroes. Over the centuries, many swords have been lost, stolen, or destroyed. One of the primary tasks of the elves of Evermeet, and in particular the bladesingers, is to find and return these swords to their rightful place, in service to Queen Amlaruil.

Halakashara

This weapon was found by Prince Lamruil while adventuring in the ruins of Myth Drannor. It was once carried by a forgotten hero who died with his city. *Halakashara* is a finely-wrought broad sword with an image of the sun on the pommel.

Halakashara functions as a *broad sword* +2/+3 vs. undead. In addition, any undead struck by the sword must successfully save vs. spells or be instantly destroyed.

Kanalruil

This weapon is a blue-steel bastard sword with fancy engravings and a large emerald set in the hilt. Silver-chased runes grace the blade, forming the names of all the Seldarine gods. The sword was once carried by the heroine Ytharra, who is said to have slain a great wolf who threatened to devour the sun.

Kanalruil functions as a *bastard sword* +4. It grants its wielder -4 to his or her AC when unsheathed and has the powers of a *ring of spell turning*.

Moonblades

These potent weapons were created by the smiths of ancient Myth Drannor. They are used in the long process of selecting a ruler for the isle of Evermeet (as described in the novel *Elfshadow*).

When first forged, *moonblades* vary from +1 to +4 to hit and damage, and have one special ability (see following). A *moonblade* may be passed from one owner to another, usually by generation.

Each time a *moonblade* is passed on, the *moonblade* itself decides whether to accept the new owner or not. The owner must be elven, of good alignment, and act in a selfless and heroic manner. Major acts of cowardice, cheating, or lying will all count against an individual attempting to possess a *moonblade*.

It is the DM's decision whether a *moonblade* accepts a new owner. If the *moonblade* does not accept or if it is touched by a non-elf, the blade inflicts 5d8 points of damage. Individuals of evil alignment must successfully save vs. death magic or be instantly slain. Even if the save is successful, the evil individual will feel intense pain, and will be unable to ever handle the blade again.



Moonblades start out with a single ability and gain another ability with each new owner. Each ability is symbolized by a small rune that appears on the blade. These abilities can be selected by the DM from the Weapon Extraordinary Powers (DMG, Appendix Three, Magical Item Descriptions), or can be determined by rolling 1d20 and referring to the following table.

Die Roll Power and Description

- 1 Additional +1 to hit and damage (to a maximum of +5)
- 2 *Danger Sense*; the sword glows blue if danger is imminent (within one turn)
- 3 *Dreamwarning*; the *moonblade's* owner receives a prophetic dream warning of danger within one day
- 4 *Fire Resistance* (as ring)
- 5 *Human Influence* (as ring)
- 6 *Spell Turning* (as ring)
- 7 *ESP* (as medallion)
- 8 *Command* (as armor)
- 9 *Good Luck* (as luckstone)
- 10 *Opening* (as chime)
- 11 *Blasting* (as horn)
- 12 *Fear* (as spell)
- 13 *Dancing* (as sword)
- 14 *Flame Tongue* (as sword)
- 15 *Wounding* (as sword)
- 16 *Life Stealing* (as sword)
- 17 *Warning*; determines location, number and species of hostile enemy within 240'
- 18 *Throwing*; weapon can be thrown up to 100', inflict normal damage, and return to wielder in one round
- 19 *Sharpness* (as sword)
- 20 *Elfshadow*; once per day, user may summon a duplicate identical in every way (level, hp, AC, etc.), to fight for 2d10 turns, or until slain; if slain, *elfshadow* returns to sword, and cannot be summoned again for 2d4 days

Tahlshara

This weapon, considered by many to be the greatest elven weapon ever crafted, is one of the three Great Treasures of Evermeet. It is currently in the keeping of Queen Amlaruil. Infused with the magic of the Seldarine, the weapon's powers cannot be used by non-elves. Any non-elf touching the weapon must successfully save vs. death magic or be instantly slain. This prohibition extends, not surprisingly, to Drow, regardless of their alignment.

Tahlshara is a broad-bladed, two-handed sword. Leaves and vines are etched into its surface and its hilt is carved with complex knotwork. Its name is written in small characters around the ferrule.

Tahlshara normally functions as a *two-handed sword* +8, and drops its wielder's AC to 0, but it has a number of special abilities that can be used at will. Unfortunately, each use of a special ability marked by an asterisk in the following listing requires a 1d100 roll and reference to the High Magic Effects table. All who use the sword must roll 1d100 and refer to the table, regardless of class. Only Queen Amlaruil is immune to this effect. All special abilities are at 20th level unless otherwise noted.

Tahlshara's powers are *cast any high magic spell**, *vornpal weapon +5**, *teleport without error*, *spellstrike**, *sunburst*, *spelltrap**, *turnshadow*, and *teleport dead*.

Thael and Amasal

Matched blades crafted of a black, greenish-tinged metal, *Thael* and *Amasal* were once carried by the twin Silver elf heroes Afamrail and Gaeleath. The brothers are ancient defenders of the old kingdom of Illefarn. They rode single-handedly against a horde of gnolls who had slain the priests of the Tower of the Winds. Although the brothers both died in the battle, the gnolls were put to flight and never again troubled Illefarn.



The swords were later recovered and today are kept under guard in the city of Taltempla. Their powers function only when they are within one mile of each other.

Thael functions as a *broad sword* +3/+5 vs. orcs, goblins, and gnolls. Three times a day, *Thael* can emit a *prismatic spray*. *Amasal* functions as a *broad sword* +4 and can use its special abilities three times per day. The user may select from the following abilities in any combination: *lightning bolt* (level 10), *anti-magic shell*, *death spell*, *spell turning*, and *incendiary cloud*. All abilities are at level 16 unless otherwise noted.

Spears

Enchanted spears also occupy an important place in elven culture and mythology. The first were supposedly carried by the elves when they were originally created, and were used in hunting and war. Today, most of the great enchanted spears have been lost, but some of the more powerful ones are still in the possession of the elves of Evermeet.

Khormalashalal

Keryth Blackhelm, marshal of Amlaruil's armies, carries this black, trefoil-bladed weapon. Various protective runes have been chased in silver along the three lobes of its point, and its hardwood shaft is carved with images of warriors and dragons.

Khormalashalal acts as a *heavy horse lance* +3 when its wielder is mounted and as a *spear* +4 when used on foot. It can also be thrown as far as 300 feet and will always return to its user. *Khormalashalal* inflicts double damage upon undead, orcs, goblins, and Drow.

Lathalshal

Legend claims that this spear was carried by Lafarallinn who used it to slay the pit fiend Aikkaraekh. *Lathalshal* is more than eight feet

long, with a blue-steel head and a white wood shaft. In battle, *Lathalshal* is +5 to hit and damage, and inflicts triple damage on all baatezu, tanar'ri, and yugoloth.

Spear of Halama

This spear is said to have been a gift to the heroine Halama from an ancient gold dragon whom she had befriended. It acts as a *spear* +2, and grants its owner the ability to *fly* for one hour per day, and immunity to dragon breath.

Other Items

Evermeet is virtually brimming with magical items of every imaginable level of power. The isle is very likely the most magical place on Toril. While there are far too many magical items for even a partial listing (and DMs are encouraged to invent their own), some of the better known non-weapon items are listed here.

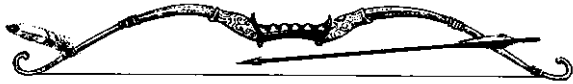
Book of Eons

This massive book is a full three feet wide by four feet tall when closed, weighing more than 200 pounds. It is bound in silver, gold, and electrum, and each page is hand-illuminated with bright colors and phantasmagorical images. Among other things, the book is a grand history of the elves on Toril, with much valuable information about ancient deeds and heroes.

The book also provides considerable magical knowledge and wisdom. Persons reading the book (regardless of class) receive a permanent +1 bonus to their Wisdom. In addition, the magical procedures described in this book increase a mage's chance of successfully creating a magical item by an additional +1 per level (DMG, Chapter 10). Elves reading the entire book (a task that will take at least a year of continuous study) will receive 100,000 experience points.



Bow of Eletha



The bow of a celebrated Green elf warrior, this weapon automatically doubles the range and damage of all arrows it shoots. Three times per day it can also shoot an ordinary arrow, which has the effect of a *magic missile* cast at the 12th level of spell use.

Chalice of Labelas

The second of the three Great Treasures of Evermeet, the *chalice* is a richly-wrought work of art crafted of silver, onyx, and chalcedony. It is constantly full of cool, spring water, and if drunk from, the *chalice* heals all damage suffered by the drinker. It will even bring a slain individual back to life in the same manner as a *resurrection* spell. The *chalice* can only be used in this fashion once per month, however.

The *Chalice of Labelas* is in the hands of Queen Amlaruil, who uses its power sparingly.

Cloak of Stars

Not to be confused with the magical item *robe of stars*, this cloak is midnight blue, and appears to gleam with hundreds of stars. Anyone wearing this cloak is *invisible* to all forms of vision (including magical) when under the open sky on a starry night. The cloak also functions as a *cloak of protection* +3.

Crown of the Sun

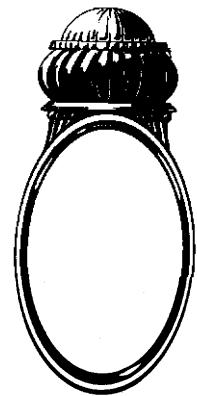
The third of the Great Treasures of Evermeet is a simple silver circlet set with small blue and green gems, with a single gold leaf at the brow. It combines the powers of the *helm of brilliance*, *helm of telepathy*, and *helm of teleportation*.

Enchanted Figurehead

Often mounted upon elven warships, enchanted figureheads increase all crew navigation and sailing rolls by +2, and increase a vessel's Seaworthiness by +10%.

Elfrunes

These special tokens of elf-friendship, or items given by Queen Amlaruil to her allies on Faerûn, are kept secret from all outsiders. A variety of devices, referred to generically as *elfrunes*, are used to communicate with, or even travel to, Evermeet. These items are most often rings, but can take any form, such as brooches, amulets, or circlets.



Only the most trusted agents or the most valued elf-friends receive such gifts. As a further safeguard against abuse or theft, these items work only for the individuals to whom they were given, and only for as long as the queen allows it.

The most common *elfrune* allows its bearer to communicate at will with the queen or one of her high magi. Rarer *elfrunes* allow *teleportation* to and from Evermeet. The magic involved in the creation of these items is enormous, keeping their numbers limited. Powerful elven warriors, important priests, or extremely well-trusted Sha'Quessir such as Mirt the Moneylender or Carreigh Macumail, are given *teleportation elfrunes*, and these often for only a limited time.

Elfgate

A more permanent form of transportation to and from Evermeet that is jealously guarded is the *elfgate*. Several direct gates between Evermeet and Faerûn exist. Most are one-way gates from the island to the mainland, but a handful



of two-way portals are known. The locations of these and their exact method of operation are known only to the elves.

The most infamous of these gates, the one through which King Zaor's assassin gained entrance to Evermeet, figured prominently in the Elfshadow affair. Today, one end of this gate is located in the forests near the Moonstone Palace. The other end is in a well-guarded chamber in Blackstaff Tower in the City of Waterdeep, under the protection of Lord Khelben Arunsun. It was moved there for safekeeping after the evil Lord Kymil's final reckoning.

A second two-way gate, from the elf-valley of Synnoria in the Moonshaes to Evermeet, was recently destroyed by a rampaging monster of uncertain origin, an event that figured prominently in recent events in the isles. See the *Druid-home* tales for more details about this incident.

Keryth's Helm

The great elven general, Keryth Blackhelm, took his own surname from this famous item. It is a high, black helm set with a single red gem, and chased in silver. When worn, Keryth's helm acts as a permanent *anti-magic shell* and allows its wearer to regenerate lost hit points at a rate of 1 per round. This last feature does not function if the wearer is reduced to 0 hit points or fewer.

Lafarallin's Mail

The elven chain worn by the great hero Lafarallin is being preserved at the palace of Queen Amlaruil. It acts as *chain +4* and grants its user a +3 bonus to any saving throw vs. spells. It has no effect on encumbrance.

Lance of Nhamashal

This weapon is a long, black horse lance, inscribed with Silver elven runes in a spiral along its length. It acts as a *heavy horse lance +5/+8* vs. giants, orcs, and tanar'ri.

Mail of Thalaera

Crafted of shining silver and matte black links, this suit of mail grants its wearer a +5 Armor Class bonus, and conveys a 25% *magic resistance* upon its wearer. In addition, the mail grants its user a +3 bonus to any saving throws vs. fire, acid, or dragon breath.

Pipe of Smokes

This resembles an ordinary pipe crafted of alabaster and duskwood. While it can function as a normal pipe, its true use is as a potent magical item. A *pipe of smokes* normally contains 40+1d20 charges, and can be commanded to produce a number of different spell-like effects in the form of smokes and fogs. Each effect uses a specific number of charges.

Effect	Charges
<i>Darkness, 15' radius</i>	0
<i>Wall of fog</i>	1
<i>Sleep</i>	1
<i>Stinking cloud</i>	2
<i>Gust of wind</i>	2
<i>Cloudkill</i>	3
<i>Death jog</i>	6
<i>Incendiary cloud</i>	10

Queen Amlaruil's Chariot

The Sad Queen's personal chariot is normally pulled either by a pair of unicorns (MV 24) or pegasi (MV 24/Fl 48, D), but has several magical abilities of its own. Anyone riding in the chariot is effectively AC 0, and all missile fire from the chariot is at +3 to hit and damage. Once per day, Amlaruil's chariot, its team, and its occupants can *teleport without error*.







Redethemar

This mighty axe, which has been wielded by several elven heroes, will only attack enemies of neutral or evil alignment. Against good-aligned opponents, it will neither hit nor inflict damage. When used against the appropriate enemy however, Redethemar acts as a *vorpal sword* +1. Also, once per day, the user can strike the axe against the ground, inflicting 5d10 points of damage on all enemies within 100 feet.

Ruavia's Steed

The steed is actually a necklace whose pendant is in the form of a carved ebony horse. Whenever the user summons the power of the steed, a random creature appears to serve for one day. Only one creature can be summoned per day, and that must be ridden by the user. When the steed is summoned, roll 2d10 and refer to the following table.

Die Roll Creature Summoned

2	Pegasus
3-5	Unicorn
6-10	Light Warhorse
11-13	Heavy Warhorse
14-16	Giant Eagle
17-18	Ki-rin
19	Lesser Lammasu
20	Asperii

Staff of Rumathil

This item enables its user to cast clerical or wizard spells as if he or she were actually one level higher. The staff also adds 1 die per level of the user to all offensive spells such as *fireball* and *ice storm*.

Staff of Travarán

A very old magical item, the staff is a simple, six-foot length of ashwood, with a silver horse's

head at one end. The staff combines the functions of a *staff of the magi* and a *staff of wizardry*.

Sunstones

These are amber, light-emitting crystals found in the Eagle and Silver Hills. They can be cut and polished like gems and are used throughout Evermeet as light fixtures. A *sunstone* will emit light for many years before fading. A small *sunstone*, which emits light equal to a candle, is worth 50-100 gp, while larger ones cost more. A torch-equivalent *sunstone* is worth 200 gp and a large *sunstone* capable of lighting a large room is worth 400 gp or more.

Tree of Souls

The most powerful and valuable of all elven magical artifacts resides in magical stasis in the palace of Queen Amlaruil. It is possibly the most powerful artifact on all of Abeir-Toril. The *tree of souls* holds the essences of many ancient elves who chose to stay on Toril, rather than join Corellon Larethian in Arvandor, allowing their souls to be used to rebuild the elven nation. It is being held in safety, looking forward to the day (possibly thousands of years distant) when the elves finally return to Faerûn.

If planted, the tree will instantly sprout into a gigantic (500-foot-tall), white-barked, oak-like tree with gleaming green and gold leaves. The tree itself will then act as a permanent *gate* to and from the island of Evermeet. It will allow the free casting of high magic without penalty within 100 miles. This radius will increase at a rate of one mile per year after the tree has been planted.

Once the *tree of souls* has been planted, however, it can never be moved again. For this reason, in anticipation of an eventual return to the mainland, Amlaruil and the leaders of the elves (those few who know of the tree's existence) do not wish to plant it on Evermeet.

Gods and Goddesses of Evermeet

The gods of the Seldarine play a vital role in the daily life of Evermeet. Corellon Larethian and the Seldarine deities are a constant presence on the isle and in the hearts and souls of its inhabitants. Every elf on Evermeet knows beyond doubt that should the lands of the elves be threatened, the gods will return to Toril to save their people.

The gods of the elves are described in *DMGR4*, *Monster Mythology*, and Rillifane Rallathil is described in both *Unearthed Arcana* and the March 1993 issue of *DRAGON® Magazine*. The following entries add new heroes and demigods to the Seldarine pantheon.

Elven Gods and Heroes

The Seldarine are not alone in their defense of the people of Evermeet. They are served by a secondary pantheon of demigods who carry out their will and engage in tasks too small or distracting for the gods themselves.

Elven history is also full of tales of heroes and heroines who battled impossible odds, risked horrible death or worse, and fought for their people.

Angharradh (Greater Godless)

The Silver elves worship and revere the three goddesses Sehanine, Aerdrie Faenya, and Hanali Celanil. Their worship of these deities is a bit different from the other elves, however, for the Ar-Tel'Quessir consider them to be separate aspects of a single greater deity known as Angharradh. This deity presents many different faces, depending upon circumstances. In spring and during harvest time she is a fertility goddess. She watches over the planting of crops, blesses births, and keeps the land green and growing. In wartime, she is a grim warrior deity who wields a red sword and mercilessly slays the enemies of the elves. When wisdom is required, Angharradh is a source of guidance and council.

The Gold elves really don't know what to make of Angharradh. Most consider her to be either a separate goddess, or a typical Silver elf misinterpretation of Sehanine Moonbow, consort to Corellon Larethian. They generally do not object to the Silver elves' veneration of the tripartite deity, however, and occasionally even pay her homage themselves. The Green elves do not worship Angharradh.

Whether Angharradh is truly a combination of the three other goddesses or a separate deity in her own right actually lies in the hearts of her individual worshippers, but her avatar has the following statistics.

Angharradh's Avatar (D25/W20): AC -3; MV 24; HD 25; hp 150; THAC0 3; #AT 2; Dmg 1d6 + 1 (flail); MR 70%; SZ 7'; Str 14; Dex 19; Con 19; Int 20; Wis 22; Cha 23

Spec. Att/Def: Angharradh's avatar is immune to all gaze and breath attacks. Her gaze can cause any mortal being to *sleep* for 1d6 days (no saving throw). Her flail can be used to shatter walls and buildings (as a *horn of blasting*), and causes 6d10 points of damage to chaotic evil opponents.

Avachel (Demigod)

Avachel was a chaotic good mercury dragon who ascended to join Erevan Ilesere, the shape-changing god of elven thieves, after helping a band of Green elves defeat an invasion by evil humans. Today, the dragon continues to serve Erevan Ilesere and is a tireless defender of Green elves wherever they are. He is a good-natured, impulsive deity, with a fondness for wandering Evermeet and other woodlands of Toril in the guise of a Silver or Green elf.

Avachel's Avatar (Mercury Dragon): AC -9; MV 15/Fl 36 (C)/Jp 3; hp 125; THAC0 2; #AT 3 + special; Dmg 2d4 (x2)/2d10; SA Breath weapon 24d8 + 12; MR 70%; AL CG; Int 14

Avachel has the abilities of a mercury dragon



great wyrm. When in human or elven form, Avachel fights with an enchanted staff that requires all who are hit by it to successfully save vs. spells or fall asleep.

Bear (lesser God)

Bear is one of the nature spirits worshipped by the Green elves. It is a powerful, fickle, but largely benevolent deity, whose roars are said to shake the earth during windstorms, and whose claws the elves claim carved the rivers and valleys of Evermeet.

Bear is often called upon while hunting or while foraging in the wilderness, and will also come to the aid of Green elf tribes who are threatened by their enemies.

Bear's Avatar (F16): AC 4; MV 12; HD 16; hp 90; THAC0 5; #AT 2; Dmg 1d12 (bite)/1d8 (claws); MR Nil; SZ 10'; Str 20; Dex 15; Con 18; Int 10; Wis 11; Cha 12

Spec. Att/Def: Bear's roar acts as a *power word, stun*.

Eagle (Intermediate God)

The great eagle spirit is worshipped by the Green elves and is identical to the American Indian deity Thunder, described in *Legends and Lore*.

Kethryllia Amarillis (Heroine)

Kethryllia almost always appears as a tall elven warrior with piercing gold eyes and flaming red hair. She is clad in bronze and silver scale mail and carries an enchanted spear. Her personality is much like Corellon Larethian's and Sehanine's. She is tender and caring toward the elven people, but at the same time stern and merciless toward their enemies. She and the kholiathra are often sent to protect the souls of departed elves during their journey to Arvandor, or to help guide elves on retreat toward Evermeet.

In life, Kethryllia was a famous heroine of the Silver elves. She fought many different foes of the elves, from orcs and Drow to yugoloth and evil sorcerers. Her lover, Anarallath, was a cleric of Labelas Enoreth, but ran afoul of the tanar'ri and was carried off to the Abyss by the nabassu Haeshkarr. Taking up her enchanted sword, *Dharasha*, Kethryllia set off for the Abyss. After many adventures, she reached the pit, where she battled both Haeshkarr and a horde of tanar'ri before finally rescuing Anarallath and fighting her way back to their home.

This was only one of dozens of epic adventures for the heroine, who is today revered as the greatest champion of the Silver elves.

Kethryllia Amarillis (F18): AC 0; MV 12; HD 18; hp 125; THAC0 3; #AT 2; Dmg 1d8 (broad sword) + 6; MR 10%; SZ 6'; Str 18(00); Dex 16; Con 16; Int 13; Wis 14; Cha 16

Spec Att/Def: Kethryllia wields the sword *Dharasha*, which functions as a *broad sword +4*, and instantly disintegrates any undead that it hits (saving throw allowed). The touch of *Dharasha* acts as a *cure serious wounds* spell upon any elf.

Khalreshaar (Demigoddess)

This female deity is unusual in that she was originally a human druid before being transported to Arvandor by the magic of the Sel-darine. A kindly woman and a dedicated friend to the elves, Khalreshaar was slain by soldiers of a local human warlord as she attempted to defend the elven woodlands from the encroachment of civilization.

Today, the kindly druidess appears as a waifish human female in druidic robes, with white flowers in her black hair. She delivers messages and does errands for the Leaflord when speed is of the essence.

Khalreshaar's Avatar (D15): AC 2; MV 12; HD 15; hp 70; THAC0 12; #AT 1; Dmg 1d4 + 1 (sickle)



or 2d4 (scythe); MR Nil; SZ 6'; Str 12; Dex 14; Con 17; Int 17; Wis 18; Cha 14

Spec. Att/Def: The touch of Khalreshaar's sickle can bring any dead plant back to life automatically. Once per day, she can *polymorph* any individual into a tree (saving throw vs. spells allowed). This last power is not always considered a bad thing by Rillifane Rallathil's worshippers, who often allow themselves to be so *polymorphed* for meditative purposes.

Lashrael and Felarathael (Demigods)

Corellon Larethian's primary servitors are identical twin spirits who resemble tall, shining, androgynous elves clad in gleaming white robes. They are most often seen delivering messages for Corellon Larethian in the various worlds and planes where his worshippers can be found, and are also dispatched to defend elves if they are threatened.

The two have distinctive personalities, however. Lashrael is given to emotional extremes. When delivering a message, Lashrael will speak with great conviction and, depending upon the message, enormous joy or sorrow. In battle, Lashrael is ferocious, neither asking nor giving quarter.

Felarathael, on the other hand, is the very image of rational detachment, treating all situations with logic and calm reason. Felarathael always speaks in a slow, measured, but immensely reassuring voice, and fights with unhurried skill.

Lashrael's and Felarathael's Avatars (F20/W16): AC 0; MV 18; HD 20; hp 125; THAC0 1; #AT 2; Dmg 1d8 (sword) + 8; MR 10%; AL CG; SZ 6'; Str 20; Dex 18; Con 18; Int 20; Wis 16; Cha 18

Special Att/Def: When Lashrael or Felarathael hit a victim in combat, they may inflict any one of the following effects in lieu of damage: vic-





tim *sleeps* (no saving throw), victim is randomly *teleported* 1d10 miles, victim is *polymorphed* into woodland animal, or victim suffers from amnesia.

Raven (lesser God)

This lesser god is worshipped by the Green elves and is identical to the American Indian deity described in *Legends and Lore*.

Shevarash (Demigod)

The Black Archer, the Night-Hunter, and the Arrow-Bringer are all titles of this most taciturn and violent of elven demigods. He was once a carefree hunter of the ancient Elven Court until his wife and children were slain by Drow during a raid on the surface. Grimly, Shevarash swore an oath to neither laugh nor smile until the Drow goddess Lolth and her foul followers were destroyed. It was a tall order, but for the remainder of his life, Shevarash became the Drow's deadliest nemesis, raiding their underground cities, slaying their priestesses, and destroying shrines to their foul gods, Lolth and Ghaunadaur (whom he also swore to destroy).

Shevarash was finally slain by a horde of myrlochar after killing the high priestess Darthiir'elgg Aleanrahel and six of her consorts. At this point, the outcast elven god Fenmarel Mestarine guided the elven warrior's soul to his palace in Limbo, and there awarded him demigod status. Since then, the Black Archer's reign of terror against the Drow has continued unabated, and his name is hated and feared in the cities of the Underdark. Shevarash has moderated his hatred toward the good-aligned Drow who worship Eilistraee, and will not kill them out of hand, but still dislikes them thoroughly.

Shevarash's Avatar (R16): AC -1; MV 12; HD 16; hp 90; THAC0 5; #AT 2; Dmg 1d8 (broad sword or longbow) + 6; MR Nil; SZ 6'; Str 17; Dex 18; Con 12; Int 12; Wis 10; Cha 15

Spec. Att/Def: Any arrow shot from Shevarash's longbow acts as an *arrow of slaying Drow*, but the arrow does not remain magical after it has been shot. His other weapon is a *broad sword* +3/+6 vs. Drow.

Spirits

The Green elves worship many different animal spirits. These spirits are identical to those described in the American Indian section of *Legends and Lore*.

Wolf (lesser God)

Wolf is a wild hunter god, often portrayed as a companion of Solonor Thelandira. He knows the ways of the forest and all the tricks of his quarry. Wolf is said to have taught the Green elves what animals to hunt and how to track them.

Wolf can make himself *invisible* at will and can *polymorph* into any woodland animal once per day. He can follow the tracks of any animal, regardless of how long ago the animal passed, and can summon a pack of 2d20 wild wolves once per week.

Wolf's Avatar (R15): AC 3; MV 18; HD 15; hp 50; THAC0 6; #AT 1; Dmg 1d8 (bite); MR Nil; SZ 6'; Str 16; Dex 16; Con 19; Int 15; Wis 14; Cha 13

Totemic Magic

The Silver elves also have a class of priestesses known as *totem-sisters*, who cast powerful spells in a manner quite different from ordinary priests, clerics, and shamans. Totemic magic is similar to runic magic, described in *HRI, Vikings Campaign Sourcebook*.

The totem-sister kit is fully described in Chapter 7, but the mechanics and procedures of totemic magic are included here. In the Green elf society only females practice this



form of magic, but it is entirely possible that other cultures exist where it is practiced only by men, or by both sexes equally.

Casting Totemic Magic

Totemic magic does not use spells as they are normally known. Instead, the totemic practitioner paints or inscribes an image that conveys spell-like powers upon anyone bearing that image.

Most totemic images take several hours to properly create, making such magic impractical for the average adventuring spellcaster who needs to have spells ready in a hurry. On the other hand, totemic inscriptions are powerful, and can be prepared in advance based upon anticipated situations.

Each image must be inscribed or drawn upon an appropriate surface. This can be done with a knife, paint, or other pigments. Once the image has been inscribed, the object will function in a manner as described. Some images have a time limit after which the image is still visible, but has lost all its power. Such images must be rescribed, a process that does not actually involve redrawing the image, but requires the same amount of time.

The following list describes several different totemic images, their powers, inscription times, and limitations. There is no level equivalent to totemic magic. The images are learned as the user gains experience, and as new images are encountered or created. New totemic images can be designed by characters, with statistics assigned by the DM. Several of the following images duplicate the powers of magic runes in *HR1*. Other runes in that book can be used as guidelines for future development of totemic symbols.

The following format is used for the presentation of totemic symbols.

Duration: This is the amount of time the symbol's power lasts, after which it must be rescribed. An image's duration may be cut

short if the symbol is damaged or removed. If the symbol is treated in this manner, its power is immediately lost and it must be rescribed. High-level rune-crafters are said to be able to create permanent symbols, but such abilities are rare.

Inscription Time: This is the amount of time the user must spend in the creation of the image. This time must be a continuous period without interruption, or the user must start over again.

Bear

Duration: 1 day

Inscription Time: 1 hour

This image can be inscribed upon an amulet, pendant, weapon, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to his or her Strength for the above duration.

Beast-Speaker

Duration: Permanent

Inscription Time: 1 day

An amulet, brooch, pendant, or other item with this symbol inscribed upon it enables the bearer to communicate with any one type of animal. The most common beasts chosen include horses, eagles, wolves, and bears. This object will not necessarily make the animal less hostile toward the bearer, nor will it increase the animal's intelligence. All conversations must be in terms which the animal can understand. One individual can carry as many as three such objects at one time.

Coyote

Duration: 1 day

Inscription Time: 2 hours

The image of the crafty Coyote, inscribed upon a weapon, amulet, or piece of clothing brings



bad luck to enemies. At the wearer's option, a given opponent may suffer -1 to hit, +1 to his or her AC, or -1 to all saving throws. The wearer must decide upon the effect for each opponent. The decision cannot be changed or revoked.

Dolphin

Duration: Permanent

Inscription Time: 1 week

This image is often carved or painted along the gunwales or masts of elven vessels. It provides a +15% bonus to all Seaworthiness checks. Many Dolphins may be inscribed, often in association with the Gull image, but multiple images do not increase the symbol's effectiveness.

Eagle

Duration: Special

Inscription Time: 1 hour

The sign of the Eagle increases the accuracy of a missile weapon. When inscribed on an arrow, quarrel, sling stone, or spear, an Eagle symbol improves the missile's chances to hit (not damage) by +1. This symbol cannot be inscribed upon a bow, crossbow, or other device intended for hurling a missile, but only on the missile itself. More than one Eagle image can be inscribed upon a missile. Two images have no further effect, but three images increases the bonus to +2 to hit. This is the maximum number of images allowed. The Eagle image may be used with the Shrike and Hawk images. As with the other symbols, once a missile with the Eagle image has been used, it loses all bonuses, and must be rescribed.

Firefly

Duration: Permanent

Inscription Time: 6 hours

This image can be carved upon a staff, wand, or amulet, and provides the equivalent of a clerical *continual light* spell.

Fox

Duration: 1 day

Inscription Time: 1 hour

When inscribed upon an amulet, a cloak, or a pair of gloves, the Fox symbol adds +10% to all thief skill rolls for image's duration.

Gull

Duration: Permanent

Inscription Time: 1 week

The totemic image of a gull can be carved or painted on the mast or tiller of an elven ship. It doubles a ship's base and emergency movement rates. Numerous Gulls are often inscribed on a ship, many times intertwined with Dolphins and other sea images, but multiple images cannot increase the symbol's effectiveness.

Hawk

Duration: Special

Inscription Time: 1 hour

When inscribed on an arrow, quarrel, spear, or other missile weapon, this symbol doubles the missile's range. As with the Eagle, it cannot be inscribed on a bow, crossbow, or the like but only on the missile itself. Once used, the symbol must be rescribed or it will not work again. Only one Hawk image can be inscribed on a missile at any one time. This symbol can be used with Eagle and Shrike images to increase accuracy and damage, but within the limitations listed under that symbol.



Horse

Duration: 1 day

Inscription Time: 1 hour



This image can be inscribed upon a pair of shoes, boots, or sandals. While bearing the rune, the user moves at double his or her normal rate.

Otter

Duration: 1 day

Inscription Time: 1 hour

The totemic image of an otter is often inscribed upon a small pendant or earring. It gives the bearer the ability to swim like an otter for the image's duration (SW 18), and remain submerged without the need to breathe for as long as five minutes at a time. Green elf hunters, spies, and scouts often use this image.

Owl

Duration: 1 day

Inscription Time: 1 hour

The bearer of this symbol, which can be inscribed upon a pendant, amulet, brooch, torc, or circlet, can see in total darkness without penalty for the above duration.

Salmon

Duration: Permanent

Inscription Time: 3 days

This symbol can be carved on the gunwales of a small boat. Like all boats, the vessel can then move downstream freely, but can also move upstream at half the current's rate, without the occupants having to row or expend any similar effort.

Shrike

Duration: Special

Inscription Time: 1 hour

A single Shrike symbol increases a missile's damage by +1. As with the Eagle and Hawk, it can only be inscribed on a missile (arrow, quar-

rel, spear, or dart), but not on a bow, crossbow, sling, or the like. Three Shrike symbols increase damage by +2. This is the maximum bonus, however. The Shrike image can be used with the Hawk and Eagle symbols, but like the other two, becomes useless once the missile has been released.

Tortoise

Duration: 1 week

Inscription Time: 1 day

The Tortoise symbol can be inscribed on a piece of armor, or on an amulet or pendant. Once inscribed, the symbol provides the wearer with -1 AC. Only one such symbol can be worn by an individual at any time.

Unicorn

Duration: Special

Inscription Time: 1 hour

This image is inscribed onto a stick, staff, or stone. When touched to a wounded individual, an object with this symbol acts as a *cure light wounds* spell. Once the symbol has been used, it must be rescribed. More than one of these symbols can be inscribed on an object. A stone can hold no more than four, a stick no more than six, and a staff no more than eight symbols. This limitation is based upon the size of the object and can be adjusted at the DM's discretion.

Whale

Duration: Permanent

Inscription Time: 1 week

Ships with this image carved into the strakes, gunwales, or ram do not need to make Seaworthiness checks if they ram another vessel. They cause 2d6 points of ramming damage per 20 cargo tons (to a maximum of 9d6) against living creatures.

Evermeet is one of the last lands the elves can truly call their own. Having been given Toril by Corellon Larethian himself, the Tel'Quessir have chosen to make their stand here and, if necessary, die rather than being forced from the world. Some claim that the power of the Seldarine defends the islands, but the elves prefer to rely on their own strength in arms. The defenses of Evermeet are the best in the Realms and its warriors the finest.

However, any battle that must be fought on the island is lost before it begins, according to elven thought. It means that an enemy has actually landed upon Evermeet's shores. The outer defenses, both magical and animal, are intended to keep enemies at bay and should any invader manage to get past them, it will be a terrible tragedy for Evermeet and its citizens.

Magical Defenses

For all the island's powerful military, the first line of defense is actually far away from Evermeet. Although the elves maintain themselves in a constant state of readiness to repel invaders, no enemy has threatened Evermeet's shores in centuries.

The reason for this is Evermeet's vast and intricate magical defenses, many created by the magic of Corellon Larethian and the Seldarine. Only the most daring ship, crewed by the most skillful sailors, can hope to sail within sight of the Green Isle, and even then ship and crew will face terrible dangers and substantial defenses. These defenses are described in the order that they are likely to be encountered.

Illusions: Illusory islands, shoals, reefs, and other apparent hazards fill the waters around Evermeet. The most cunning illusion, however, was woven by Sehanine Moonbow herself. This illusion disguises the entire island of Evermeet from non-elven eyes, making the Green Isle appear to be nothing more than an empty stretch of ocean.

These illusions are very powerful. All rolls to

disbelieve any of Evermeet's illusions are at a penalty of -10. Often, even those who successfully disbelieve the elven illusions are considered mad or feverish by their fellows, who see nothing but empty sea or deadly rocks. The waters around Evermeet are notorious for this reason and are often avoided.

Weather Patterns: For her part in the protection of the sacred island, Aerdrie Faenya, goddess of air and weather, created an intricate pattern of defensive storms, winds, and currents that automatically carry away any vessel that ventures too close. Not surprisingly, elven vessels are immune to these effects. Sailing through these barriers requires an Intelligence (or, if you are using proficiencies, Seamanship) check each hour for 2d4 hours. The first roll is normal, but all following rolls are at a cumulative -1 penalty each.

If a check fails, the ship has been carried away from Evermeet, and the entire process must start over again. If any of the rolls is a natural 20, then the ship has sustained damage. Subtract 5% from its Seaworthiness.

Cyclones: Beyond the relatively benign weather patterns of Evermeet lie the cyclones, a deadly barrier that few ships can survive. When a ship enters the cyclone region, a fierce wind suddenly springs up, whipping the water into an angry froth. Within minutes, the swirling wind has raised numerous massive waterspouts from the surface, rising like great gray columns to surround the intruding vessel.

Every turn that the ship is sailing through the cyclones, the vessel's pilot must make an Intelligence or Seamanship check. Failure indicates that the vessel has been caught by a waterspout and must make a Seaworthiness check. The Seaworthiness check is penalized by 5% times the amount by which the Intelligence or Seamanship roll was missed. If the Seaworthiness check is failed, the ship is considered destroyed.

The DM can determine how many rolls are necessary or can roll 2d6 to obtain the number of turns that the ship remains in the cyclone region.



Reefs: Beyond the cyclone barrier is a maze of coral reefs, shoals, and shallows, which regularly change magically. The safe course through these reefs is known only to the Sea elves and a select handful of elven pilots. Without intimate knowledge of the reefs and their hazards, a non-elven-crewed ship would surely run aground, be smashed in, or be hopelessly becalmed.

Each turn that a vessel maneuvers through the reefs, an Intelligence or Seamanship check at a -3 penalty is required. The checks occur for 3d6 turns. Failure indicates that the ship has run aground. A natural 20 indicates that the ship has been damaged and is taking on water.

Grounded ships can be hauled off the reefs, but this requires a Seaworthiness check. If the check fails, the ship's hull has been breached and it has begun to sink.

Teleportation: Queen Amlaruil herself controls the most powerful of the spells that defend Evermeet, an ability granted her by Corellon Larethian himself. At will, the queen can automatically *teleport* any ship or flying vessel that approaches within five miles of the island. *Teleported* ships are instantly sent 20d20 miles in a random direction.

Amlaruil's *teleportation* ability is impressive, but it has limitations. She can only use the power three times per day, and it cannot be used on targets below the surface of the ocean or underground. While potent, the *teleportation* is of limited use against a determined enemy with dozens of ships, or an enemy attacking from underwater or underground.

On occasion, the *teleportation* ability might fling a ship even farther away, or open up gates to other planes or worlds. This might make a good plot device through which PCs can reach distant regions of Toril, or even be transported to another AD&D® game setting such as Krynn, Athas, or the SPELLJAMMER® campaign setting.

The Warders: The seas immediately surrounding Evermeet are patrolled by a variety of giant oceanic creatures, all magically compelled

to defend the island. No one knows exactly how many warders exist, or their exact nature, but it is known that at least one dragon turtle, leviathan, and kraken defend the isle.

Navy

Queen Amlaruil's navy is acknowledged as the finest in the Forgotten Realms. Her ships include fast attack catamarans (often carried by larger warships), graceful swanships, and clinker-built dragonships similar to the raiding longships of the Moonshae Norlanders. Largest and most powerful of the elven armada are the armored wardragons, capable of smashing the most powerful human-crewed vessels to kindling.

The following are statistics for major elven warships. They use the statistical form originally listed in FOR3 *Pirates of the Fallen Stars*, but the following statistics alone can be used with the Ocean Voyaging rules from the DMG: Base Movement, Emergency Move, Seaworthiness, Cargo, and Length.

Catamaran

Cost: 2,500

Base Movement: 1/7

Emergency Move: 2/10

Crew: 10/20

Armor Rating: 8

Seaworthiness: 60%

Saving Throw: Thin wood

Power Type: Sail, oar

Cargo Tonnage: 5 tons

Keel Length: 30'

Beam Length: 5'/hull; 5'-10' overall

Standard Armament: 3 light ballistae (1 per hull)

Ram: Allowed

As many as three of these vessels can be carried on a single elven warship. They also patrol the seas near Evermeet. Their speed allows them to harass enemy vessels, and they are surprisingly maneuverable. Relatively light and fragile, catamarans are capable of long journeys, but



have little resistance to storms or rough seas (-10% Seaworthiness in rough weather).

Swanship

Cost: 40,000 (not normally for sale)
Base Movement: 4/2
Emergency Move: 8/4
Crew: 80/120
Armor Rating: 7
Seaworthiness: 80%
Saving Throw: Thick wood
Power Type: Sail, oar
Cargo Tonnage: 200 tons
Keel Length: 130 feet
Beam Length: 30 feet
Standard Armament: 4 large weapons
Ram: Allowed

These ships are broad and beautiful, with white bowsprits carved in the forms of swans. These vessels have large, striped sails emblazoned with the symbols of various noble houses and ancient kingdoms. Various elven shields line swanships' gunwales. The rudders, masts, oars, and spars are carved or brightly painted by Evermeet's craftsmen. Most swanships are also protected by elven totemic images. A swanship typically carries 20 marines, three heavy ballistae or catapults, and a fire projector.

Dragonship

Cost: 30,000
Base Movement: 3/6
Emergency Move: 4/12
Crew: 40/175
Armor Rating: 7
Seaworthiness: 70%
Saving Throw: Thick wood
Power Type: Sail, oar
Cargo Tonnage: 50 tons
Keel Length: 100 feet
Beam Length: 20 feet
Standard Armament: 1 large weapon
Ram: None

Elven dragonships are easily the equal of the Norlanders' raiders, and usually carry 10 marines and a heavy catapult. They are works of art, crafted of exotic hardwoods, carved with elven runes and totemic images. Sails are vast, colorful, carefully woven, and imbued with magical strength. Swift and powerful, dragonships can be used to fall upon enemy vessels from ambush or to carry elven warriors swiftly into battle.

Wardragon

Cost: 500,000 (not normally for sale)
Base Movement: 2/4
Emergency Move: 4/8
Crew: 200/1,000
Armor Rating: 5
Seaworthiness: 70%
Saving Throw: Thick wood
Power Type: Magic
Cargo Tonnage: 200 tons
Keel Length: 600 feet
Beam Length: 100 feet
Standard Armament: 10 large weapons
Ram: Allowed

Only four of these gigantic vessels exist, but that number is more than adequate for Evermeet's defense. Wardragons are long, armored vessels polished white with great, dragon-shaped bowsprits and substantial armament. Though huge and ponderous, wardragons have neither sails nor oars, moving magically through the water even when there is no wind. Each can carry as many as 1,000 elven warriors, as well as numerous flying creatures such as pegasi and giant eagles.

Aquatic Elves

The inhabitants of the seas surrounding Evermeet have long maintained good relations with Amlaruil and the elves of Evermeet. Since their own peace is inextricably linked to Evermeet's prosperity and continued isolation, the Aquatic



elves will not hesitate to assist if the island is threatened.

Attacking enemy ships from beneath, the Aquatic elves can wreak havoc upon any hostile fleet, boring holes, wrecking rudders, cutting anchor cables, and even venturing onto the surface. The Alu-Tel'Quessir's dolphin allies assist them in combat, as well.

Though potent against surface vessels, the Sea elves' major function is to battle enemies who attack Evermeet from beneath the waves, such as the evil scraggs and sahuagin of the surrounding seas, as well as crafty evil opponents who may use the oceans as a surreptitious route to the Green Isle.

Aquatic Elves: AC 6; MV 9/Sw 15; HD 1+1; THAC0 19; #AT 1 or 2; Dmg 1-8 (weapon); SA +1 to hit with spears and tridents; SD 90% resistant to *sleep* and *charm*; ML 13; XP 420

Dolphins: AC 5; MV 30; HD 2+2; THAC0 16; #AT 1; Dmg 2-8; SD Save as F4; ML 11; XP 65

Aerial Navy

Hidden in the fortress of Sumbrar is a squadron of aerial warships, another of the elves' carefully-hidden military secrets. These vessels incorporate high magic and spacefaring technology to create dangerous weapons of war.

Ruathimaer (Starwings)

Evermeet controls a flotilla of six of these wondrous vessels. They are of similar build to the graceful elven Man-o-War vessels that travel the crystal spheres, and might have been constructed by the elves of Realmspace.

Starwings are fully capable of interplanetary flight, but are generally kept close to home and their real mission—the defense of Evermeet. Crews are well-trained and, like the elven dragon riders, sworn to secrecy regarding the flotilla.

These vessels have the following SPELLJAMMER® game statistics:

Built By: Elves
Used Primarily By: Elves
Tonnage: 50 tons
Hull Points: 50
Crew: 10/50
Maneuverability Class: C
Landing—Land: No
Landing—Water: Yes
Armor Rating: 7
Saves As: Ceramic
Power Type: Major or minor helm
Ship's Rating: As for helmsman
Standard Armament:
 2 medium ballistae
 Crew: 2 each
 1 medium catapult
 Crew: 3
Cargo: 25 tons
Keel Length: 150'
Beam Length: 16'

Aerial Forces

Mounted on pegasi and giant eagles, elven aerial troops have the capability of assaulting enemy forces before they even come in sight of Evermeet, raining arrows and incendiaries down upon them and inflicting considerable damage before the battle has even begun. Aerial cavalry also escort the queen's flying navy into battle.

Eagle Riders

Wild and undisciplined Silver elf windriders and their mighty eagle mounts strike fear into Evermeet's enemies, but fill elven hearts with courage and pride. The bond between eagle and rider is virtually unbreakable, for an elven warrior is with his or her eagle almost from the moment of hatching, creating a close and empathic relationship that makes the isle's eagle riders among its bravest and most effective defenders.



The eagle riders are among the most flamboyant of the Silver elves, clad in bright colors, their long hair braided with feathers, ribbons, gems, and gleaming wire. Ceremonial tattoos and warpaint are common, and many affect a decidedly primitive look, appearing more like the savage Green elves than Teu-Tel'Quessir. The massive celebrations and live-for-the-moment philosophy of these elves is known and infamous throughout Evermeet.

Eagle Riders: AC 8; MV 12; HD 1+1; THAC0 19; #AT 1; Dmg 1-6 (light lance or short bow); SA +1 to hit with bow or sword; SD 90% resistant to *sleep* and *charm*; ML 15; XP 420

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

Pegasus Cavalry

The Gold elves favor these graceful, winged horses as flying mounts. These Ar-Tel'Quessir are far more quiet and reserved than the Silver elf eagle riders, preferring to wear conservative suits of plate, chain, or scale, occasionally decorating themselves with jewelry, circlets, or torcs.

Pegasi live with their elven riders in stables, or dwell on the heights of the Eagle Hills, visiting their riders on a regular basis. Should Evermeet be threatened, Queen Amlaruil can count on nearly 1,000 pegasi and their riders to rally to the islands defense.

Pegasus Riders: AC 8; MV 12; HD 2+2; THAC0 19; #AT 1; Dmg 1-6 (light lance or short bow); SA +1 to hit with bow or sword; SD 90% resistant to *sleep* and *charm*; ML 15; XP 420





Pegasi: AC 6; MV 24/F1 48; HD 4; THAC0 17; #AT 3; Dmg 1-8 (x2), 1-3; SA Dive, rear kick; ML 11; XP 175

Dragon Riders

One of Evermeet's best kept secrets is that a handful of the ancient dragons who once defended the isle still slumber beneath the fortress of Sumbrar, awaiting call to battle. Their riders, some of the oldest and most powerful elven warriors, are the only ones besides the queen who know of their existence, and they are sworn to secrecy. Most believe that these legendary warriors have long since passed from the world, and have no inkling that they still live.

A mere 12 dragons and their riders sleep beneath Sumbrar, but these are warriors and beasts who can deal devastating blows to even the most powerful outside army or fleet. Once they are awakened, it is likely that most can defend the isle only once, then pass on to Arvandor and union with the Seldarine. Therefore, Queen Amlaruil summons them only in the direst of emergencies, possibly only when the enemy is at the gates of her palace.

Dragon Riders: AC 3; MV 12; HD 12; THAC0 9; #AT 1; Dmg 1-8 (broad sword or bow); SA +1 to hit with bow or sword; SD 90% resistant to *sleep* and *charm*; AL CG or LG; ML 15; XP 420

Gold Dragons (3): AC -4; MV 12/F1 40/Jp 3/Sw 12; HD 23; THAC0 -11; #AT 3 + special; Dmg 1-10 (x2)/6-36; SA Spells, breath weapon (22d12 + 11), *polymorph self*; AL LG; ML 18; XP 19,000

Silver Dragons (4): AC -10; MV 9/F1 30/Jp 3; HD 22; THAC0 -2; #AT 3; Dmg 1-8 (x2)/5-30; SA Breath weapon (22d10 + 11); AL LG; ML 18; XP 19,000

Bronze Dragons (5): AC -2; MV 9/F1 30/Sw 12; HD 21; THAC0 1; #AT 3; Dmg 1-8 (x2)/4-24; SA

Breath weapon (22d8 + 11); AL LG; ML 17; XP 19,000

Evermeet's Army

Evermeet's army is small, but is one of the best-equipped and best-trained forces in all of Toril. Comparatively few elves actually serve in the isle's standing army. The remainder train for a time each year and are prepared to be called into action at a moment's notice.

Evermeet's warriors are drawn from all across the island. They vary from almost-naked Green elf archers and scouts, to heavily armored Gold elf knights mounted upon fully-barded moonhorses. The following statistics can be used for standard elven warriors and for those elite troops who defend the island.

Elf Warriors: AC 5-9; MV 12; HD 1+1; THAC0 19; #AT 1; Dmg 1-8 (broad sword), 1-6 (spear) or 1-8 (longbow); SA +1 to hit with bow or sword; SD 90% resistant to *sleep* and *charm*; ML 13; XP 420

Elite Warriors: AC 5; MV 9; HD 2+2; THAC0 18; #AT 1; Dmg 1-8 (broad sword or bow); SA +1 to hit with sword; SD 90% resistant to *sleep* and *charm*; ML 14; XP 420

Unicorn Riders

Amlaruil's unicorn riders are the most unusual of the land-based troops under her command. These female elven warriors, riding their mystical mounts, are a feared and respected part of the queen's army. Each year, elven warriors venture into Evermeet's forests, searching for unicorns who will agree to serve for a year.

Unicorn Riders: AC 5; MV 18; HD 1+1; THAC0 19; #AT 1; Dmg 1-6 (light lance or bow); SA Double damage when charging; SD 90% resistant to *sleep* and *charm*; ML 14; XP 420



Unicorns: AC 2; MV 18; HD 2; THAC0 18; #AT 1; Dmg 1-8 (broad sword or heavy lance); SA +1 to hit with bow or sword; SD 90% resistant to *sleep* and *charm*; ML 13; XP 650

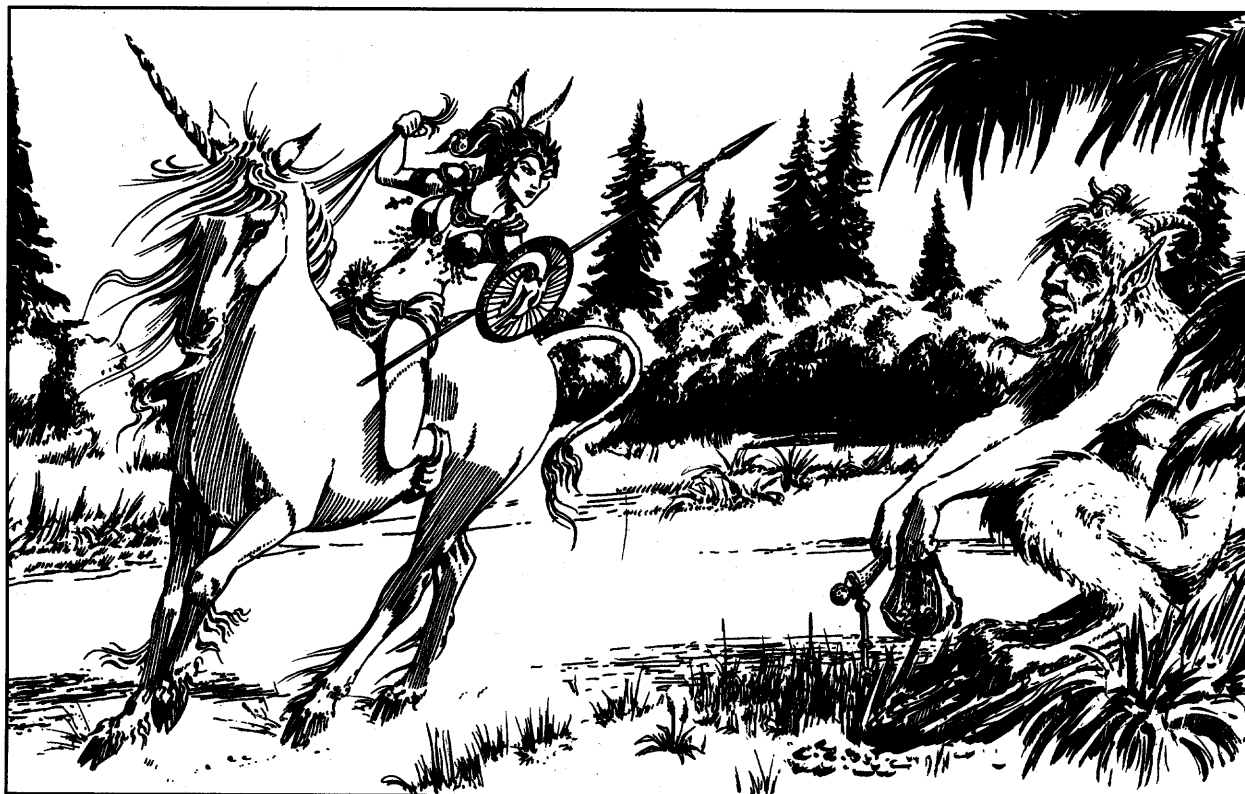
Allied Forces

Many different sylvan races inhabit Evermeet, sharing the land with their elven allies. The sylvan species have as much, if not more, interest in preserving the isle's freedom as the elves. While some species, such as the nymphs and fauns, are not numerous or warlike enough to defend the island, many others are, and will turn out in substantial numbers if invasion is ever threatened.

Baelnorns

Baelnorns are undead elves who continue to serve their people even beyond the limits of their normal life span. They may be called up to fight Evermeet's enemies. Several still exist on Evermeet, and are kept a closely-guarded secret, even from the elves themselves. Only Amlaruil and a select handful from her Council of Matrons know of the baelnorns' existence. They are fully described in the *Ruins of Myth Drannor* boxed set.

Baelnorns: AC 0; MV 9; HD 9+6; THAC0 11; #AT 1; Dmg 1-10 or by weapon; SA Spell use; SD +1 or better to hit; MR 50%; ML 20; XP 10,000





Centaurs

These human-horse hybrids roam the forests and fields of Evermeet and can fight ferociously. Ordinary centaurs may fight with swords or axes, or might be armed with bows or lances, increasing their effectiveness. Of all the sylvan races, centaurs are the most likely to fight alongside the elves in any given engagement.

Centaurs: AC 5; MV 18; HD 4; THAC0 17; #AT 3; Dmg 1-6 (x2) and weapon; ML 13; XP 175

Centaur Archers: AC 5; MV 18; HD 4; THAC0 17; #AT 3; Dmg 1-6 (x2), 1-8 (bow); ML 13; XP 175

Faerie Dragons

Their character is flighty, chaotic, and, frivolous, but faerie dragons under their Queen Tyssaklera will rally to Evermeet's banner should they be needed. As these creatures have little concept of strategy and tactics, invisible faerie dragons flit around battlefields, casting illusions, and breathing their euphoria gas upon enemy soldiers.

Faerie Dragons: AC 5 (1 when invisible); MV 6/Fl 24; HD 12 hit points; THAC0 17; #AT 1; Dmg 1-2; SA Breath weapon, spells; SD Invisibility; MR 48%; ML 11; XP 3,000

Pixies

These diminutive creatures will help the elves fight if the island is seriously threatened. Flying in squadrons of as many as 200 individuals, pixies will harass the enemy with spells and move about invisibly, often raiding the enemy from behind, attacking when the enemy's attention is focused upon elven opponents, destroying baggage, frightening horses, and spoiling supplies.

Pixies: AC 5; MV 6/Fl 12; HD 1/2; THAC0 20 (16 with bow); #AT 1; Dmg 1-2 (dagger) or 1-4 + 1

(bow); SA +4 to hit with bow, sleep poison; SD Invisibility; MR 25%; ML 11; XP 270

Reverend Ones

It is known that after departing the mortal world, elves journey to Arvandor to join Corellon Larethian and the Seldarine. There, most elves spend eternity in a paradise built for them by the gods. A few, however, agree to serve Corellon Larethian as a celestial army, coming to the aid of elves wherever they are threatened. These wondrous creatures are fully described in Chapter 9.

Reverend One: AC 2; MV 18/Fl 36; HD 8+3; THAC0 12; #AT 2; Dmg 1-10 and by weapon; SA Destroy undead; SD Light armor; MR 10%; ML 18; XP 3,000

Sprites

Normally quiet, shy, and non-violent, the sprites' hatred for all things evil and their undying loyalty and gratitude to Queen Amlaruil will drive them to swarm to her assistance in time of need. Like other sylvan species, sprites can become invisible at will, and attack with their small, sleep-envenomed arrows.

Sprites: AC 6; MV 9/Fl 18; HD 1; THAC0 19; #AT 1; Dmg 1-4 (dagger) or 1-3 (bow); SA Sleep poison; SD Invisibility; ML 11; XP 420

Treants

Since Evermeet and its forests are inseparable, the treants of the island are among its staunchest defenders. The treants of Evermeet are all very old and powerful. In any battle in forests one or more treants will accompany elven armies, and will fight with a +3 bonus to Morale.

Treant: AC 0; MV 12; HD 12; THAC0 9; #AT 2; Dmg 4-24 (x2); SA Animate trees; SD Never surprised; ML 16; XP 7,000

Evermeet is a place of legends, and those who live there are individuals of legendary stature. This chapter describes some of the most famous characters of Evermeet, their personalities, histories, and possessions. In the course of adventuring, player characters may encounter one or more of them. Elves will probably know of these characters, for most of them are famous in elven tales. Even humans and dwarves may have heard of them.

Many of the following NPCs are not even elves, for many other races inhabit the Green Island, and the Sad Queen has several non-elven allies who do her work back on the mainland.

Aerilaya

Green elf (D10): AC 8; MV 12; hp 40; THAC0 14; #AT 1; Dmg 1d8 + 1 (*scimitar* +1) or 1d4 (*sling*); AL CN(G); Str 12; Dex 11; Con 13; Int 14; Wis 17; Cha 15

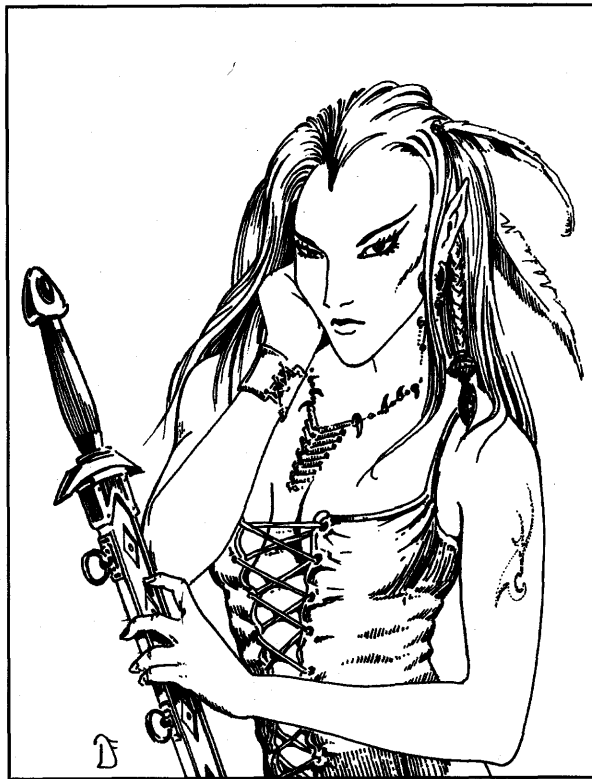
Weapon Proficiencies: Longbow, sling, scimitar

Nonweapon Proficiencies: Direction sense, fire-building, swimming, healing, herbalism

Spells: 4/4/3/3/2

Aerilaya, an independent and somewhat distant Green elf, wandered Faerûn for a time adventuring and promoting the worship of Rillifane Rallathil. After an unfortunate incident involving a Chauntean monk, an oak tree, and great quantities of ale, however, she journeyed to Evermeet, where she now serves the Green elves as priestess.

Aerilaya is tall, like most Green elves, but sturdy and surprisingly voluptuous, with long, dark hair usually worn in a single braid, twined with stones, feathers, and charms, and bound up by a copper headband engraved with oak leaves. Although she normally wears green druidic robes, she will wear hide armor in battle, and does not shun combat if she or her companions are threatened. She carries a staff of *swarming insects*.



Life on Evermeet has begun to wear on the normally adventurous Aerilaya, however, and she has begun to contemplate returning to Faerûn. Should this become the case, Amlaruil might want the druid to carry her *elfrune*, and act as another agent on the mainland. Aerilaya maintains a close relationship with Carreigh Macumail, although neither will admit exactly how close.

Lady Ahskahala Durothil

Windrider (F20): AC 2; MV 12; hp 105; THAC0 1; #AT 2; Dmg 1d8 (broad sword or longbow) or 1d8 + 1 (mounted lance); AL CG; Str 17; Dex 18; Con 15; Int 17; Wis 16; Cha 18

Weapon Proficiencies: Longbow (specialist), crossbow, dagger, horse lance, quarterstaff, spear, broad sword (specialist)

Nonweapon Proficiencies: Animal handling, riding (dragon), riding (horse), weather sense, animal lore, armorer, weaponsmithing



Lady Ahskahala is legendary on Evermeet for helping to turn back the land's enemies during the Green Island Dragonwar. It is not widely known, however, that she still lives, despite being more than 1,200 years old. She has survived long past the normal lifespan of an elf, preferring to slumber in the Eagle Hills along with the last surviving dragons. She lingers on in a semi-permanent state of reverie, freely communing with the Seldarine, attended by elite elven servants, to be awakened only in times of great need.

In battle, Lady Durothil rides the great wyrm, Haklashara, and wields the enchanted blade *Morvian*, a sword +4 that combines the functions of a sun blade, dragon slayer, and holy avenger. She wears a suit of plate mail of ethereality.

Lord Alinar Le'Quella

Elf (F13, Archer): AC 8; MV 12; hp 67; THAC0 8; #AT 2; Dmg 1d8 (*sword of dancing*), 1d8 (longbow); AL CG; Str 14; Dex 19; Con 15; Int 11; Wis 10; Cha 12

Weapon Proficiencies: Longbow (specialist), dagger, horse lance, spear, broad sword

Nonweapon Proficiencies: Animal handling, direction sense, leatherworking, animal lore, bowyer/fletcher, hunting, survival

The master archer of Evermeet is an outgoing, friendly Silver elf whose greatest passions are target shooting and hunting. Lord Alinar's style of hunting is rather unorthodox, however. His hunting arrows are all blunt, since he feels that tracking and locating his quarry is the real challenge, and all he really wants to do is prove that he can hit elusive quarry with his mighty (but non-enchanted) longbow. Not surprisingly, Alinar is a strict vegetarian.

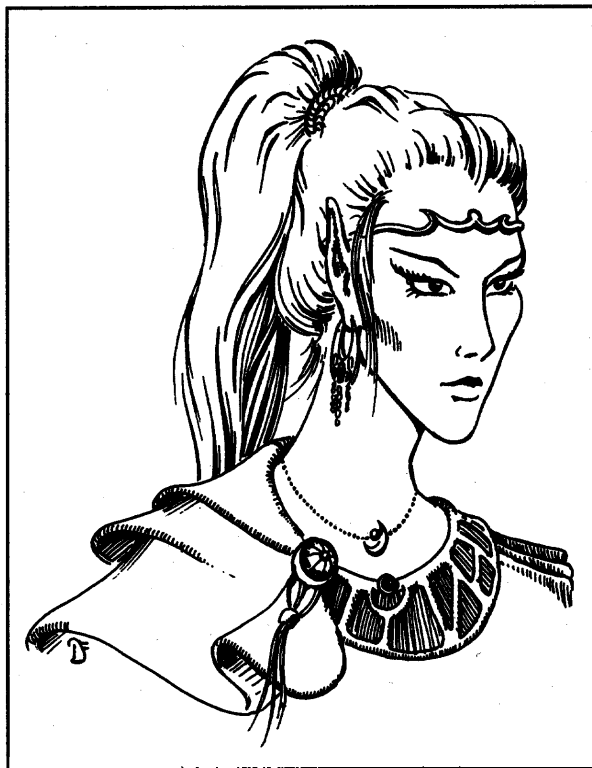
Alinar has an elfrune ring that allows *teleportation* to and from Evermeet. He is occasionally dispatched to the Realms on a mission for the Queen. When he serves Evermeet and the elven nation, Alinar's happy-go-lucky attitude is replaced by the mind of a cool professional who will allow no one and nothing to threaten his homeland.

Though he normally goes unarmed except for his longbow and blunt arrows, Alinar carries his enchanted *sword of dancing*, *Dragathil*, whenever he leaves the island. *Dragathil* is an extremely old blade and is said to have been used in the defense of Myth Drannor.

Queen Amlaruil Moonflower (The Sad Queen)

Elf (W20): AC 8; MV 12; hp 35; THAC0 14; #AT 1; Dmg 1d6 (staff); AL CG; Str 9; Dex 16; Con 13; Int 19; Wis 18; Cha 18

Weapon Proficiencies: Dagger, staff, broad sword, short sword



Nonweapon Proficiencies: Animal handling, dancing, etiquette, heraldry, riding (horse), ancient history, astrology, herbalism, reading/writing

Spells: 5/5/5/5/5/4/3/3/2

Tales of the Sad Queen are told, in much changed form, even as far away as the high court of distant Shou Lung. Many think of Amlaruil and her realm as a myth, but she is very real and, if possible, even more enchantingly beautiful and wise than the tales imply.

The queen stands six feet tall, with long red-gold hair, a slender, high-cheekboned face, and piercing blue eyes. She characteristically dresses in the gray clothes of mourning, sometimes with small white flowers in her hair. Over the years, her existence and essence have grown linked to both the island of Evermeet and the deific powers of the Seldarine. In many ways, Amlaruil desires to leave the pain and suffering of Toril

for the peace of Arvandor, but realizes that she is needed by her people. Truly, the queen lives half in one world and half in the other.

Queen Amlaruil is viewed with near-religious respect and affection by most elves. She has ruled Evermeet for more than 200 years, but for the past four decades she has had to do so without the support of her beloved husband Zaor, who was slain by an assassin in his own garden. The tragedy was complicated by the departure of her daughter Amnestria, who had loved the human adventurer Bran Skorlsun. Disgraced and saddened by her father's death, Amnestria took the name Z'Beryl. Her daughter, Arilyn, participated in the recent Elfshadow incident—wielding her mother's *moonblade*. Z'Beryl herself died tragically and never returned to her estranged people.

Since the tragic events of that year, Amlaruil's sorrow has been unabated and she rules with a quiet sadness, rarely smiling or laughing, and keeping mostly to herself in the silent hallways of her Moonstone Palace.

Amlaruil is more than 900 years old, quite venerable even for an elf of the Forgotten Realms. Her great longevity, undiminished beauty, high intelligence, and level of achievement as a wizard are all ascribed to her close relationship with Corellon Larethian and the Seldarine. Many elves claim that Amlaruil walks in the gardens and forests of Arvandor while the land sleeps or during reverie, and here she and Zaor may be together again, if only for a short time each night.

Whatever her true connection with the Seldarine is, Amlaruil will not say. What is known for certain is that she can cast the devastating and powerful High Magic spells with none of the ill effects described in Chapter 3. In addition, Amlaruil is the guardian of the three sacred Great Treasures: the *Chalice of Labelas*, the sword *Tahlshara*, and the *Crown of the Sun* (see Chapter 3 for more details about these items).

Amlaruil is no idle queen, either. Her network of agents and allies would be the envy of any



Faerûn monarch, and the magic of her *elfrunes* enables selected individuals to freely communicate with, or even travel to, Evermeet.

To the elves of Evermeet, Amlaruil is the embodiment of the island and her nation, and her power waxes and wanes with the strength of the elven people. In fact, this is not far from the truth. Amlaruil's strength comes from the island of Evermeet itself, and the power remaining here from the land's creation by Corellon Larethian. Should she ever leave, Amlaruil's powers will fade until she is the same as any other elf.

Carreigh Macumail

Human (F8, Buccaneer): AC 7; MV 12; hp 75; THAC0 13; #AT 3/2; Dmg 1d8 or 2d4 (bastard sword); AL CG; Str 18/91; Dex 15; Con 16; Int 13; Wis 9; Cha 15

Weapon Proficiencies: Crossbow, dagger, spear, bastard sword, trident

Nonweapon Proficiencies: Rope use, seamanship, swimming, weather sense, languages

Born in the Moonshaes, and a friend of the Green elf druid Aerilaya, Carreigh once made his living as a pirate in the Sea of Fallen Stars. He served as first mate to Captain Dalvar Corzon of Cormyr and commanded his own vessel for a time. Today, he commands the privateer *Mist-Walker*, a graceful ship carved with several elven totemic images and runes that improve its speed and seaworthiness considerably.

Captain Macumail is a human of enormous stature (6'8" and more than 300 lbs.), with bright blue eyes and long, curly blond hair. He is muscular and quite handsome. He is also a bit of a dandy, usually dressed in a kilt and a full-sleeved white shirt with extravagant ruffles at its collar and cuffs.

Carreigh is a kind-hearted man with a good sense of humor. He is used to most acquaintances assuming him to be considerably less intelligent than he actually is, and accepts this with relatively good grace. In reality, he is a

skilled sailor and a formidable warrior.

Because of his close relationship with the druidess Aerilaya, Carreigh has also become a good friend to Queen Amlaruil, who has given him an *elfrune*. She relies on his reports regarding naval activity along the Sword Coast. *Mist-Walker* is one of very few human-crewed ships allowed to enter Evermeet's waters without triggering the isle's magical defenses.

Elasha Evanara

Elf (C12): AC 10; MV 12; hp 36; THAC0 14; #AT 1; Dmg 1d4 (dagger); AL CG; Str 11; Dex 15; Con 12; Int 17; Wis 18; Cha 14

Weapon Proficiencies: Dagger, club, staff

Nonweapon Proficiencies: Artistic ability, etiquette, languages (modern), ancient history, healing, local history, reading/writing

Spells: 6/5/5/3/2/2

This cleric of Labelas is the librarian in charge of Queen Amlaruil's vast library. A great lover of knowledge and books, Elasha is a small Gold elf who nonetheless carries an aura of reassurance and calm wisdom. Over centuries of study and contemplation, Elasha has developed a deep understanding and love of the Seldarine and their teachings. The queen often turns to Elasha for guidance and comfort in her bereavement, and her librarian has become one of Amlaruil's true friends on Evermeet.

Gwyon Ironhoof

Centaur: AC 4; MV 18; HD 7; hp 48; THAC0 13; Dmg 1d8 (x2)/1d8 (broad sword or bow); AL CG

King Gwyon is ruler of all centaurs on Evermeet. He is an old, wise centaur, and an experienced warrior. He fought with the Mindulgulph mercenaries before coming to the island. In fact, his sojourn on Evermeet has left Gwyon somewhat bored and nostalgic for his old days of



adventure and battle. Evermeet's constant state of readiness is a good excuse for staying in training, but the king and his warriors occasionally lament that peace is somewhat dull.

Gwyon is a loyal and wise leader to his people and maintains good relations with the queen. He would like nothing more than to be given an *elfrune* and allowed to visit Faerûn as Amlaruil's agent, but he is too proud to ask her himself. For the time being, Gwyon keeps his wanderlust a secret, shared with only his most trusted warriors.

The king carries a very old *sword +1*, *luck blade*, and a *bow +1*.

Princess Ilyrana

Elf (C12): AC 6; MV 12; hp 58; THAC0 14; #AT 1; Dmg 1d6 (mace); AL CG; Str 12; Dex 16; Con 14; Int 15; Wis 17; Cha 17

Weapon Proficiencies: Longbow, dagger, mace, staff

Nonweapon Proficiencies: Agriculture, artistic ability, riding (horse), weaving, healing, herbalism, musical instrument, religion

Spells: 6/5/5/3/2/2

Amnestria was not the only child born to Zaor and Amlaruil. Their marriage was unusually prolific—they had a total of 13 offspring. Their eldest daughter is the one most often thought of as the queen's successor should anything happen to her. Ilyrana is unquestionably a wise and kind woman, but she has dedicated herself to the service of Angharradh and may not accept the throne if it is offered.

Ilyrana is a somewhat distant individual who has given her life up to her faith, and lives largely apart from her fellow elves, tending her temple deep in the woods of Evermeet. She has an aura of the divine about her. Some claim that she has inherited some of her mother's closeness to the Seldarine.

Ilyrana's hair is white tinged slightly with green, her skin is a pale blue-white, and her eyes change in shade from pale green to deep blue. Despite her quiet manner, Ilyrana is said to know much of the wisdom of the Seldarine, and is commonly consulted by elves in bereavement or those who are troubled and uncertain. She is greatly loved and respected throughout the island, and most elves would be happy to see her on the throne.

Karsel'lyn Lylyl-Lytherraias

Drow (C12): AC 7; MV 12; hp 50; THAC0 14; #AT 1; Dmg 1d10/2d6 (katana, one-handed/two-handed); AL CG; Str 11; Dex 13; Con 15; Int 15; Wis 17; Cha 15

Weapon Proficiencies: Crossbow, dagger, footman's flail, katana, short sword

Nonweapon Proficiencies: Dancing, etiquette, rope use, swimming, weaving, ancient history, herbalism, reading/writing

Spells: 6/5/5/3/2/2



This individual's presence on the isle of Evermeet is a secret shared only by her, the queen, and Laeroth Runemaster, the master high mage. Karsel'lyn is a priestess of the good Drow goddess, Eilistraee, and has in the past been one of Queen Amlaruil's best agents among the dark ones in the Realms. Now she is on Evermeet, discussing what would have been, until recently, thought impossible—the possibility that the Drow worshippers of Eilistraee would be allowed to follow the Retreat to Evermeet.

Lady Karsel'lyn Lylyl-Lytherraias is as graceful as her name, and is the perfect representative of the tiny group of Drow who have forsaken the evil and decadence of the lower realms and embraced the loving and naturistic worship of Eilistraee. In general outlook, she is much like a Silver elf. She is impulsive, chaotic, intense, flirtatious, and somewhat fickle.

Karsel'lyn faces an uphill struggle in her mission. Although Amlaruil values her as an agent



and a friend, she knows that the conservative Gold elves will never accept Drow on Evermeet. The Silver elves may be more inclined to at least consider the possibility that some Drow have turned away from the ways of the evil gods, but even they are suspicious.

Unknown to Lady Karsel'lyn, several Drow families have hired a Drow assassin named Mourn to hunt her down and kill her, thus ending any current moves toward reconciliation between the elves and the worshippers of Eilistraee.

Some observers have suggested that the Drow lady is a rival of the druidess Aerilaya for the affections of Captain Carreigh Macumail, but none of the principals in the matter have ever discussed it publicly.

Keryth Blackhelm

Elf (F13, Knight): AC 2; MV 12; hp 85; THAC0 8 (+1 because of Strength); #AT 2; Dmg 1d8 + 1 or 1d6 (+2 because of Strength); AL NG (lawful tendencies); Str 18; Dex 17; Con 16; Int 12; Wis 11; Cha 15

Weapon Proficiencies: Longbow (specialist), dagger, footman's mace, horse lance, morning star, spear (specialist), broad sword (specialist)

Nonweapon Proficiencies: Animal handling, etiquette, riding (horse), armor, blind-fighting, endurance, survival

The military leader of Evermeet's defense forces, Keryth Blackhelm is a grim, quiet Silver elf who is rarely seen out of his armor and his towering, black-lacquered enchanted helm. As the leader of a military force sworn to the defense of Evermeet and the queen, Keryth is considerably less chaotic than his fellows, straying toward lawful behavior in many cases.

Keryth has lived on Evermeet for more than 400 years, serving its rulers in a wide variety of capacities. During his early life he was a street urchin in the human cities along the Lake of Dragons. Making his living as a petty thief,



Keryth grew up estranged from his people (his parents had both been slain at the siege of Myth Drannor). At age 200, he heard the call in the form of a prophetic dream from Corellon Larethian, in which the god called upon him to give up his lawless ways and serve his people. Keryth then turned to adventuring, turning what treasure he earned over to less fortunate elves, helping them to make the passage to Evermeet.

At 400, Keryth himself made the pilgrimage to Evermeet, there to become a warrior in the island's defense forces. He continues in this capacity, his loyalty and love for his people undiminished. The continued foolishness and violence of other races has made him somewhat prejudiced against non-elves. He still likes half-ings, but only barely tolerates humans and dwarves. He will not act dishonorably under any circumstances, though.

Keryth rides the moon-horse Sundancer, and carries the spear *Khormalashalal*. His infamous black helm acts as a permanent *anti-magic shell* and allows its wearer to regenerate 1 hit point per round, and his silver-blue *shield* +2 carries Queen Amlaruil's personal sigil, granting continuous *protection from evil* and *prayer* effects.

Laeroth Runemaster

Elf (M24): AC 9; MV 12; hp 30; THAC0 13; #AT 1; Dmg 1d10 (staff); AL LG; Str 11; Dex 16; Con 13; Int 19; Wis 18; Cha 14

Weapon Proficiencies: Dagger, staff, spear

Nonweapon Proficiencies: Artistic ability, etiquette, heraldry, riding (horse), seamanship, singing, ancient history, astrology, herbalism, reading/writing, religion, spellcraft

Spells: 5/5/5/5/5/4/3/2

The master of the high magi is very old. Like Amlaruil, he seems to have exceeded the normal lifespan of an elf, choosing to stay on Toril and serve his people rather than join Corellon Larethian.

Laeroth the mage has dark blond hair. He is

tall, his face even narrower, and his eyes even more heavily slanted than those of an ordinary elf. His appearance is so far removed from other elves as to be almost completely alien. Many believe that this is how all elves who stay on the prime material plane past their normal lifespan come to look.

The high mage's true age shows in his eyes, whose black depths are those of an ancient being. He has inherited much of the wisdom and many of the memories of the high magi who came before him. The realization of the terrible responsibilities he carries has taken a toll on him, making him purposeful and silent, performing his duties with limitless patience and loyalty.

Prince Lamruil

Elf (F10): AC 3; MV 12; hp 75; THAC0 11; #AT 3/2; Dmg 1d8 (+1 because of strength); AL CG;





Str 17; Dex 15; Con 15; Int 13; Wis 12; Cha 16

Weapon Proficiencies: Longbow, dagger, footman's flail, horse lance, broad sword (specialist), spear

Nonweapon Proficiencies: Animal handling, blacksmithing, armorer, bowyer/fletcher, gaming, weaponsmithing

Amlaruil's youngest child is only 95, a wet-behind-the-ears youngster by elven standards. He is not nearly as experienced as his sister or mother, but is the only other known remaining issue of Amlaruil's bloodline. If Amlaruil were to die or ascend to Arvandor, and Ilyrana were to refuse the throne, the high magi would be placed in the position of passing over Lamruil and choosing another elf (possibly one of their own number) or allowing an inexperienced king to sit on the throne at a time of crisis.

Lamruil spent a good deal of his early life adventuring in Faerûn, going as far east as Semphar and Raurin, and gaining considerable experience and understanding of the lands of humans. He is a striking elf, with black hair and piercing blue eyes, and customarily carries the sword *Halakashara*, an ancient elven blade he obtained while adventuring in Myth Drannor. He is quite outgoing and somewhat frivolous and has a fondness for humans.

Lysanthir Ahmaquissar

Elf (F11/T11): AC 6; MV 12; hp 46; THAC0 10; #AT 3/2; Dmg 1d8 (scimitar); AL CN (G); Str 15; Dex 17; Con 13; Int 12; Wis 8; Cha 18

Weapon Proficiencies: Dagger, longbow (specialist), scimitar, spear, trident

Nonweapon Proficiencies: Ancient history, blind-fighting, armorer, gaming

The master of the undisciplined House Ahmaquissar is a handsome, gray-haired Silver elf with a quick wit and sharp temper. He is a good-hearted elf, but his disorganized manner and outlook have brought his family some financial

difficulties in the past. A recent agreement by which Carreigh Macumail and his crew began to transport elven goods to Waterdeep through Mirt the Moneylender has eased Ahmaquissar's financial crunch somewhat, but Lysanthir continues to live close to the bone.

Despite his dissolute ways, Lysanthir is a loyal servant of the queen, and never allows his house to grow lax in its service to the crown. He is an outstanding warrior and enjoys a good scrap, often serving on board elven ships as a marine simply for the experience of adventure and battle.

Marikoth Korianthil

Elf (F12, Knight): AC 2; MV 12; hp 76; THAC0 9; #AT 2; Dmg 1d8 (broad sword) or 1d8 + 1 (*heavy horse lance* +3); AL CG; Str 17; Dex 16; Con 13; Int 12; Wis 11; Cha 15

Weapon Proficiencies: Longbow, dagger, horseman's flail, horse lance, quarterstaff, spear, broad sword

Nonweapon Proficiencies: Riding (horse), armorer, endurance, tracking

Dubbed "bravest of the brave" by the queen, this leader of her knights is second only to Keryth Blackhelm in command of Evermeet's armies. For centuries before his arrival on the island, Sir Marikoth fought ceaselessly for the elven communities of the Faerûn. Today, he is a quiet, silver-haired elf with deep set eyes and an expression of continual wariness. He carries a *heavy horse lance* +3 and a *vorpal sword*. Marikoth wears elven plate mail, and a *helm of valor* (see *The Complete Book of Elves* for information about this item).

Mourn

Drow (Rogue, Level 12): AC 7; MV 12; hp 40; THAC0 9; #AT 1; Dmg 1d8 (rapier) or 1d4 + poison (dagger); AL CE; Str 15; Dex 16; Con 14; Int 16; Wis 11; Cha 11



Weapon Proficiencies: Blowgun, short bow, crossbow, dagger, rapier

Nonweapon Proficiencies: Blind fighting, disguise, forgery, gaming, tumbling

Mourn is the sole survivor of a Drow house that had the misfortune to attempt the destruction of a rival household and fail. He was spared when he agreed to give up his name and serve other Drow houses as an assassin.

The Drow took to his new life with relative relish, disposing of renegade Drow and troublesome non-Drow enemies, roaming the land, moving by night, becoming a master of disguise and stealth. His true appearance is striking. He is a tall, handsome Drow with long white hair, often clad in black scale armor.

Mourn's current assignment is a difficult one. He must assassinate Lady Karsel'lyn Lylyl-Lytherraias, ambassador to Evermeet from the worshippers of the good Drow goddess, Eilistraee. Currently, Karsel'lyn is still on Evermeet, beyond the reach of Mourn's poisoned dagger. Unbeknownst to the Drow lady and her elven hosts, the assassin lies in wait, preparing for the moment that she leaves the island and comes within reach.

Rennyn Aelorothi

Elf (F9/W9/T9, Infiltrator): AC 4; MV 12; hp 54; THAC0 12; #AT 3/2; Dmg 1d6 (spear); AL CG; Str 14; Dex 17; Con 12; Int 16; Wis 11; Cha 12

Weapon Proficiencies: Longbow, dagger, spear, broad sword, trident, warhammer

Nonweapon Proficiencies: Blind fighting, juggling, bowyer/fletcher, herbalism, spellcraft

Spells: 4/3/3/2/1

Rennyn is one of Amlaruil's most skillful spies. He is a handsome Gold elf with a typically frosty personality. Rennyn is only too capable of feigning interest and friendship in order to get close to a mark or subject, but his true nature is a rather distant and insular one.

He is often sent on missions to the mainland, where he enjoys masquerading as an elven minstrel, conjurer, or other entertainer. Rennyn is also capable of changing his appearance through the use of magic, and is rarely seen in the same guise twice.

Lady Ryllae Windwalker

Elf (F13/W13): AC 5; MV 12; hp 50; THAC0 8; #AT 2; Dmg 1d8 (+1 because of Strength); AL CG; STR 16; Dex 14; Con 14; Int 17; Wis 13; Cha 14

Weapon Proficiencies: Longbow, heavy crossbow, harpoon, knife, morning star, spear, broad sword (specialist)

Nonweapon Proficiencies: Direction sense, seamanship, swimming, weather sense, ancient history, astrology, navigation

Spells: 5/5/5/4/4/2

Lady Windwalker commands Evermeet's navy. An experienced sailor, warrior, and wizard with no small amount of skill, she is one of the most accomplished elves on the island. She is highly outspoken and surprisingly free with her emotions for a Gold elf. Ryllae's green eyes and red-gold hair reflect a spirit as tempestuous and stormy as the seas that she sails.

Many suspect that Lady Ryllae counts a sea elf ancestor or two, for her love of the sea is strong. She seems ill at ease on land, preferring the roll of a deck beneath her booted feet. She rarely strays far from her flagship, *Dolphin*, and is never without her enchanted *cutlass* +3. She is known to have many friends among the aquatic elves and carries a pearl given to her by their ruler.

Dolphin ranges far and wide, patrolling the waters claimed by Evermeet. Although she usually sails well escorted by the swanships and other Evermeet vessels, Ryllae sometimes takes her ship out alone to sail beyond the Wave Rocks, even near to the shores of Moray and Gwynneth, where the sight of her shining white sails bearing the sigil of Queen Amlaruil is



counted an omen of rare fortune by the Ffolk.

Lady Ryllae is a restless elf. No one knows what she seeks when she sails, least of all her. But still she sails, proud and loyal to her queen and ever eager to take to the waves.

Shanyrria Alenuath

Elf (F12/W12, Bladesinger): AC 6; MV 12; hp 65; THAC0 9; #AT 2; Dmg 1d8 (broad sword); AL NG; Str 15; Dex 17; Con 15; Int 15; Wis 9; Cha 16

Weapon Proficiencies: Battleaxe, longbow, dagger, horse lance, broad sword, scimitar

Nonweapon Proficiencies: Armorer, blind-fighting, endurance, survival

Spells: 4/4/4/4/4/1

Shanyrria is a member of the exclusive group of fighter/mages known as the Bladesingers. An active defender of the elven nation and its people, she spends only short periods on Evermeet, periodically returning to the mainland to help the various scattered elves who still remain there. She is often found in Evereska as well, or off on a mission against the followers of Cyric or the agents of Zhentil Keep.

Shanyrria is an unusual-looking Silver elf, with reddish hair and golden-brown eyes. Some claim she has some human ancestry, but Shanyrria denies it. She wears especially wild and exotic warpaint and a long tail of feathers and stone beads in her hair.

She is vivacious and outgoing, and enjoys outdoor activities such as fishing, hunting, and swimming in the lakes and rivers of the island. Shanyrria spends much of her time alone in the woods. She is good friends with a tribe of centaurs.

Lord Sharian Korianthil

Elf (F15, Windrider): AC 9; MV 12; hp 68; THAC0 6; #AT 2; Dmg 1d8 (broad sword or longbow); AL CG; Str 15; Dex 17; Con 17; Int 13; Wis 9; Cha 13

Weapon Proficiencies: Battle axe, longbow, crossbow, dagger, spear, sling, broad sword, scimitar, trident

Nonweapon Proficiencies: Animal handling, riding (eagle), riding (horse), hunting, running

Evermeet's chief eagle rider is considered slightly crazed by the isle's other inhabitants. He is a handsome Silver elf, decorated with wild tattoos and often feathers and warpaint.

Mounted on his eagle, Verronthar, Lord Sharian is infamous for his near-suicidal maneuvers, eagle-back acrobatics, and intricate weapon displays. His exploits on land are no less impressive, including wild celebrations with sylvan races, drinking contests, passionate love affairs, and frequent brawls. Sharian seems to have a special fondness for antagonizing Gold elves.

Despite his madcap lifestyle, Sharian is known as a powerful warrior, fiercely loyal to the queen, and determined to defend the island at all costs. He and his eagle riders are one of the isle's most potent military forces. They constantly train and practice for the day when they are called to action.

Skalanis

Elf (R14): AC 8; MV 12; hp 87; THAC0 7; #AT 2; Dmg 1d8 (broad sword) or 1d6 (longbow); AL CG (neutral tendencies); Str 15; Dex 16; Con 15; Int 13; Wis 15; Cha 15

Weapon Proficiencies: Battleaxe, blowgun, light crossbow, longbow, dagger, spear, broad sword, scimitar

Nonweapon Proficiencies: Agriculture, direction sense, fire-building, fishing, weather sense, survival, herbalism

Spells: 3/2/2

This famous (some say infamous) champion of the Green elves roams the forests of Evermeet, shunning the company of both silver and Gold elves, acting as an advocate and spokesman for the various bands of Green elves who also dwell



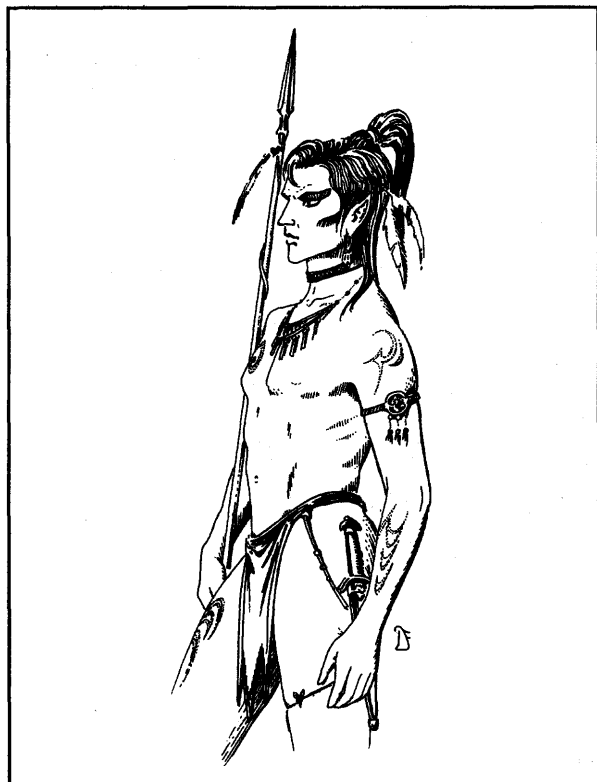
in the deep woods. He respects Amlaruil and obeys her wishes, but he has so far refused to acknowledge her as queen of all elvenkind.

Skalanis is ruggedly handsome, with shaggy black hair and high cheekbones. His face bears a long, white scar—a souvenir from an old encounter with an owlbear back on the mainland. His eyes are jet black, but with silvery highlights. Skalanis carries a *bow* +3 and the arrow *Whitewing*, which is a permanent *arrow* +3. Skalanis uses *Whitewing* only when it is sorely needed and has always retrieved it.

Tanyl Evanara

Elf (F14/W14, War Wizard): AC 7; MV 12; hp 60; THAC0 8; #AT 2; Dmg 1d8 (broad sword); AL CG; Str 15; Dex 14; Con 13; Int 18; Wis 14; Cha 11

Weapon Proficiencies: Longbow, dagger, horseman's flail, horse lance, sling, spear, broad sword, trident



Nonweapon Proficiencies: Bowyer/fletcher, navigation, running, tracking, herbalism

Spells: 5/5/5/4/4/2/1

Tanyl is the chief war wizard of the Tower of the Sun. As a fighter/magic user he is unparalleled on the island, and his dedication to Evermeet's defense is legendary. He has developed several new spells to aid the elves against potential invaders, and is particularly skilled in the spells of a military nature.

Tall and slender, even for an elf, Tanyl is a striking figure in his suit of enchanted mail and his gleaming dragon helm. His sword, *Tanduras*, acts as a *sword of life stealing* against opponents of evil alignment, and his *ring of spell turning* helps him resist hostile magic.

Tyssaklera

Faerie Dragon (great wyrm): AC 5 (1 when invisible); MV 6/F1 24 (A); hp 24; THAC0 17; #AT 1; Dmg 1d2; SA Breath weapon, spells; SD Invisibility; MR 96%; AL CG

Spells: 5/5/5/5/5/3/2/1

Tyssaklera is the queen of all the faerie dragons in the Forgotten Realms—or so she says. Those back on the mainland might not even know her name. She may well be the oldest faerie dragon on Toril. She is so old, in fact, that she herself has forgotten her exact age. She is pure black, although her wings shimmer with rainbow colors and bright patterns. She is somewhat more serious than others of her kind, having gained the sort of wisdom possible only with great age. This does not mean that Tyssaklera does not enjoy a good prank once in a while, but she does turn her thoughts occasionally to serious matters, like the health of Evermeet and maintaining good relations with Queen Amlaruil.

The faerie dragon queen lives in a massive oak near the Farmeadows and is attended by a court of a dozen others of her kind of varying



ages. She maintains a small hoard of treasure, more out of respect for tradition than anything else. The treasure is rumored to contain an ancient elven artifact.

Lady Verrona Eroth

Elf (F12): AC 7; MV 12; hp 50; THAC0 9; #AT 3/2; Dmg 1d8 (broad sword) or 1d6 (light horse lance); AL CG; Str 15; Dex 15; Con 12; Int 14; Wis 16; Cha 15

Weapon Proficiencies: Longbow, dagger, horseman's flail, horse lance, quarterstaff, spear, broad sword

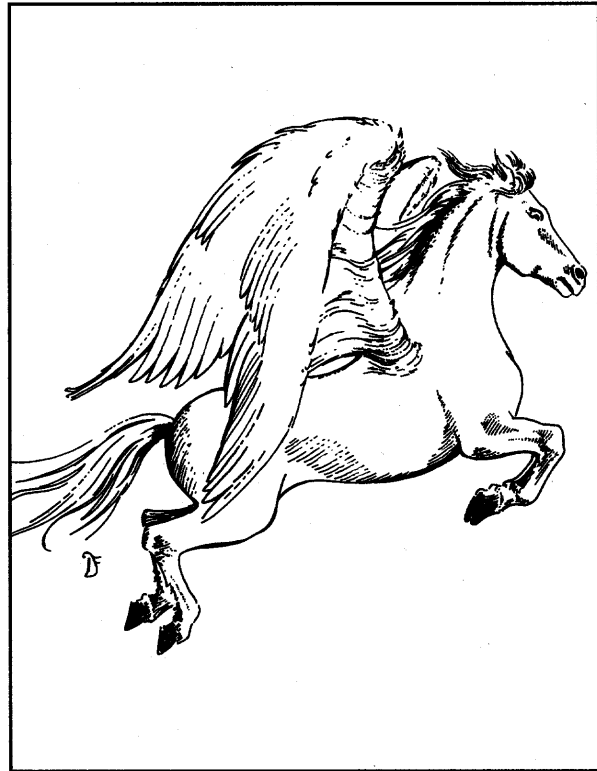
Nonweapon Proficiencies: Riding (horse), animal lore, hunting, survival, tracking

Lady Verrona commands Evermeet's unicorn cavalry. She is a quiet and reserved woman, known throughout the island as an outstanding warrior and talented unit commander. She serves loyally, but often her heart does not seem to be in her work. She professes a dislike of violence and says that she constantly prays to the Seldarine, asking that Evermeet be left in peace. More than any other elf, it seems, Verrona realizes what devastation an invasion of Evermeet could bring and sincerely hopes that it never happens.

Yathagera, the Winged Queen

Pegasus Demigoddess: AC 1; MV 24/Fl 48; hp 50; THAC0 10; #AT 3; Dmg 1d8 (x2)/1d10; AL CG; Str 20; Dex 16; Con 18; Int 15; Wis 16; Cha 17
Spells: 4/4/4/4/4/1 (wizard)

Yathagera is the ruler of the pegasi of Evermeet and, nominally, of the unicorns, who respect her but usually pay her little mind. While she appears as a magnificent Pegasus with a



rich silver mane and shimmering, rainbow-hued wings, Yathagera is actually a daughter of Eachthighern, god of unicorns and pegasi. She is a demigoddess bound to Toril and the Prime Material plane.

Although Yathagera has no priesthood, she has several special abilities beyond those of a normal Pegasus. In addition to her enhanced abilities, Yathagera can cast spells as an 18th-level cleric, and may *cure serious wounds* three times per day. She also *regenerates* lost hit points at a rate of 1 per round, even after she has been reduced to 0 or less. She can also *polymorph* at will into the shape of a shapely, horse-headed elven female. This is the form in which she usually deals with the elves.

Evermeet is inhabited by elves of every description. This chapter discusses some of the many different subraces and kits of elves who live on the island, and provides guidelines for role-playing them. Several were originally included in *The Complete Book of Elves*, and so are discussed in general terms only. Other kits, such as the elven knights, are described in detail here.

Elven Subraces

Four of the five subraces inhabit Evermeet. They include the Gold, Silver, Green, and Sea elves. Although the major subraces can be played using the standard racial adjustments described in the *Player's Handbook*, the following information provides guidelines for individualizing each subrace. In addition, information on developing Sea elf player characters is also given.

Gold Elves

Toril's Gold elves resemble that subrace known on other worlds (and described in *The Complete Book of Elves*) as Gray elves. This sometimes causes confusion among visitors to Toril, for the land's Silver elves are also sometimes called Gray elves, so the terms Gold and Silver are used throughout this text. These elves receive the standard +1 bonus to Dexterity and -1 penalty to Constitution. Gold elves are natural horsemen, so they also receive an automatic +1 bonus to all riding proficiency rolls.

To outsiders, Gold elves seem insular and taciturn, rarely sharing their emotions. Many consider them haughty and arrogant. This may seem to be the case, but in reality, the Ar-Tel'Quessir are indeed emotional, sensitive beings with deep senses of mercy, justice, love, and sorrow. Unfortunately, few outsiders are trusted enough to witness Gold elves revealing their inner selves. Sometimes Gold elves feel close enough to non-elven friends or adventuring companions to share their feelings, but this is considered a great honor.

Gold elves are also obsessive perfectionists. This is not surprising, given their considerable lifespan. An individual Gold elf may spend years on a relatively simple project, and will never act in haste, or without long and careful consideration. Combat is an exception to this rule, for in this case, long and careful consideration can prove fatal.

Sliver Elves

The Silver elves, or Teu-Tel'Quessir, are also called Moon or Gray elves. In character, they are most like the high elves described in *The Complete Book of Elves*. Silver elf player characters can take the standard racial adjustments, or take a -1 penalty to Wisdom, rather than Constitution, to reflect their poorer judgment and hardier physique.

Silver elves are exuberant, outgoing, devil-may-care individuals with a ready sense of humor, a love of beauty and laughter, and the capability to instantly plunge into pits of despair and melancholy. The peaks and valleys of their emotions are enough to drive non-elves, and even on occasion, their Gold elf cousins, to distraction.

Green Elves

The Green (Wild) elves of Evermeet's woods can take the standard adjustments, or take a +1 bonus to Strength and -1 penalty to Wisdom instead.

Sy-Tel'Quessir are nature-worshippers who revere Rillifane and other naturalistic deities. Unlike other elven subraces, Green elves are allowed to become druid specialty priests.

Green elves tend to be loners. Even in the company of fellow adventurers they are known to disappear for long periods of time, pursuing the worship of their gods and the practice of personal rituals. It is unusual for Green elves to warm up to outsiders to the extent that they will be any more than coldly distant and polite.



Green elves under the influence of alcohol have been known to shed their haughty manner, however.

Sea Elves

Evermeet Sea elves gain a +1 bonus to Dexterity, but must take a -1 penalty to their Intelligence because of the limited nature of their undersea experience. While they do not receive a +1 bonus to hit with bows, they are given a +1 bonus on attacks with spears and tridents.

Sea elves must make a Constitution check every hour they are out of the water. The first roll is normal, but subsequent rolls receive a cumulative -1 penalty. If the roll fails, the Sea elf has collapsed and will die in 1d6 hours unless placed back in the water.

The Sea elves rarely venture out of water and so are not well known as adventurers. As their primary motivation is the defense of their homeland, a Sea elf player character must have very compelling reasons for adventuring.

Character Kits

Elves of every possible class and combination inhabit Evermeet. The following character kits are also available to elven PCs. Those published elsewhere are so noted, while new kits are described in detail. Some have suggested sub-races that are particularly appropriate to the kit, but these should not be considered restrictive. If you would like to play a Gold elf savage wizard, feel free to do so.

Warrior Kits

Archer

This kit is to be found in *The Complete Book of Elves*. Elven archers are especially common on Evermeet and many serve as scouts or guards. Silver elves are the most common archers, with Green elves numbering slightly fewer.

Barbarian

Many Green elves use this kit, originally described in *The Complete Fighter's Handbook*.

Beast-Rider

Elven cavalry warriors often take this kit, detailed in *The Complete Fighter's Handbook*. However, also see the Windrider kit in *The Complete Book of Elves* and the Unicorn Rider kit in this book. The ancient dragon-riders of Evermeet are also beast-riders.

Elven Knight

Description: Only the finest Gold elven warriors are chosen as knights, the elite defenders of Evermeet. Resplendent in shining elven plate, mounted upon proud, barded moon horses, armed with tall, white lances and enchanted elven long swords, the elven knights are a small but invincible handful of defenders, each worth a dozen ordinary warriors.

By tradition, elven knights are Gold elves, although membership has sometimes been offered to those of other subraces. One legend claims that centuries ago, the knights of the Elven Court at Myth Drannor offered a knighthood to the human Sha'Quessir Mirabella, but this is dismissed as a fable.

Elven knights must be of good alignment, and must have the following minimum attributes: Strength 14, Dexterity 16, Constitution 15, Wisdom 12.

Role: The knights are among the leading defenders of the island. Their secondary role is as personal defenders of the queen. Most knights must remain on Evermeet, available for muster at the queen's orders, but some adventure on the mainland, keeping contact with Amlaruil through the use of *elfrunes*.

Weapon Proficiencies: Required: lance (any, player choice), sword (any, player choice), long-bow. Recommended: battle axe, dagger, javelin.



Nonweapon Proficiencies: Bonus proficiencies: riding (land-based, horse), heraldry. Recommended proficiencies: animal handling, animal training, etiquette (general), endurance, armorer, gaming (warrior).

Equipment: Elven knights must start play with one sword and must purchase a suit of elven chain or elven plate when they can afford to.

Special Benefits: Knights receive +1 bonus to hit with a mounted lance, and an additional +1 bonus with bow and sword for every three levels they gain. This is in addition to normal elven bonuses with these weapons. They receive an additional +1 bonus to hit all Drow.

All elven knights begin play with a moonhorse mount (see Chapter 9).

Elven knights receive a +4 bonus to reaction rolls from all elves.

Special Hindrances: Elven knights must follow a code of honor in the same manner as the Cavalier kit (see *The Complete Fighter's Handbook*). They must defend any elf they see in need and must fight any orcs, goblins, Drow, giants, or other evil creatures whom they encounter.

Most elven knights retain a prejudicial dislike for dwarves and will, at best, only tolerate dwarves in their presence.

Wealth Options: Elven knights receive the standard fighter's starting wealth of 5d4x10 gp.

Savage

Particularly primitive Green elven warriors take this kit, described in *The Complete Fighter's Handbook*.

Swashbuckler

Silver elves are naturally attracted to this kit, detailed in *The Complete Fighter's Handbook*. Swashbucklers' heroic personae and carefree ways suit the Teu-Tel'Quessir well. Several regiments of swashbucklers serve the queen on Evermeet. They are known for their undisciplined and rowdy ways.

Unicorn Rider

Description: This kit is open to female elven warriors. Each year, these fighters go into the woods of Evermeet, hoping to find unicorns who will agree to serve for a year. In the case of a PC unicorn rider, however, the unicorn will agree to serve indefinitely, so long as the rider treats it well.

Several hundred unicorn riders serve Queen Amlaruil as elite cavalry, but some also remain on Faerûn mainland acting as adventurers, mercenaries, or agents of Evermeet.

Unicorn riders must be female and must have the following minimum statistics: Strength 13, Dexterity 16, Constitution 15, Wisdom 13, Charisma 15.

Role: Unicorn riders are treated with near-religious awe by other elves. Their sacred duty is the defense of Evermeet and, like the elven knights, they are available for instant mobilization should the queen require it. Some unicorn riders have been known to visit Faerûn mainland, either as adventurers or on missions from Amlaruil.

Secondary Skills: groom.

Weapon Proficiencies: Required: lance, bow (any). Recommended: All mounted weapons, horseman's flail, mace, or pick, spear, swords.

Nonweapon Proficiencies: Bonus proficiencies: animal training, riding (land-based, unicorn; general). Recommended: animal handling, direction sense (general), hunting, survival (warrior).

Equipment: No special requirements.

Special Benefits: Individuals with this kit receive a +5 bonus to their reaction when encountering unicorns, and can freely communicate with their mounts.

A unicorn rider receives a unicorn mount. This unicorn has ostensibly agreed to serve the rider for one year. Each year thereafter, however, the DM must make a reaction check for the unicorn (with the above +5 adjustment) on the "Indifferent" column, of the table, regardless of



how well the rider and mount get along. On a result of "Cautious," roll again without the adjustment. On a result of "Threatening" or "Hostile," however, the unicorn departs, and the character must attract a new one. On any other result, the unicorn agrees to serve for another year.

Wealth Options: Unicorn riders receive standard starting wealth for fighters.

Windrider

The windriders of Evermeet are those who ride the pegasi, dragons, and giant eagles who defend the isle. They are among the elite of Queen Amlaruil's military. Silver elves, with their wild and devil-may-care attitude, are well-suited to this kit, but many windriders are Gold elves as well.

The Silver elves prefer giant eagles as mounts. The giant raptors from which the Eagle Hills derive their name have been bred and domesticated by the Silver elves, and today a corps of windriders forms one of the elite units of Evermeet's defense forces.

Only the bravest and wildest of the Silver elves choose to become eagle-riders. The icy ride through the stormy skies above Evermeet is truly an exhilarating and terrifying experience, and combat from the back of a giant eagle is both difficult and dangerous. Teu-Tel'Quessir eagle-riders are considered, even by other Silver elves, to be somewhat demented, but they are still treated with considerable respect.

The Gold elves prefer the disciplined and deadly precision of the pegasi when it comes to mounts. These beautiful winged horses are easier to control and are more capable of formation flight and attack. Gold elf windriders are a proud breed, who sternly and loyally defend the queen and do not engage in the undisciplined indulgences of their silver brethren.

Wilderness Runner

This kit is found in *The Complete Book of Elves*. Most wilderness runners on Evermeet are Green elves, for their independent temperament is best suited to this ranger kit.

Wilderness Warrior

Green and Silver elves commonly choose this kit, and many roam the forests of Evermeet. A good number of wilderness warriors remain on the Faerûn mainland, roaming the land alone, adventuring, or hiring out as guides. These warriors also form an important part of Evermeet's defense.

Priest Kits

Barbarian/Berserker Priest

Elven barbarian priests are most often of Green elf extraction, although a few are Silver elves. This kit can be found in *The Complete Priest's Handbook*.

Herbalist

Not surprisingly, most members of this kit, fully detailed in *The Complete Book of Elves*, are Green elves. The realm of Evermeet is full of rare and wondrous plants, and Green elf herbalists are specialists in their identification and use.

Pacifist Priest

Many elves, particularly those priests of Sehanine, Hanali Celanil, and Labelas Enoreth, take this kit, described in *The Complete Priest's Handbook*.

Prophet Priest

Elven prophets are rare, but their pronouncements are highly valued by the elves of Ever-



meet. Most prophet priests are Gold elves, and the kit is fully detailed in *The Complete Priest's Handbook*.

Savage Priest

Priests of especially primitive Green elf tribes often take this kit, which is described in *The Complete Priest's Handbook*.

Skinwalker

Description: Some Green elven priests of Rillifane Rallathil live apart from their brethren, seeking out a solitary existence in the forest. Those who follow this path long enough are taught the secret rituals of *skinwalking* by older priests.

Skinwalking is a special magical form of shape-changing that involves using hides and other animal parts to transform into an animal form.

Other Green elves tend to avoid skinwalkers, but turn to them in times of crisis, or for advice on major problems confronting the tribe.

Barred: Skinwalkers must worship Rillifane Rallathil, or one of the other wilderness-oriented Seldarine deities such as Solonor Thelandira or Erevan Ilesere.

Role: The Green tribes treat skinwalkers with great respect and often fear, as they are said to be dangerous and uncontrollable. Skinwalkers exist to help their tribes in times of danger, and to learn more about the works of nature.

Secondary Skills: Skinwalkers must select from either fisher, forester, or hunter.

Weapon Proficiencies: Skinwalkers are even more primitive than most Green elves. When first created, a skinwalker's weapon proficiencies can be selected only from these: longbow, short bow, club, dagger, javelin, knife, spear.

Nonweapon Proficiencies: Bonus proficiencies: direction sense (general). Recommended: fire-





building, swimming, weaving (general), healing, herbalism (priest).

Equipment: Skinwalkers can buy only leather armor and weapons in which they are proficient when first created.

Special Benefits: Skinwalkers specialize in shape-changing. This is not the same as the disease of lycanthropy, although there are some similarities. Skinwalkers can freely change from animal to human form, and retain their human intelligence while changed.

When created, a skinwalker priest enters the woods to fast and meditate. After 1d4 days, the skinwalker's totem animal appears. Roll 1d10 and refer to the following table to determine the animal, or the DM can select an appropriate animal.

Die Roll	Animal
1	Crow
2	Hawk
3	Coyote or Cooshee
4	Fox
5	Otter
6	Raccoon
7	Rabbit
8	Lynx
9	Mountain Lion or Cath Shee
10	Bear

The priest must then follow the animal for 1d4 days, at the end of which period he or she is said to gain the enlightenment and wisdom necessary to change form into that of the totem animal.

The frequency and duration of the priest's change increases with level, according to the following chart.

Level	Frequency	Duration
1	Once/3 days	2d6 hours
2-3	Once/2 days	2d10 hours
4-6	Once/day	2d20 hours
6-10	Once/day	3d20 hours
11+	At will	Indefinite

A skinwalking priest takes the form of his or her totem animal and includes all statistics of the animal. These statistics remain the same, regardless of the priest's level. Any priest slain in animal form must successfully save vs. death magic or also die in elven form. If the saving throw is successful, the priest does not die, but lies in a coma for 2d4 days.

Wealth Options: Skinwalkers start with only 2d6x5 gp.

Totem-Sister

Description: A handful of Silver elf priestesses are practitioners of the ancient secrets of totemic magic. These mysterious elves create small wood or stone charms inscribed with pictorial symbols, which can pass special magical abilities on to their owners. Totem-sisters are also considered wise women and sages, often consulted on important issues. They also serve as priestesses of the goddesses Sehanine, Aerdrie Faenya, and Hanali Celanil, as well as their single embodiment, Angharradh. All must be female. They may be clerics, but most are druids.

Barred: Totem-sisters must worship the three goddesses noted in their embodiment as Angharradh.

Role: These women craft beneficial totemic images for their tribe and are considered great sources of wisdom and comfort. They attend births, bless young children, help with planting and harvest, and bless warriors going into battle. Particularly successful totem-sisters are sought out by other tribes, and aspiring totemic practitioners for advice and counsel.

Secondary Skills: Totem-sisters can choose their own secondary skill.

Weapon Proficiencies: Required: none. Recommended: longbow, spear.

Nonweapon Proficiencies: Bonus proficiency: artistic ability (general). Recommended: fire-building, pottery, weaving (general), healing, herbalism (priest).



Equipment: A totem-sister can initially purchase only the following armor: shield, leather, padded, studded leather, hide.

Special Benefits: Totem-sisters are trained in the use of totemic magic and inscription (see Chapter 4). A totem-sister learns one totemic image of her choice per level of experience. The DM can also rule that a totem-sister character has learned another symbol through study or been rewarded with a new symbol by a higher-level sister.

Special Hindrances: Totem-sisters can never wear armor heavier than chain mail.

Wealth Options: Totem-sisters receive the normal 3d10x10 gp starting wealth.

Mage/Thief Kits

Elven Minstrel

Originally described in *The Complete Bard's Handbook*, elven minstrels are common on Evermeet. Many roam the byways of Faerûn, and some bear Amlaruil's *elfrunes*, acting as her agents and as defenders to those communities of elves that still exist on the mainland.

Most minstrels are Silver elves. These masters of song and story specialize in retelling ancient legends, creating new songs to the glory in the elven race or Queen Amlaruil, and brightening all those places they visit. Their songs tend to be bright and cheerful, although they will slow the pace with an occasional tearful ballad. A few Gold elves have been known to follow this path, though their songs are often solemn and their tales slow and sad.

Spellfilcher

This somewhat lawless kit, detailed in *The Complete Book of Elves*, is not terribly common on Evermeet. Spellfilchers can be found on Faerûn, but their larcenous ways keep them there, and away from the serene society of the Green Isle.

Fighter/Mage Kits

Bladesinger

An elite group of elven fighter/mages, the bladesingers are dedicated to the defense of the elven nation, and many of them journey back to Faerûn to help defend those elves who stayed behind or have yet to join the Retreat. Details on this kit can be found in *The Complete Book of Elves*.

Bladesingers are terrifying weapons experts and spellcasters. On Evermeet they are organized into small warrior lodges, each specializing in a different weapon. They are even more dedicated to the ancient ways and styles of dress than other Silver elves. They often tattoo themselves with old runes and symbols and their armor and weapons are all of great antiquity and beautiful craftsmanship.

War Wizard

War wizards are described in *The Complete Book of Elves*. On Evermeet, war wizards can be of any subrace. They form an important part of the island's military defenses.

Fighter/Thief Kits

Huntsman

These wilderness-living rogues are most often of Green or Silver elf extraction. The huntsman is a tough, resourceful elf, used to living by wits alone. Many still live on the mainland, acting as independent hunters, trappers, and bounty hunters. Full details on this kit can be found in *The Complete Book of Elves*.

Fighter/Mage/Thief Kits

Collector

Again, the larcenous nature of these elves (even though their larceny is intended for the good of



elves as a whole) keeps them from inhabiting Evermeet in large numbers. Most collectors remain on Faerûn, where they use their talents to liberate lost elven treasures and return them to Queen Amlaruil, who knows better than to ask questions. The Gold elves tend to look down upon collectors, but at the same time do not reject the gifts and treasures they provide. The Silver elves are only too happy to deal with members of this group, however, and make up a majority of its practitioners.

The collector kit is fully described in *The Complete Book of Elves*.

Infiltrator

Elven scouts are important to Evermeet's defense, but substantial numbers of this group can also be found on Faerûn, acting as spies, mercenaries, guides, and in rare cases, professional thieves. Full information on the infiltrator kit can be found in *The Complete Book of Elves*.

Wizard Kits

High Mage

Description: A small circle of extremely wise and ancient Gold elves serves the queen and her court as the high magi. These individuals, who seem to have exceeded normal elven lifespan and level limitations, have access to powerful magic denied to human mages and apparently to other elves. Little is known about these mysterious individuals and the powerful forces at their disposal, except that their magic is sufficient to destroy Evermeet itself should invaders ever conquer the isle.

The high mage kit is a bit different from other kits, in that it is open only to wizards of Level 10 or higher, with Intelligence and Wisdom scores of 17 or above. High mages must abandon all other kits in order to take this one, and must agree to serve Evermeet and Queen Amlaruil, to the death (or undeath) if necessary.

Preferred Schools: High magi can be from any school except necromancy.

Role: More than any of Evermeet's other defenders, the high magi have given their very lives and souls over to the protection of the realm. All are under the direct command of Queen Amlaruil, and must swear an oath to place the welfare of Evermeet before all else.

Secondary Skills: Whatever secondary skills the wizard possessed before taking this kit.

Weapon Proficiencies: Required: none.

Nonweapon Proficiencies: Required: none.

Equipment: Whatever equipment the wizard possessed before taking this kit.

Special Benefits: The primary benefit of a high mage is the ability to cast high magic spells. Given the potentially disastrous results of casting such spells, this might not truly be considered a benefit, but is highly sought after by elves nonetheless.

High magi can break the maximum level limit for elven wizards, using the Slow Advancement option (or other options at the DM's discretion, see following).

Special Hindrances: As noted, high magi are required to serve Evermeet, and must always put the isle's welfare before their own. This does not necessarily mean that a high mage must spend all of his or her time on the island. Many are Queen Amlaruil's agents and might be sent on missions to Faerûn mainland.

High magi also swear an oath never to disclose the secrets of high magic, or to even acknowledge that it exists. Again, a high mage would rather die than violate this oath.

Wealth Options: High magi retain whatever wealth they gained before taking this kit.

Militant Wizard

In addition to the fighter/mage kit, war wizard, many militant wizards also exist among the elves, mostly of Gold elf ancestry. This kit is found in *The Complete Wizard's Handbook*.



Mystic

Evermeet is an excellent environment for the wizardly mystic kit. Most mystics are Silver or Gold elves, although a few have been known to be Green elves. The kit is fully described in *The Complete Wizard's Handbook*.

Savage Wizard

Green elf wizards commonly take this kit, detailed in *The Complete Wizard's Handbook*.

Thief Kits

Thieves are not welcome on Evermeet. A certain amount of playful larceny among the chaotic and undisciplined ranks of the Green and Silver elves is tolerated, but large scale theft is not. For this reason, many thief kits are absent or rare on the Green Isle. Those that are present keep their larcenous habits to a minimum, or use them in service to Queen Amlaruil on missions to the mainland.

Acrobat

This kit is relatively common, as its thieflly elements are kept to a minimum. It is to be found in *The Complete Thief's Handbook*.

Adventurer

Most adventurer-thieves are Silver elves, and many have remained on Faerûn rather than give up their independent lives. Details on the kit can be found in *The Complete Thief's Handbook*.

Buccaneer

Many Silver elf sailors use this kit and turn its somewhat lawless skills to the benefit of Evermeet. A full description of the buccaneer kit is to be found in *The Complete Thief's Handbook*.

Scout

As may be guessed, scouts are well represented in Evermeet's army. Green and Silver elves most commonly serve as scouts. Details on this kit are in *The Complete Thief's Handbook*.

Swashbuckler

Like the swashbuckler-fighter, this kit is popular with Silver elf rogues. The kit is fully detailed in *The Complete Thief's Handbook*.

Other Kits

Undead Slayer

This kit is relatively rare on Evermeet, mostly because there are few undead there, except for benevolent baelnorns. A few exist on the island, ready to destroy any undead that appear. Most other undead slayers remain on the mainland, where they hunt down and destroy their cursed quarry. Full details on this kit are to be found in *The Complete Book of Elves*.

Exceeding Level Limits

As Evermeet is home to many ancient elves, many of its inhabitants have gained far more experience than any short-lived human. Several of the NPCs listed in Chapter 6 have exceeded normal elven level limitations because of their long lifespans.

To simulate this, DMs may want to allow Evermeet PCs to exceed level limits through the use of the Slow Advancement option (see *DMG*, Chapter 2). DMs who already use this option may allow elven PCs to earn experience at the normal rate while on Evermeet (only). While not on Evermeet, elves use the Slow Advancement option, or do not increase in level at all.



After reading the preceding chapters, replete as they are with details about how Evermeet is defended and how difficult it is to reach the Green Isle, one would be justified in wondering how there would be any chance for adventure here.

There are many adventure possibilities involving the Green Isle, and this chapter is intended to expand upon them. Many of these adventures involve characters in potentially world-shaking events, and are consequently for relatively high-level adventurers. This does not, of course, prevent the inventive DM from involving low-level characters in Evermeet adventures, but it certainly complicates matters. DMs may adjust the difficulties of the following guidelines to conform to low-level parties, but remember that Evermeet and its environs are potentially dangerous, and possibly more than inexperienced characters can handle.

Getting There

The most basic question regarding Evermeet is how to get there. The isle's magical defenses form a potent barrier, one which few can successfully penetrate. There are only a few avenues through which visitors can approach Evermeet without being *teleported* to a totally new location. These avenues may be outright invitation from the queen, divine aid, accident, magical mishap, or overcoming the isle's defenses with superior magical ability.

Evermeet's Allies

The most obvious way by which adventurers can reach the island is through the good offices of Queen Amlaruil's allies, or be given status as elf-friends (Sha'Quessir) themselves. Some more prominent Sha'Quessir are listed here.

Mirt the Moneylender

Most know this prominent trader as a wealthy citizen of Waterdeep. A handful know him also

as one of the secret lords of the city. What is not known is the true extent of his relationship with Evermeet and Queen Amlaruil, and his status as Sha'Quessir. Although it is common knowledge that Mirt exports elven goods from the isle, few know exactly how he comes by these items.

Mirt is a valued ally and friend to Evermeet, and his commercial contacts are only the tip of the iceberg. He maintains contact with Amlaruil through a personal *elfrune* and a crystal ball hidden deep within his mansion, and offers aid and shelter to the queen's agents while they are on the continent. Mirt's merchant fleet is also available to assist and transport elven travelers and those on missions for the queen.

Khelben Arunsun

Another Lord of Waterdeep, Lord Khelben Arunsun is a powerful mage who—unknown to most—has a two-way *gate* to Evermeet in the lowest level of Blackstaff Tower, his home in the city. In the past few years, especially after the infamous Elfshadow incident (in which his nephew, Danilo, played a significant role), Arunsun's involvement with Evermeet has grown. Arunsun has the ability to send individuals to Evermeet, but he will do this only at Amlaruil's request, or in cases of extreme danger to the island. Elven agents are often sent through the *gate* on Evermeet and arrive in Blackstaff Tower, where Arunsun offers what help he can.

Carreigh Macumail

This Moonshae native and former pirate in the Sea of Fallen Stars now plies his trade along the Sword Coast, occasionally smuggling, or engaging in piratical activities against other law-breakers, pirates, or Norland raiders. Owing to his friendship with the Green elf druid, Aerilaya, Captain Carreigh was made Sha'Quessir by Queen Amlaruil. Carreigh's ship, *Mist-*



Walker, is one of a tiny handful of non-elven ships allowed to enter Evermeet's waters without triggering the isle's magical defenses.

Carreigh's services to the queen include transporting goods to Mirt the Moneylender, returning elven treasures, and transporting elven pilgrims to the isle. It is possible that the captain might be called to Evermeet on an emergency while transporting passengers, in which case PCs accompanying him may become involved in affairs on the Green Isle.

Becoming Allies

Outsiders who have performed a great enough service to the queen (stopping an invasion, rescuing a prominent agent, retrieving a lost treasure, etc.) may be rewarded with status as Sha' Quessir, or elf-friends, and given permission to visit the island, or given *elfrune* items enabling communication or direct *teleportation* to Evermeet. Especially trustworthy elf-friends may be provided with the location of one of several magical *gates* to and from the isle.

This is not a favor to be granted lightly, for the *gates* and *elfrunes* may be turned against Evermeet and used for invasion or to enable thieves to enter the isle and steal the many treasures there. Anyone who uses runes or the location of *gates* in this manner will be hunted down and slain by bladesingers or other elven avengers, who will dedicate their very lives to the task.

Mishap

Accidental transportation to Evermeet is a good plot device to get characters involved in adventures on the Green Isle. Several possibilities exist to get them there, such as a miscast *teleportation* or *gate* spell, the inadvertent discovery of a *gate* to Evermeet, finding an old *elfrune* in a treasure hoard, a crash-landing by a spacefaring ship, or even a malfunction by Evermeet's own defenses that actually sends a ship or other vessel closer to Evermeet, rather than away from it.

While this is an excellent plot element, the mishap route has some severe hazards for parties who take it. The elves of Evermeet are highly insular, independent, and fanatically protective of their freedom. Uninvited outsiders are likely to meet with extreme suspicion and probably open hostility. While most elves are not inclined to slay foreigners out of hand (the exception being certain highly chaotic bands of Green elves), they will likely confront any uninvited characters with weapons at the ready, and immediately escort them to Leuthilspar, there to face the judgment of Queen Amlaruil.

Magical examination by the queen's high magi will reveal characters' true intentions. Those who came with violent or larcenous intent will have their memories magically erased, and be immediately *teleported* or *gated* back where they came from. Known enemies of Evermeet, and those who have committed crimes against the elves in the past, will be imprisoned or summarily slain.

Those whose intentions are relatively benign, or those who arrived on Evermeet by accident, may simply be sent away with instructions never to return. If any secrets regarding *gates* or other magical access to Evermeet are known, these will be selectively erased, and all *elfrunes* and other magical transportation devices confiscated.

Of course, these incidents do not necessarily make for exciting role-playing. To have arrived on Evermeet only to be confronted and exiled certainly will not seem satisfying to most players. There are several alternatives to this. The characters may arrive immediately before an attack by Evermeet's enemies. In this case, characters will have to persuade the elves that they are not involved in the attack, and may be recruited to help fight.

The queen may be suitably impressed by the characters to make them her agents, or to give them an important mission to atone for their trespass. Successful completion of such missions may result in the characters becoming allies of



the queen, gifted with *elfrunes* or other valuable treasures, and called upon again to assist the isle.

Invasion

The most cataclysmic and, for the elves, the most feared means by which characters might become involved in Evermeet's affairs is through an invasion by a hostile power. Despite Evermeet's potent defenses, there are ways in which attackers can reach her shores.

Attacks from the air or sea must first overcome the magical defenses that surround the island. Sufficiently high-level wizards (who may be available through contacts with Thay or the Zhentarim) might be able to cast *dispel magic* spells sufficiently powerful to overcome enough of the *teleportation* and *illusion* enchantments surrounding the isle to let a fleet through. Weather patterns and currents may be overcome with powerful clerical or elemental enchantments.

All of these castings must be of the most potent and high-level variety. In addition, only the best-trained and most well-equipped of warriors would be capable of invading Evermeet and facing its fanatical defenders. Only an extremely powerful invasion force, such as one financed by a major Realms nation, could afford to attract or keep together such a force, and even then the cost in money and resources might be prohibitive, even given the vast profits possible from such a venture.

Still, particularly power-mad wizards or kings are capable of such an attack, especially if given aid from the elves' traditional enemies, such as the creatures of the Underdark or divine assistance from evil gods such as Cyric, Mask, or those others described in the following section.

Other invasion routes include attack through secretly-discovered or magically-created *gates*, *mass-teleportation*, and attack from underground. The sahuagin and scraggs (sea-trolls) of the surrounding ocean have long hated the elves and

may mass to attack from underwater. Here, the normal defensive measures of Evermeet are useless, and they must be met head-on by the Sea elves.

Characters can become involved with an invasion in a number of ways. They might be on the island when the attack begins, having arrived there through mishap. They might have been traveling with one of Amlaruil's allies (such as Carreigh Macumail) when the crisis breaks out, and be forced to accompany the NPC to Evermeet, where they might be recruited to fight against the invasion.

A less savory, but more challenging, manner in which characters can become involved is as part of the invasion force. Good-aligned characters will be loath to participate in such an obviously evil plan. They might be hired by the attackers on false pretenses and only discover the true nature of the invasion later. They might be forced into service by the invaders, intended to be driven into combat as cannon fodder. Or they might voluntarily join the invasion in the hope of massive plunder and booty. Whatever the reason, and regardless of the side on which characters fight, an invasion of Evermeet would certainly be a furious, violent, and ultimately disastrous struggle, possibly ending in the destruction of the island itself.

Evermeet's Enemies

Over the centuries the elves have gained many enemies, including those who covet their treasures, nurse ancient grudges, or simply wish to see destruction, death, and mayhem. With Evermeet so well defended, most must content themselves to simply brood and let the hatred simmer as the decades turn to centuries.

A few enemies, however, are still capable of doing harm to the elves and their last citadel, and will not hesitate to do so should the opportunity ever present itself. These are the powers most likely to launch attacks, both overt and hidden, upon Evermeet.



The Drow

The oldest and most ferocious of Evermeet's enemies are the elves' own wicked cousins, the Drow. Living in their subterranean cities, the Drow spend much of their time caught up in internecine struggles, fighting each other and occasionally raiding the surface. Their contact with Evermeet is limited in the extreme.

Most Drow, however, hold a deep grudge against the surface elves for the ancient conflict that ended in their exile. Many would still like to take vengeance against the surface-dwellers, but lack the means and the organization to do so, despite the fact that the Drow now greatly outnumber the elves.

Drow activity against Evermeet is limited. Currently, the dark elves confine themselves to tracking down and eliminating Amlaruil's agents on the continent, and disrupting Evermeet's trade and espionage operations.

This is not to say that the dark ones will not act directly against Evermeet and the queen. If presented with the opportunity, many Drow settlements will gladly contribute to a direct invasion or other attacks with money, warriors, or magical support. An alliance with illithids, beholders, or other Underdark species who wish to attack Evermeet from underground is another possibility.

There is a small faction within the Drow that wants to make peace, however. The worshippers of the goddess Eilistraee have considered making peaceful contact with Evermeet, and even request the right to join the Retreat and live on the island. Currently, the Drow ambassador Karsel'lyn Lylyl-Lytherraias is meeting with Queen Amlaruil in secret, hoping to win assistance and possible concessions, but the outcome of her mission is not yet known.

The Zhentarim

This secret, evil network is dedicated (among other things) to controlling the trade routes

along the Sword Coast, and accumulating wealth and power. Evermeet is a potent lure to such individuals, and the Black Network has hatched several plans for plundering the isle's riches.

Devoted more to intrigue and covert acts than to open warfare, the Zhentarim under the leadership of the Inner Ring—Manshoon, Fzoul, and Sememmon—have made it a major priority to discover as many secret routes to Evermeet, including *elfrunes* and *gates*, as possible. The Zhents will offer to pay well for such information, but those who sell to the networks agents often disappear, for the Inner Ring is loath to allow too many people to share its secrets.

The Zhentarim have learned the location of at least two *gates*, but have yet to use the information. They may sell the information to other enemies of Evermeet, or use it themselves to dispatch thieves or spies to the isle.

Manshoon has also toyed with using naval force to disrupt Mirt the Moneylender's trade routes, and so has made contact with pirates and other unscrupulous individuals to increase pressure on Mirt's ships and employees, including Carreigh Macumail, who has had to fight off several Zhent-inspired attacks recently.

The Underdark

The ways and motivations of the Underdark races of the derro, illithids, beholders, and others are alien and hard to comprehend. It is known that many subterranean races hate and fear the elves and all they represent, however. Any opportunity to do the elves harm would be eagerly seized by such groups.

The true extent of the underground world is unknown. Some claim that a vast network of tunnels and caverns honeycombs the crust of Toril, enabling individuals to travel all over the planet without once seeing the sky. If this is true, then there may well be a tunnel network beneath, or at least near, Evermeet. This network may be used for attacks or raids on Evermeet



itself. Although no Underdark species have yet been detected on Evermeet, the possibility exists and continues to represent a considerable threat to the island.

The Neogi

Attack from Realspace is a contingency for which the elves of Evermeet are less well prepared. These rapacious aliens and their umber hulk servants are deadly enemies of elves in space, and may well see Evermeet as a source of new conquests and plunder. The elves of Realspace have noted an increase in neogi activity of late, and the aliens may also have made contact with several of the other evil powers listed here for assistance in operations against Evermeet.

The Coral Kingdom

This vast and evil empire, made up of the sahuagin and their masters, the scraggs, lies near Evermeet, forming a threat to both the Green Isle and the Moonshae Islands to the east. On several occasions, legions of sahuagin, evil sharks, and other malevolent sea creatures have attacked Evermeet, but always they have been turned back by the maze of coral reefs that surrounds the island, and by the combined efforts of Amlaruil's sea elf allies and her warder-beasts.

Still, the Coral Kingdom casts envious eyes on the Green Isle and its riches, and nurses a deep hatred of elves, both sea and otherwise. Most elves on Evermeet believe that it is only a matter of time before another invasion from the sea tests the isle's defenses.

Malar the Beastlord

This god of monsters and abomination nurses a deep hatred of the entire elven race. No one knows exactly why this is, but it is known that Malar and Corellon Larethian have clashed at least once in the past. Malar has created a number of evil creatures. The most infamous evil

creature is the tentacled horror known as Ityak-Ortheel, the elf-eater, specifically created to slay and destroy the elves and their works.

Thus far, the powers of the Seldarine have kept Evermeet safe from Malar's ravages, although recently Ityak-Ortheel destroyed the Evermeet gate in Synnoria. The Beastlord continues to plot the elves' destruction. He may ally with another evil god, such as Panzurial of the kraken, Sekolah of the sahuagin, or Talos the Destroyer. Time will tell if such an alliance of evil gods will come about, but it is certain to challenge the Seldarine and their defense of Evermeet.

The Evermeet Campaign

Another approach to the island of Evermeet is to use it as the entire basis of your AD&D® campaign. Elven PCs may be developed based upon the information given in the preceding chapter, in *The Complete Book of Elves*, and other sources. Alternatively, characters may be a mixture of elves and normal PCs who have been granted Sha'Quessir status by Queen Amlaruil.

Of course, the relative peace of the island of Evermeet limits its usefulness as an actual setting for extended campaigning, except for adventures involving actual attacks upon the isle. Evermeet is, however, eminently suitable as a base for adventurers, with vast resources and potential shelter.

Keep in mind that it is quite unusual for non-elves to be allowed to actually stay on Evermeet. The few human friends of the isle, such as Mirt and Carreigh, are major exceptions and PCs would have to be considered quite special to merit such treatment. Humans and halflings are most likely to be welcomed on Evermeet, while gnomes and dwarves will be shunned. Gold elves harbor a deep prejudice against half-elves, while Silver elves are relatively well inclined toward them.

Elves in an Evermeet-based campaign will be allowed to live on the island and use it to recu-



perate between adventures. The benefits of the various locales throughout the island (such as Corellon's Grove, described in Chapter 2) will be available to such elves, and some of Evermeet's treasures may be loaned to them for important missions.

Non-elves who are given status as Sha'Quesir may also remain on Evermeet as long as they like. Those who have not yet been given elf-friend status are required to have an elven sponsor and friend who will act and speak on their behalf, and give them shelter when on the island.

Many different missions are possible for such groups. Queen Amlaruil might send them to spy upon potential enemies, to retrieve lost artifacts or treasures, to rescue elves in peril on the mainland, or to escort elven pilgrims who are joining the Retreat. All of these acts are vital to Evermeet's continued prosperity, and those who help carry them out are sure to earn the gratitude of both the elves and their queen.

Adventures

This section provides outlines for various adventures taking place on and involving the island of Evermeet. Most are appropriate for all types of adventuring groups, but adaptation to different settings and campaign types are also provided.

The Sword of Ages

The characters are charged by Queen Amlaruil with the retrieval of an ancient and, for the elves, highly dangerous artifact called the *Sword of Ages*, a powerful enchanted weapon (*broad sword* +4) with several special powers. First, it renders its wielder immune to all forms of *teleportation* and similar transportation spells, and to all *illusions*, meaning that its wielder could conceivably penetrate the magical barriers surrounding Evermeet, although his ship and all companions would be *teleported*. Finally, the sword's most dangerous power is the ability to

locate *gates*, meaning that the owner could find all the secret routes to Evermeet.

The sword, long thought lost, has been discovered in the possession of Khamathogh, an evil warlord in the Endless Wastes. Already, Khamathogh has used the sword's power and reputation to build an army of brigands and evil creatures, who has been raiding into Narfell and Thay. Thus far, Khamathogh seems unaware of the weapon's uses against Evermeet. It is not known whether he even knows of the isle's existence or not, but Amlaruil is not about to allow him the chance to find out. The characters are asked to journey to the mainland, find Khamathogh's stronghold, take the sword, and transport it back to Evermeet.

Amlaruil offers the assistance of several of her most valued agents and several powerful enchanted items (on loan). Only the most trustworthy characters will be asked to go on this adventure. Those who have intentions of betraying the elves, stealing the loaned items, or taking the sword for themselves, will not even be invited, and should any of the party have a change of heart later, the elven nation will rise as one and track them down.

The Underdark Incursion

The unthinkable has happened! Foul underdark creatures, including mind-flayers, beholders, and derro, have been sighted on Evermeet. How did they get there? What are their intentions? How can they be stopped? These are the questions that the queen wants answered.

Characters must investigate the reports of underdark creatures lurking in Evermeet's woods. It is even possible that the reports are nothing more than ugly rumors, but it is likely the adventurers will discover that the creatures have entered the island through passages from the Underdark, and must enter, wipe out the invaders, and seal the passages (it is hoped) forever.



The Ambassador

A secret known to virtually no one outside of Amlaruil and her immediate circle of advisers is that the good-aligned Drow who worship the goddess Eilistraee have made contact with Evermeet, in the person of ambassador Karsel'lyn Lylyl-Lytherraias, a typically chaotic—if charming and seductive—Drow woman. The queen has made her decision. The Drow cannot for the time being come to Evermeet, but she wishes to open a dialogue with the Eilistraee worshippers to see if some sort of accommodation can be reached.

The characters, seasoned adventurers with a good knowledge of Faerûn and its dangers, are selected to escort Karsel'lyn back to the mainland, along with Amlaruil's reply, and make contact with the good-aligned Drow. If word of the mission ever gets out, there will be many, including the evil Drow of the Underdark, who will stop at nothing to see the mission fail. Should word of the mission leak out (and in adventures of this sort, how can it be otherwise?), characters will find themselves beset by the agents of evil powers who wish to disrupt the potential alliance, or twist it to their own ends, and by the fiendish servants and assassins of the Underdark Drow themselves.

The Pilgrims

It is known that several bands of elves, some of substantial size, remain on the mainland, putting elven affairs in order and defending whatever elven communities remain. Many of these groups now wish to make the Retreat to Evermeet and need suitable, trustworthy escorts for the long journey.

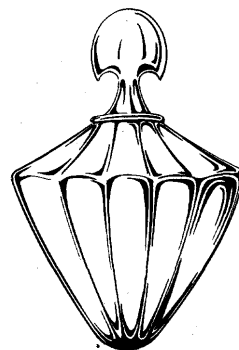
Characters are asked to make contact with one such group in the Elven Wood. They may be haughty Gold elves, carefree Silver elves, or savage Green elves, each group with its own complications and difficulties, especially if humans are involved in escorting them. On the way,

many different foes may seek to hinder the journey, including greedy local warlords, vengeful Drow or orcs, or unscrupulous wizards wishing to learn some of Evermeet's secrets. Once to the Sword Coast, the characters will have to continue their escort duty, riding along on ships crewed by elves or particularly trustworthy humans.

Finding the Avariel

The elves of Evermeet have discovered that a small colony of avariel, or winged elves (described in *The Complete Book of Elves*), survives on the frozen slopes of Mt. Sundabar, in the distant Pelvuria Glacier. Having been isolated from their land-bound cousins for so long, this group of winged Tel'Quessir did not hear the call to Retreat. The queen and her advisers feel that the avariel of Pelvuria should be informed of Evermeet's existence, and be offered a home there.

The player characters are contacted and asked to make the perilous journey to the glacier, locate the reclusive winged elves, win their confidence, tell them of the queen's message, and—if necessary—assist them in their journey to Evermeet. None of these adventures will be easy, and the avariel themselves will be highly suspicious of strangers. If the PCs manage to convince the winged ones of their sincerity, their job has only just begun, for the trip from the glacier to Evermeet will be a difficult one indeed.





CLIMATE/TERRAIN:	Forests
FREQUENCY	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (6)
TREASURE:	Nil
ALIGNMENT:	Chaotic Neutral (good tendencies)

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT	18
HIT DICE:	4+3
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-8/1-6/1-6
SPECIAL ATTACKS:	Rear claw kick, frenzy
SPECIAL DEFENSES:	<i>Teleportation</i>
MAGIC RESISTANCE:	10%
SIZE:	M (4' at shoulder)
MORALE:	Champion (15)
XP VALUE:	975

The cath shee, or faerie cat, is a large, greenish-gray creature with large, tufted ears, and wide, golden eyes. Cath shee can weigh as much as 400 lbs. These creatures are clever and independent, but sometimes can be persuaded to become a companion to a Green elf or Silver elf ranger.

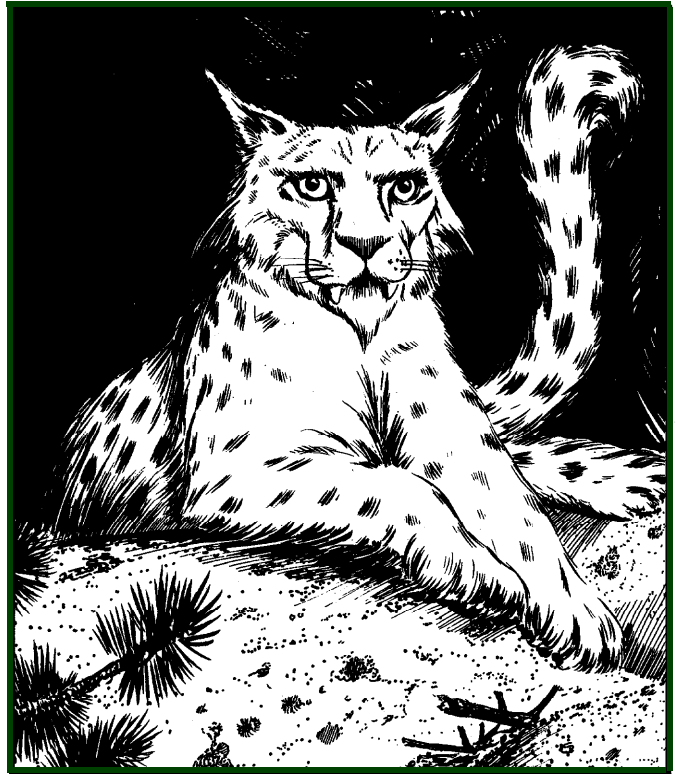
Once, cath shee were found in relative abundance on the mainland, but today are found only on the island of Evermeet.

Normally, cath shee are solitary creatures, and highly efficient predators. An inborn natural ability enables cath shee to *teleport* instantly, and without error, up to 100 yards. This ability is used to escape from enemies and to attack prey. They are also naturally somewhat magic-resistant (10%).

There are many legends about cath shee in elven society. Some claim that cath shee were created by Corellon Larethian to serve as companions to the elves. Others believe that they are reincarnated elves who have been sent back to Toril by the Seldarine to defend the elven nations, or to atone for misdeeds in their previous lives.

Combat: Cath shee are ferocious fighters, and often lie in wait for prey, then use their *teleport* ability to attack with complete surprise. If both of a cath shee's claws strike, it will then kick with its back legs, hitting automatically and inflicting 2d6 points of damage.

While normally solitary and relatively unsocial,



mated cath shee pairs will fight furiously for each other, and for their offspring if any are threatened. If a cath shee's mate or litter is threatened, it will go into a frenzy, attacking at +4 to hit and damage and will never check Morale.

Habitat/Society: Cath shee are solitary creatures, associating with each other only in spring, during mating, and remaining together in mated pairs through the summer if kittens are born.

For the rest of the year, cath shee tend to keep to themselves, staking out territories as large as several square miles in area, and defending them, even against others of their own kind.

Ecology: Cath shee are highly efficient carnivores, preying on other mammals, primarily rabbits and small rodents. Their natural *teleportation* abilities help make sure that a cath shee's prey rarely escapes.

Cath shee sometimes consent to serve as companions (never pets) to Green or Silver elves. An elf who wishes to approach a cath shee must roll 1d20 and refer to the "Threatening" column of the Encounter Reaction Table (*DMG*, Chapter 11), applying any Charisma modifications. On a reaction of "friendly," the cath shee has agreed to become the elf's companion. Another check (this time on the "Friendly" column) is required every six months thereafter.

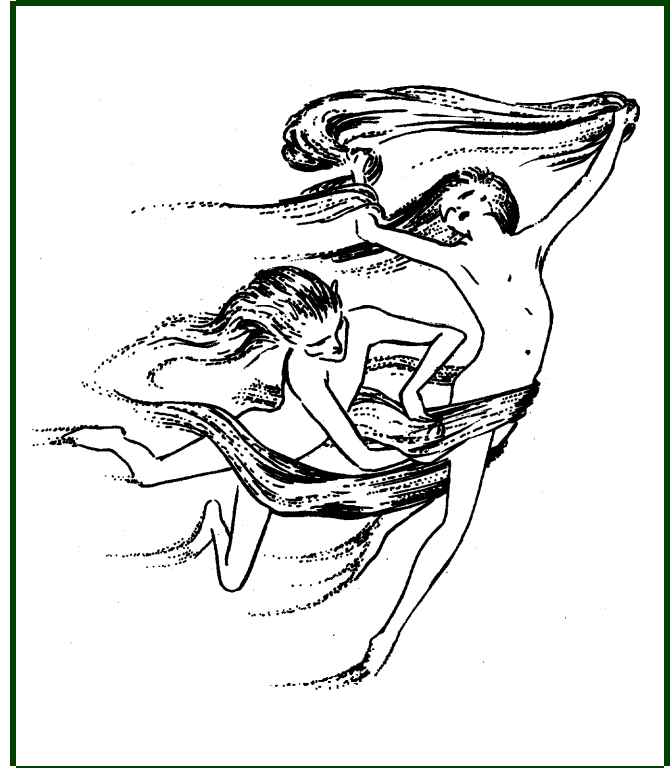
CLIMATE/TERRAIN:	Forests, elven lands
FREQUENCY	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral Good

NO. APPEARING:	1-6
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Bad luck
SPECIAL DEFENSES:	<i>Invisibility</i>
MAGIC RESISTANCE:	25%
SIZE:	M (6' tall)
MORALE:	Average (8)
XP VALUE:	650

In addition to the goddess Sehanine's cunningly-crafted illusions, Evermeet is also under the protection of her servitors, the kholiathra. These cunning spirits, usually unseen, are a constant presence on and around Evermeet. They keep watch on the elves, ward off vessels that stray too close, and avert minor accidents. Most elves are unaware of the kholiathra's existence, but these creatures are largely responsible for the good luck and happy existence of the people of Evermeet. In their natural state, kholiathra are transparent humanoid creatures, with wispy, glassy outlines. Kholiathra can become completely *invisible* at will. They move as easily through the air as they do on the ground, and can fly without effort.

A kholiathra's main power is the ability to provide either good or bad luck to those nearby. The presence of a kholiathra may allow any individuals within 20 feet to either add or subtract 4 (at their discretion) to any roll the subject makes. This may include attack rolls, damage rolls, saving throws, and reaction and ability checks.

Combat: Kholiathra generally do not fight, preferring to turn *invisible* and flee. If forced to fight, these creatures can buffet enemies with invisible masses of force, causing 1-10 points of damage.



In addition, PCs receive a -4 penalty when attempting to hit *invisible* kholiathra.

Habitat/Society: Kholiathra tend to be found in small groups, often in association with elven communities. They are also found on the plane of Olympus, serving Sehanine and other Seldarine deities.

They are positively inclined toward elves. Some even claim that kholiathra are the spirits of departed elves returned to serve their communities. Kholiathra enjoy living near elven groups or bands and using their powers to bring luck to chosen individuals. Seldarine gods often send kholiathra to provide luck at births or during battles.

Ecology: As enchanted beings, kholiathra do not require food, drink, or other sources of mundane nourishment. They gain sustenance from sunlight, however, and often gather in meadows or other sunny areas. During these times, kholiathra are playful and carefree, cavorting and flying about. The sight of these beautiful creatures floating gracefully through the air, dancing and pirouetting, is a sight not easily forgotten.

CLIMATE/TERRAIN:	Forests (elven lands)
FREQUENCY:	Rare
ORGANIZATION:	Solitary/pack
ACTIVITY CYCLE:	Nocturnal
DIET:	Carnivore
INTELLIGENCE:	Average—very (9-12)
TREASURE:	B
ALIGNMENT:	Chaotic Good

NO. APPEARING:	1 or 2-12
ARMOR CLASS:	6
MOVEMENT:	18
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8 or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Hit only by silver or enchanted weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (13)
XP VALUE:	420

Lythari are good-aligned elves capable of changing into lupine form. Unlike ordinary werewolves, the lythari are a gentle, benevolent species and, although they hunt and kill in the same manner as ordinary wolves, they neither inflict wanton violence nor attack intelligent species.

Physically, lythari are beautiful and otherworldly, even for elves. In elven form, they are tall, pale skinned, with light blue or green eyes and silver hair. Lythari in wolf form are equally beautiful, with pale gray or silver fur and intelligent, blue or brown eyes. Wolf form lythari leave no impression of danger or ferocity, but rather seem friendly and companionable.

Small, independent bands of lythari live in the forests of Evermeet and a few still may linger in Faerûn.

Combat: Lythari dislike combat and prefer to flee rather than fight. If cornered or defending their kin, they will fight with great skill, however. In elven form, lythari fight with normal elven weapons. In wolf form, lythari attack by biting.

In the same manner as ordinary lycanthropes, lythari may be hit only by silver or enchanted weapons.



Habitat/Society: The lythari are a shy race, preferring to remain in the forest, far from civilization, and even from their own elven relatives. Their small bands are anarchic, communal societies, with no real leaders, and complete equality for all members.

Lythari are interfertile and reproduce among themselves. They may also create new lythari from among normal elves in a manner similar to other lycanthropes. Lythari status may only be conferred upon another elf if both the lythari and the elf agree to the transformation.

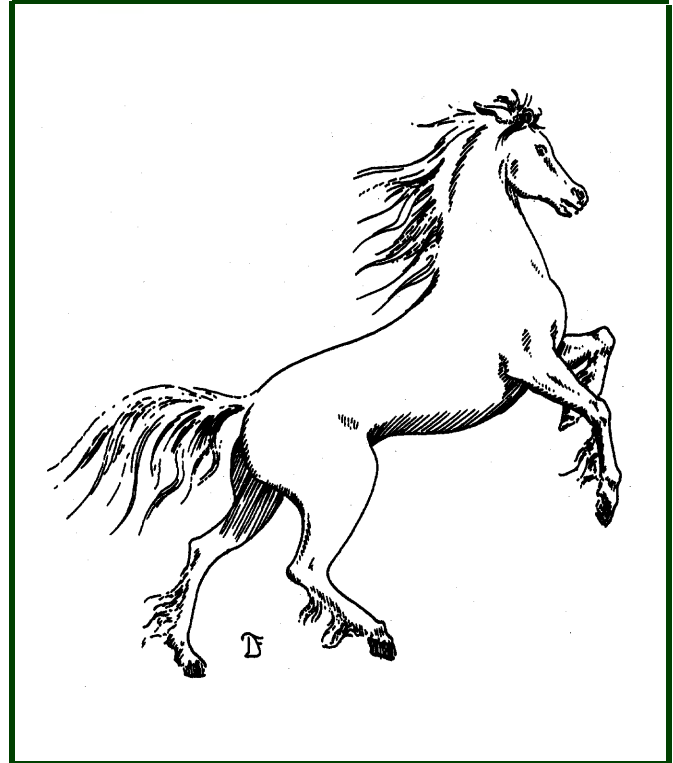
In elven form, lythari dress in furs, hides, and other natural garb, in a manner much like the Green elves. They also decorate themselves with feathers, bone jewelry, and similar objects.

Lythari revere Rillifane Rallathil and other wilderness Seldarine deities, but worship Oberon and Titania of the Seelie Court with the most devotion.

Ecology: In both their elven and lupine forms, lythari are hunters, but their relatively small numbers prevent them from having any real impact on prey populations. They prefer to hunt mammals such as deer, rabbit, and wild boar.

CLIMATE/TERRAIN:	Plains, meadows (Evermeet)
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average—very (9-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic Good

NO. APPEARING:	5-20
ARMOR CLASS:	7
MOVEMENT:	18
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Undead immunity
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Champion (15)
XP VALUE:	270



Moon-horses, also known as *teu'kelytha*, are a race of highly intelligent, magic-using horses that are unique to Evermeet. The last herds of moon-horses on Faerûn were transported to the isle during the retreat, and most continue to run free through Evermeet's forests and meadows, serving the elves as needed.

These magnificent animals vary from white to silvery-gray in color, with manes ranging from white to black. A moon-horse's eyes are deep and highly intelligent, and its facial expressions reflect a wide variety of moods.

Moon-horses are similar in temperament to the elves whom they serve. They roam Evermeet freely, but voluntarily serve as cavalry mounts for Evermeet's cavalry.

Combat: Moon-horses are tough fighters, and far less flighty than ordinary horses. Each moon-horse has the ability to cast one magical spell per day, as determined by rolling 1d10 and referring to the following table.

Die Roll Spell

1	<i>Color spray</i>
2	<i>Magic Missile</i>
3	<i>Shield</i>
4	<i>Sleep</i>
5	<i>Wall of Fog</i>
6	<i>Knock</i>
7	<i>Ray of Enfeeblement</i>
8	<i>Stinking Cloud</i>
9	<i>Summon Swarm</i>
10	<i>Web</i>

Moon-horses are completely immune to all special attacks such as *level drain* or *paralysis* by undead, although they still take normal damage.

Habitat/Society: Moon-horses normally travel in herds of as many as 20 individuals. However, many associate voluntarily with elves, serving as companions and mounts.

The horses' association with the elves is a very old one. Ancient legends tell of heroes who rode wise and mighty moon-horses into battle, and of moon-horses who saved their masters at the cost of their own lives. The alliance between the two races continues to this day, with moon-horses serving the riders of Queen Amlaruil.

Ecology: Moon-horses suffer from many of the same fertility problems as elves. Typically, a given moon-horse female has only one or two foals during her entire lifetime. Moon-horses are quite long-lived, with a life-span of 200 years or more. Because of the rarity of foals among the moon-horses, births are momentous events, celebrated by elves and horses alike.

CLIMATE/TERRAIN:	Olympus, prime material plane
FREQUENCY:	Rare
ORGANIZATION:	Band or army
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average to high (9-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic or neutral good

NO. APPEARING:	10d10
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	8+3
THACO:	12
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10 (x2) or by weapon
SPECIAL ATTACKS:	Destroy undead, enchanted weapons
SPECIAL DEFENSES:	Light armor
MAGIC RESISTANCE:	10%
SIZE:	M (6' tall average)
MORALE:	Fanatic (18)
XP VALUE:	3,000

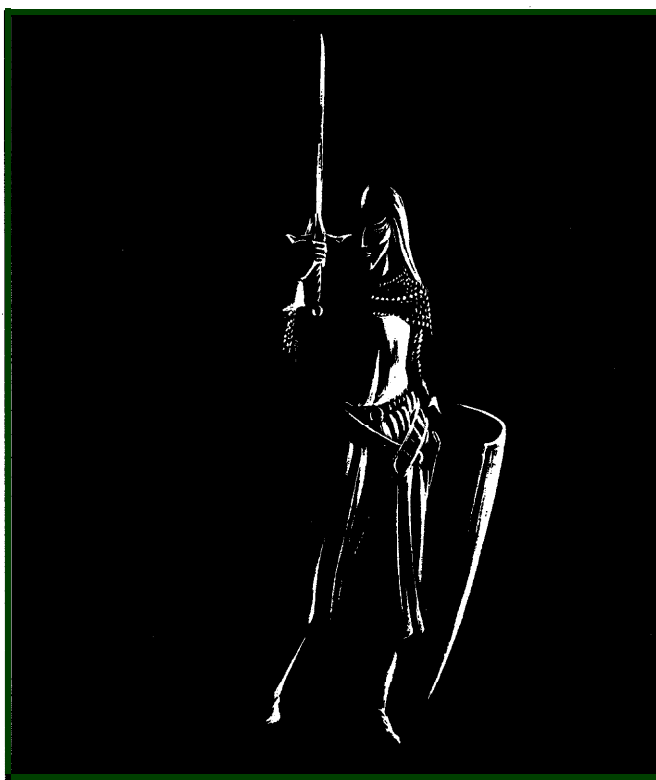
There is much debate among elven scholars as to exactly what the reverend ones are. Some claim that they are spirits of ancient elven warriors who have chosen to fight for their people even beyond the barrier of death. Others say that they are warrior-beings created by the Seldarine specifically to defend elven communities.

Whatever their origin, there is no denying that the reverend ones are ethereal, impressive creatures, and that when they take the battlefield on behalf of the elven nations, they are a potent and terrifying force.

Reverend ones resemble tall, slender elves with pale skin and brilliant violet eyes, clad in gleaming silver suits of elven plate. Most fight afoot, but some legends tell of bodies of mounted reverend ones riding into battle on barded warhorses.

Combat: Reverend ones appear on the battlefield whenever enemies threaten elven nations. They appear in groups of 10-100 and usually act at crucial moments or locations in the battle, striking the enemy from behind, or bolstering a beleaguered elven unit.

Ten percent of all reverend ones are armed with enchanted weapons. The DM may simply select a suitable number from the total force of reverend ones, or roll individually for each reverend one. Weapons range from +1 to +4.



In addition, reverend ones can cause the destruction of undead or evil extra-planar creatures (such as tanar'ri). Any undead or evil planar creature that is hit by a reverend one must successfully save vs. death magic or be instantly destroyed if undead, or returned to its home plane if a planar being.

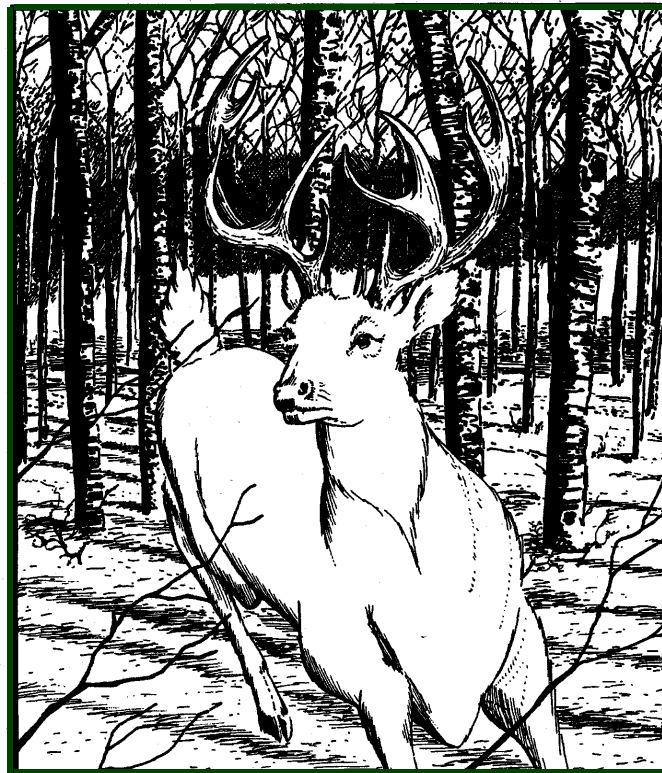
Reverend ones wear gleaming plate armor, which gives off a blinding light, giving opponents a -2 penalty to hit on all melee attacks and -4 penalty to hit with missile weapons.

If a reverend one is slain in battle, he or she returns to Arvandor, and any enchanted weapons and armor vanish as well. On occasion, a reverend one's enchanted weapons will be given to a deserving elven warrior, but this is a rare occurrence.

Habitat/Society: Little is known about the reverend ones' society. It is known that their primary function on the prime material plane is to act as warriors and defenders of elves and elven civilization. They may appear individually to defend important elves or in groups during battle, but they never speak, and always vanish as soon as their task is completed.

CLIMATE/TERRAIN:	Forest (Evermeet)
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	High (14)
TREASURE:	Nil
ALIGNMENT:	Chaotic good

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	36
HIT DICE:	6 (48 hp)
THACO:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/1-4/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Mislead
MAGIC RESISTANCE:	10%
SIZE:	L
MORALE:	Fearless (20)
XP VALUE:	650



The White Stag of Labelas Enoreth is the special servant of the elven god of longevity. Physically, it is a huge, snow white animal, with massive muscles and red, glowing eyes. Observers say that the creature's divine aura is literally tangible and felt by all those who see it. The stag's appearance is considered to be an omen of great events, for it invariably leads any who follow it to a place where a vision or direct divine message is given.

Combat: The stag fights normally, goring with its horns and kicking with its front hooves. As a divine being, the stag is in no danger on Evermeet, but should the unthinkable ever happen, and the beast be pursued by enemies, it is fully capable of defending itself.

Habitat/Society: The white stag appears wherever elves are in need of guidance and wisdom. Some claim that it spends the remainder of its time on the plane of Olympus, and is sent to the prime material plane only when elves are in danger or require its services. As a supernatural creature, the stag has no real role in the ecology of the worlds it visits.



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ELVES OF EVERMEET

For many years, Evermeet has remained a mystery, known only as the elves' place of refuge. So far, details about the island itself, its geography, rulers, and society have been sketchy. It is known that Evermeet is protected by illusory magic, that ships lose their way or vanish mysteriously if they approach the isle, and that the elven navy is the finest in the realms. Past publications have also revealed that Evermeet is ruled by Queen Amlaruil, and that her husband Zaor was murdered decades ago. Beyond this, little is known.

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