

EXCERPTS FROM THE LEXICON

By Yendra, Guardian of the Realms

THE LAST IMMORTAL

In the days following the end of the War of Races the Sylvan King, Sythis Cormyr, contemplated the near extinction of his people and the place elves held in the realm of Arcacia. In these desperate times he turned to his faith, calling on Elowyn to protect his people and to return them to the days of grace and beauty they once held. History shows that Elowyn would grant this boon but at great cost. She would bless the king with six sons and charge them with spreading the elven seed across the realms, though they would be immortal no longer. These six sons would form the genesis of the modern elven races (Sylvan, Solwyn, Morwyn, Velyn, Lamoryn and Ayven) though each would follow very different paths. Given seedlings of the tree of life upon reaching manhood they each set out to find their destiny among the new world rising from the ashes of the Race Wars. Diving the remaining elven people into six different factions they would seek new homes and lands to call their own. These stories are shared in the Lexicon elsewhere, with equal share of triumph and tragedy.

THE SOLWYN (PART ONE)

The story of the Solwyn is both tragic and shrouded in mystery, a tale of betrayal and consequence to rival that of the dark elves. The second sons path led him south across oceans and into the arid and barren wastelands of the Zephyrian Desert. The journey was difficult and fraught with danger and many elves lost their lives along the way. The prince had nearly lost hope when he found an oasis that he interpreted as the will of Elowyn, so he began to clear and claim the land as his own, vowing to raise the greatest elven city in the realm in honor of the goddess of the elven people. This city would take nearly two hundred years to build and require an alliance with the men of the waste to provide materials and labor in return for the vast knowledge and magic of the sylvan. Tragedy would first strike as the city neared completion, deciding it was time to plant the protective seedling of the Elcrys, they quickly discovered that it had been stolen, presumably by the men who had helped them build the city. Without the seedling the city could not survive the harsh climate it was being raised in as this oasis was quickly running dry. The prince banished the men from his lands and set upon discovering who stole the prized seedling but inevitably many years would pass without any hint of its whereabouts. The oasis would dry up and the grand city was a hollow shell without life to sustain it. In desperation the prince sought the help of the gods once again, but his cries seemed to fall on deaf ears. In his darkest hour a light shone on him, and the father of the gods (Arnos) offered him a quest to save his people in return for their devotion to the light. A powerful magical artifact could save the city if only the prince had the strength to find it. This quest he set upon would take years to complete, years of suffering and decay that threatened to destroy the grand city of Sanshara. Upon his triumphant return he found that Elowyn had forsaken them as they had her, and the desert was set upon the city to consume it. Only the survivors of the cataclysm now know what really happened that day, but it is rumored that the city was swallowed by the sand and disappeared forever from this world. The prince would be consumed along with his grand city and presumably the powerful artifact that came too late to save his people. This, however, would not be the end of the Solwyn people. They would find themselves lost and without hope in a harsh land unsuited to them, but their perseverance and strength would keep them alive. Their story not fully told yet, their future to be decided by two brothers with very different ideas.

THE SOLWYN (PART TWO)

The disgraced prince of house Cormyr would have two sons that survived the cataclysm. They would be the heirs to a forsaken people, and each had very different ideas about how to save the Solwyn. Each would first leave their house name behind and create a new one, representing their disappointment in the failure of their father. The first would name his house Lucaria and being forsaken by both Arnos and Elowyn he would claim that the gods were no longer to be worshiped and that self-reliance was their key to survival. He would take half of the remaining Solwyn and enter the lands of men to integrate their two peoples and trade their knowledge for protection. The second brother would name his house Ansalon and discover that Elowyn would welcome back those who acknowledged their betrayal and pledged their devotion once again to the goddess of nature. They would be led even deeper into the harsh desert on the promise that Elowyn would provide for them and teach them to survive and even prosper in the most inhospitable lands known to the realm.

THE SOLWYN (PART THREE)

The Forsaken, as the followers of house Lucaria would come to be known, would take their knowledge of the rare Crysteel mineral alongside their knowledge of working glass and turn it into a dynasty. The city of Sanshara once stood in the Oasis Valley surrounded by the towering Crysteel Mountains and many of the Crysteel mines survived its destruction, though in recent times this region has been overrun by a race of wild halflings that are both dangerous and feral. The Forsaken, as well as their Wayfinder counterparts were both dramatically changed over the many years spent in the desert, adapting their elven magic to survive the harsh climate. They also adopted many strange rituals and customs to thrive alongside the races of men, such as cutting the points off their ears, placing tattoos on their bodies and faces to represent their status and developing a ruthless characteristic not normally associated with the elven people. This decline of moral fortitude has also led to the creation of fake glass and crystal hybrid gemstones which has helped to finance their business ventures around the realms.

THE SOLWYN (PART FOUR)

The Wayfinders, as the followers of house Ansalon would come to be known, would become divided into roving bands of hunters and gatherers across the harsh desert lands of the south. As promised, Elowyn would provide them with the skills necessary to survive these lands and adapt their bodies to protect them from the relentless sun and sinking sands. The Wayfinders were directed by Elowyn to seek the songs which would one day result in a new king and the unification of the Solwyn people, bringing the grace of the Sylvan back in the form of the lost seedling and the greatest elven city ever built will again rise from the sands.

THE SONGS

Sylvan tradition records history in the form of songs, passed down through generations. The Wayfinders seek the songs contained in the Lexicon. The true history of their people and the true histories of all the elven races. The Lexicon was thought to have been destroyed when the city of Ehyrndhel fell during the Daemon Wars, but unbeknownst to the sylvan people a second copy was made.