

Towns: *(population values are given for AC 1000 and AC 1014)*

Erendyl (4800/4100)

Selected Villages: *(population values are given for AC 1000 and AC 1014)*

Ellerovyn (472/553) is the main settlement of the ruling Erewan clan located in the southern hills of the Principality.

Canyatar: (634/565) is the main village of the Bilgrammus clan located in the woods northwest of Ellerovyn.

Alassëatya: (818/724) is a large settlement in the woods southeast of Erendyl on the Vesubian River and is the main settlement of the Anduerin clan.

Eruanna: (421/302) is the main village of the Ilistyl clan located in the woods east of Ellerovyn.

Ethnic groups:

AC 1000 - Erewan Elf 43%, Hattian 20%, Belcadiz Human 13%, Belcadiz Elf 7%, Fen 2%, Alpathian 2%, Thyatian 1%, Others 12%

AC 1014 – Erewan Elf 42%, Hattian 18%, Belcadiz Human 14%, Belcadiz Elf 8%, Alpathian 3%, Fen 2%, Wendarian Elf 1%, Others 12%

Languages:

Sylvan Elf, Thyatian Common

Ruler:

Princess Carlolina Erewan: Marchioness of Ellerovyn, Chamberlain of the Land (1000 - 1004), Commander of Carlolina's Division (1000 - 1009), Deputy Commander of 4th Army Corp, Commander of Huledain Camp and the Glantrian 8th and 15th Divisions (1010 -).

Born AC 651, EW20 (AC 1000), High Mistress of Runes, AL - Lawful

Notable Members of Clan Erewan:

AC 1000

Daylor (Clanmaster of Clan Erewan since 911): born 257, EW10 Attack Rank F, AL - Neutral

Eleesea (Treekeeper): born AC 423, EWC19 of Ilsundal, 4th Circle Cryptomancer, AL - Neutral

Norelia (Oracle): born AC 490, EW15, 4th Circle Cryptomancer, AL - Neutral

Bethys (Oracle): born AC 589, EW13, 4th Circle Cryptomancer, AL - Neutral

Qenildor (declared heir to Erewan): born AC 861, EW9, AL - Lawful

Thendain (Treekeeper in training): born AC 870, EWC6 of Ilsundal, AL - Lawful

AC 1014

Riluaneth (Clanmaster of Clan Erewan since 1008) born 262, EW13, AL - Chaotic

Eleesea: EWC20 of Ilsundal, 4th Circle Cryptomancer

Lady Norelia: EW18, 4th Circle Cryptomancer

Lady Bethys: EW17, 4th Circle Cryptomancer
Sire Qenildor: EW10 Attack Rank D
Sire Thendain: EWC8, 2nd Circle Gold Dracologist

House:

Ellerovyn

AC 1000 - Voting Power: **21** at the Council, **32** at the Parliament

Allies: Lady Aliana Nyraviel (EW10 Attack Rank F), Countess of Soth-Kabree; Lord Ezechiel Naramis (EM12), Viscount of Nathrat

AC 1014 – Voting Power **18** at the Council, **36** at the Parliament

Allies: Lord Ezechiel Naramis (EM12), Viscount of Nathrat; Lord Ansel Widefarer (EW13), Viscount of Redstone; Lord Iriel Newleaf (EW9), Baron of Lantruen; Lord Mirodor (EW14), Baron of Rittermour

Military:

Princess Carlolina holds the rank of Field Marshal in the Glantrian Army and commands two Glantrian army divisions; the 7th and 8th divisions. She also has the command of the 4th Army Corp when activated in times of emergency which includes her two divisions and the 2 divisions of Princess Dolores. In times of war as befits her political rank, field experience and proven command abilities shown during the Great War Carlolina would hold an Army Group command. Princess Carlolina has her entire 8th Division stationed in Erewan. The 1st, 2nd, and 4th Banner are based in Ellerovyn and have only one mission and that is patrolling the southern border for humanoid incursions. Since the western Broken Lands were annexed and New Kolland was enfeoffed the battles between elf and humanoid have largely been in the Council of Princes rather than on the battlefield, but the three banners still keep a close eye and diligently patrol the banks of the Celon Vartana dividing Erewan from the Borderlands Free Province and the western Broken Lands. Carlolina's 3rd Banner is based in Erendyl as a ready reserve in case of a large-scale attack. The Princess maintains a force of 100 F1/E1 (leather, bow, spear, riding horse) called the *Garda Síochána* which polices the Principality and enforces the laws and whims of the Princess within the borders of Erewan and is often assisted by the 3rd Banner of Erendyl.

Carlolina's 8th Division, formerly known simply as 'Carlolina's Division' in the pre-Great War Glantrian army, was re-designated as the 8th Division in 1005 when the Glantrian army expanded to 60 divisions at the beginning of the war with Alphatia and all divisions were given numerical designations. The division is 100% mounted, with one banner on flying mounts. Carlolina's division is made up exclusively of Erewan elves and Forester humans of Erewan (see Dawn of the Emperors: Book Two Player's Guide to Thyatis. Class abbreviation: FO#). They are highly skilled and experienced as the result of years of continuous wars with the humanoids.

Type of Unit: Mobile Assault Division (Light)

BFR: 128 **Troop Class:** Elite **BR:** 258

MV: 18 miles a day (1st Banner can move up to 72 miles/day if alone)

Combatants: 966 Soldiers and Officers

Total Division Strength (including staff and Support banner): 1177

Ellerovyn -

1st Banner (Aliana's Pride): 90 Privates and 9 Deca airborne Light Cavalry (E3) with long sword, shields, and chain mail, and 30 Privates and 3 Deca elite airborne Light Cavalry (E5) with long swords+1, shields and chain mails+1; 4 Senior Sergeants (2-EW7, 2-EM7), 2 Lieutenants (EM8), Captain Felaern (EM10), Blue Dragon Master 3rd) all mounted on Griffon.

After Lady Aliana Nyraviel's death Princess Carlolina took over and became the sponsor of the 100% elven 'Nyraviel's Knights'. She intended to keep them as a private force of hers, but the events of the war changed that notion and she expanded the force and made them a regular part of her 8th Division, and thus a part of the Grand Army of Glantri. The Pride is a very elite and experienced combat veteran unit with years of combat experience. Along with the Blitzkrieg Battalion, Flammenwerfer, and the Red Devils, they are considered among the best combat banners in the Glantrian army. Soldiers ranked Deca and above have a 50% chance (+25% per rank above Deca) of having one or more magical items and/or magical weapons in addition to any listed.

2nd Banner (Red Arrowheads): 240 Privates and 24 Deca mounted Archers (E3, FO3) long bows, short swords, daggers, leather armor; 8 Sergeants (6 -E4, 2-FO4), 2 Lieutenants (EW6,FO6), Captain Yralissa Anduerin (EW8) all mounted on elven warhorses.

The Red Arrowheads are a mixed elven and human (80% Elf-20% Forester) banner employed primarily as archers when the banners of the division are deployed together as a division. In addition to being highly skilled archers, the soldiers of 2nd banner can all cast spells and are adequately trained and skilled with sword to serve as Light Infantry or as a magical unit as needed. However, the value of the banner is with its talent and skill with the bow as only those elves and Foresters considered best with the bow are accepted into the Red Arrowheads. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

4th Banner (Wild Bunch): 240 Privates and 24 Deca Heavy Foot (E3) long swords, daggers, shields and chain mail; 8 Sergeants (E4), 2 Lieutenants (EW7, EM7), Captain Mythanar Erewan (EM9) all mounted on elven warhorses

The Wild Bunch are a mixed elven and human (75%-25%) banner employed primarily as Heavy Foot when the banners of the division are deployed together as a division. Though trained as fighters the infantry of the 4th Banner can cast spells and can serve as a magical combat unit as needed. The Wild Bunch specialize in hacking humanoids into little bitty pieces in hand-to-hand combat and find the notion of feathering a orc with an arrow too easy, or bringing down a hobgoblin with a spell to be poor sport.

Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

Erendyl-

3rd Banner ('Tree-huggers'): 240 Privates and 24 Deca Light Cavalries (E3, FO3) lances, long swords, daggers, shields, leather armor; 8 Sergeants (5-E4, 3-FO4), 2 Lieutenants (EW6), Captain Liselott Schridde (FO8) all mounted on elven warhorses

The Tree-huggers are a mixed elven and human (60%-40%) banner employed primarily as Light Cavalry when the banners of the division are deployed together as a division. While skilled equestrians and cavalrymen all the soldiers of the 3rd Banner can cast spells and are adequately skilled with bow to serve as an archer or magical combat unit as the situation requires. The Tree-huggers specialize in rapid movement and scouting (all being excellent trackers and hunters) as well as horse mounted combat. Soldiers ranked Deca and above have a 40% chance (+30% per rank above Deca) of having one or more magical items and/or magical weapons.

The Princess has an elite group of 40 bodyguards which protect her and her immediate family. They are recruited only from loyal elven clans of Erewan and are all of name level and are most drawn from ex-adventurers and former Grand Army officers. They are intensely loyal to Princess Carlolina, and she is rarely without her Guard Captain and 4 of her best handpicked bodyguards close by in case of random attack or an assassination attempt.

Trails:

An important trail runs between Erendyl and Mylissis in the Southern Hills Free Province. It is rated a good quality trail by Glantrian AAA (GAAA) and is heavily traveled as well as taxed. Nearly all land traffic between central and southwestern Glantri uses this road and a vital military and commercial link between the Capital and the Principalities of Caurenze and Blackhill. Since the reestablishment of trade between Glantri and Darokin after the end of the Great War the main trade route between the two nations now passes through the southern hills and through Erewan. A large mile long bridge, The Erendyl Bridge, crosses the Vesubian River between Erendyl and Nyra and has a toll which must be paid for anyone to cross. The fee is 2 Pennies per person and a 1 Sovereign per animal/wagon. A Fair trail connects Erendyl and Ellerovyn and a poor-quality trails connect many of the smaller communities within Erewan. Note that no trails lead into or connect the elven settlements within the deep woods of Erewan. Merchants are not welcome and non-elves rarely travel or are invited to visit these settlements.

Both the Red and the Vesubian Rivers are navigable along their lengths along the edges of Erewan and are heavily used for commerce and transportation. The Celon Vartana which forms much of Erewan's southern border is too narrow, swift, and full of rapids to be navigable and useable for boats. Erewan has several small rivers flowing through it which are too shallow and narrow for any substantial commercial use and are navigable only with small personal transports such as canoes.

Food:

Self Sufficient

Economics:

Erewan produces enough foodstuffs for its own population. Small farms along the Red and Vesubian Rivers run by human immigrants to the principality help provide the necessary foods for the human residents of Erewan. The forests of Erewan, which are by decree only open to settlement by elves and other woodland creations, provide all the food the elves need. The primary export of Erewan are rare woods cultivated by the elves as well as finished products made from the rare woods done to client's specific requests by elven craftsmen. Erewan is also famous for its horses, especially the Erewanian Thoroughbred. Even though the Palatinsk Tersk, and Bramyran Mori claim to rival the Erewan horse, equestrian experts nearly all claim the best overall Glantrian horse breed is the Erewan Thoroughbred, which is considered to be the most stamina, the fastest over distance, most intelligent, and best trained. The elves of Erewan and considered to also be the greatest bowyers and fletchers in Glantri and have been the exclusive supplier to the Grand Army of Glantri of bows and arrows since AC 865. Erewan is also a leading producer of paper, as well as glassware, beeswax, and honey.

Erewanian Monthly Financial Ledger (figures from AC 1000)

Main resources: 1 vegetable (fine woods), 1 animal (horses)

9 hexes: hills; rural; pop. 1512 (75% elf, 25% human); tax 151.2 dc

6 hexes: clear, river; rural; pop. 7056 (25% elf, 75% human); tax 705.6 dc

4 hexes: clear; rural; pop. 3136 (25% elf, 75% human); tax 313.6 dc

3 hexes: heavy forest; rural; pop. 6720 (70% elf, 30% other); tax 672 dc

1 hex: heavy forest, river; rural; pop. 3360 (70% elf, 30% other); tax 336 dc

Erendyl: small town; pop. 4800 (10% elf, 90% human); tax 1440 dc

Total population: 4800 suburban, 21784 rural

Tax Income: 3618.4 dc

Resource Income: 11,155.2 dc

Standard Income: 23,187.2 dc

As most trade with Glantri and Darokin beyond passes through Erewan after the events of the Great War, in addition to trade between the Principalities of Caurenze and Blackhill with the rest of Glantri, the Princess is able to collect substantial extra income based on fees and duties assessed on the caravans passing through her Principality in addition to riverboat traffic docking at Erendyl. In addition, the Princess collects various fines assessed her subjects as well as collecting taxes on adventurers booty. As a result, the Princess collects an average of 4000 dc a month in extra income.

Council Tax: 8392.2 dc

Net Cash: 10,381.4 dc

Overhead (65%): 6747.9 dc

Available Cash: 3631.5 dc

With 225,283.2 XP/year, in 10 years Princess Carlolina Erewan could gain 2,252,832 XP.

Alternate (tax only): 43,421 XP/year
Alternative (tax and extras): 91,421 XP/year

History:

Princes of Erewan:

Charan Erewan	859-973	b.242 d.973
	Viceroy of Ylourgne 884-896	
	Chamberlain 896-957	
	Grandmaster 957-973	
Celedrin Erewan	973-983	b.493 d.983
	Viceroy of Ylourgne 973-978	
	Chamberlain 978-983	
Carlolina Erewan	983-	b.651
	Chamberlain 983-1004	
	Vicequeen of Huledain 1010-	

The history of the Principality of Erewan began in the forests of Alfheim in 549 when an invasion force of ten's of thousands of Beast Men were brought by the Thyatian archwizard Illodius from an outer plane in an attempt to conquer Alfheim to further the wizards goal of achieving immortality by controlling its magic points. Darokin also sought to take advantage and invaded Alfheim. The elves found themselves hard pressed as their usual harassment and infiltration tactics were useless against the overwhelming numbers and solid front presented by the Beast Men and could not afford to split their forces to defeat the invaders from Darokin. A bold plan was hatched to save Alfheim and a select group of elven wizards was recruited to go behind enemy lines and close the Beast Men gate, the group was successful yet at the cost of the lives of many of the elves when Illodius himself confronted the group. The Thyatian was killed by an elf from the Erendyl clan, named Charan, and the gate was close saving Alfheim. Once the Beast Men were exterminated the elves were able to turn their attention to the army from Darokin whom they routed and drove back from the forests.

After conclusion of the war Charan became a national hero and the toast of the nation and he was chosen by King Celedryl to be a personal advisor which was a position considered to a steppingstone to potentially later becoming King. Through the following decades Charan provided invaluable advice especially during the invasion of the Shadowelves in 560. However, as the decades passed Charan found himself more at odds with King Celedryl first in arranging a peace with Darokin, then the establishment of Alfheim Town and in larger policy terms regarding the presence of non-elves (humans) in Alfheim. When the noted adventurer Doriath returned to Alfheim after 200 years away he was also chosen as an advisor and soon supplanted Charan as Celedryl's chief advisor as the two were more of a mind regarding humans. Charan and Doriath took an immediate dislike to each other and competed

constantly for the King's regard as well their influence upon him. Their mutual dislike grew over the next century into full blown hatred when came to a head when King Celedryl eventually passed away in 707.

As Celedryl's two leading advisors both Charan and Doriath immediately were considered the two frontrunners to become the new King of Alfheim. As both were of the Erendyl clan they supposed they would largely split the clans' support. Due to Doriath's progressive stances on trade and human relations he easily won over the Chossum Clan. His experience outside of Alfheim and knowledge of the world outside of it appeals to the Red Arrows and he gained their support. Clan Meadilil was swayed by their Tree Keeper, supposedly with guidance from the immortal Mealidel himself, to support Doriath. Charan easily won the support of the more isolationist and traditionalist clans; the Long Runners, Feadils, and Grunalfs. It was suspected that the Erendyl clan would abstain thus forcing a vote among the lesser clans until the Clanmaster of the Erendyl surprised everyone and decided to chose between one of their two clan members and chose Doriath to become the new King of Alfheim. An enraged and betrayed Charan announced his plan to leave Alfheim and called for his supporters to join him. To his surprise he found he had many supporters that were willing to follow him. After a year of preparation Charan and his supporters: some 1000 elves formerly of the Erendyl clan along with several Tree Keeper in care of a branch from the Erendyl clan's Tree of Life, another 750 elves from the other major clans, plus three entire minor clans who were staunch supporters of his, the Bilgrammus, the Anduerin, and the Ilistyl all left Alfheim for largely unsettled frontier wilds north of the Broken Lands where there already was a cousin elven clan.

Charan and his approximately 3000 elven followers arrived in the Highlands in AC 709. After acknowledging the authority of King Miguel of the Belcadiz Elves Charan's group was permitted to settle in the Belcadiz lands. Charan and his new clan, called Clan Erewan, settled in the large forest Bosque de Muniellos, the Bilgrammus and Ilistyl clans settle in the forest Bosque de Anaga, and the Anduerin clan in the Bosque de Ordessa. In spite of their significant cultural and religious differences the two groups of elves got along surprisingly well and even the first marriages occurred including Charan's previous mate, Charlana who married King Miguel's youngest son Fernando. However well the elves got along problems soon arose between Charan's elves and the Belcadiz humans regarding management of the forests. The humans who lived in those forests complained bitterly to their king at the restrictions the new elven clan leaders tried to place upon their access and use of the forest. As both elven leaders saw that the influx of thousands of elves was putting a strain on the limited resources it was agreed upon that it would be best for all if the elven clans moved across the Vesubian River to the largely unsettled lands between the Vesubian and Red Rivers. In 712 the four elven clans along with several hundred Belcadiz moved across the river but soon came in conflict with the Flaemish already settled there. This was considered by the Flaemish to be a violation of a previous truce with the Belcadiz and kicked off a new round of fighting between the elves, including now Charan's clans, and the Flaemish. Upon arriving in the disputed region Charon detected a very powerful source of magic in the southern hills and led his clan towards it. Upon arriving he found a gate within a cave to a mystical realm known as the Feywoods. The Erewan clan settled there and started their first settlement Ellerovyn a couple miles away from the cave and its special portal within. Charan also commenced building a large personal estate a mile or two away from the settlement. The keeper of the Erewan clan's branch of the Erendyl clans Tree of Life selected a huge

ancient oak tree and started the years long process of creating a daughter tree for the Erewan clan. The Bilgrammus, Ilistyl, and Anduerin also settled in forests in the region while the Belcadiz that followed Charan settled along the banks of the Vesubian River. In 717 the process of growing the Tree of Life of Erewan clan was completed and Mihangyl Erewan became its first Tree Keeper and Eleesa Erewan the First Assistant. Calls were issued to the three other clans to send prospective Tree Keepers to Ellerovyn to be trained in preparation for each clan getting its own Tree of Life.

The arrival of several waves of human settlers in the Highlands around 730 ended the conflict with the Flaem. While most of the humans settled to the west of the elven lands several groups of humans did settle just north of the Bilgrammus clan along the banks of the Red River. A relative time of peace allowed the elves to grow and consolidate their new settlements and the grand estate of Charan Erewan was completed in 756 and a new mixed human-elf settlement was founded in 766 at the junction of the Red and Vesubian Rivers which was named Erendyl. At the same construction of a bridge connecting the lands of the elves was started which was completed two years later improving communications and movements between the lands of the Erewan and Belcadiz elves. The fragile peace in the Highlands did not last indefinitely however and in 784 war broke out between the Thyatian settlers and the Flaem.

While elves initially resisted being drawn into the war King Miguel was eventually persuaded by Joachim von Drachenfels to join the coalition against the elves in 786. Charan, though feeling no desire to embroil his elves in the human conflict, had little choice but to join based on elven solidarity and out of friendship for King Miguel. Charan decided to lead the elven troops from Erewan and was placed under the command of King Miguel's son, Fernando, who led the Belcadiz forces. For two years the two elves led their forces in battle against the Flaem until the coalition finally achieved victory over the Flaem after the Battle of Braastar in 788 during which King Miguel was killed and Fernando became the new King of the Elves.

In the peace negotiations after the battle all parties agree to establish Republic of the Highlands and King Fernando proposed to give up his crown and join the Republic as long as Charan was granted a 2nd elven seat at the proposed council. Charan was warned by his clan Oracle Norelia about an act of human treachery and lobbied Fernando unsuccessfully to stay out of the affairs of the chaotic and violent humans. His advice was ignored by Fernando, and he agreed to enter the elves into the Republic of the Highlands thus the Flaems withdrew all claims to the lands south of Isoile and Fen rivers and all lands east of the Vesubian and Fen rivers were assigned to the elves. The lands between the Vesubian and Red Rivers were formally given to Charan Erewan which he prompted named Erewan. The parties agreed to establish a council composed of 3 Flaems, 2 elves, 1 Kerendian, 1 Thyatian and 1 Hattian to rule the country. Left out however were the Alphatians whose leader, Halzunthram in cahoots with the Hattians, captured Charan and the rest and the council when it met for the first time and declared the Highlands an Alphatian colony. Charan was imprisoned with Don Fernando and three Flaemish council members. Charan was furious at this turn of events and blamed Don Fernando (at least partly) for the event for this was exactly what Charan warned him of when dealing with humans. After, Fernando's younger brother, Alfonso rescued them, both Fernando and Charan decided to remove the elves from this very human conflict, with Fernando reclaiming his Kingship, and declaring a strict neutrality in which no outside armed human forces were allowed in the lands of the elves.

Having lost faith in the decision making of King Fernando Charan decided that he needed to see to the long-term health of his clans. Knowing that his people were vastly outnumbered by not just the humans but by the Belcadiz he called his fellow Clan Masters to a meeting at Ellerovyn where he announced his plan to encourage higher birthrates with a goal to double the elven population of Erewan within the next 200 years. He asked that the minor clan leaders support him and encourage the same with their clans. All three Clan Masters agreed and promised to promote elven couples to have more children than elves were conditioned to having. In 801 while the war waged in the human lands Charan received a surprise visitor, the new Clan Master of clan Erendyl back in Alfheim, who apologized for any apparent backstabbing by his predecessor and asked to establish contacts with Erewan. After explaining that Erewan was subject to King Fernando both Charan and the Clan Master travelled to Alhambra where King Fernando agreed to the establishment of official contacts at which point the Clan Master explained that due to overpopulation there was a large group of elves back in Alfheim who were willing to emigrating to the Highlands and help Charan solidify the elven presence in the Highlands and asked if they might be accepted into Erewan. Both Fernando and Charan agreed immediately and told the Clan Master of the Erendyl that they would not just be accepted but would be most welcome in these uncertain and violent times. Two years later, in 803, a large group of elves made up primarily of fractions of the Red Arrow clan led by General Celedrin, and Long Runner clan led by a young but already powerful female wizard named Carlolina arrived bringing some 3000 elves more elves nearly doubling Erewan's elven population. While Celedrin and Carlolina were formally adopted by clan Erewan and settled in Ellerovyn many of the other elves settled throughout Erewan and were either adopted by the other clans in addition to clan Erewan or formed small lesser clans. Celedrin was immediately installed as Marshall of Erewan's armed forces and after noting the offhand comment by Carlolina about the lack of an institution of higher learning Carlolina was given the task of establishing one and chose to start one, with the support of both Fernando and Charan, in Erendyl which eventually became known as Erewan Dateless University and the preeminent scholar Aelrindel Ilistyl was installed as its first Grandmaster.

Try as Charan might to ignore it, the war between the human factions continued to rage, in 803 a great plague broke in Glantri thought to have been brought by the Dwarven troops of Halzunthram which forced Charan to close his borders completely to the west and south. Complex negotiations between the Kerendians and King Fernando finally brought the Belcadiz into the rebel fold in 806. Charan was so reluctant to enter the war it took more than two years of personal appeals from Fernando before Charan relented and joined the rebel side and dispatched a small force of cavalry and archers under command of Celedrin Erewan, along with a cadre of wizards under command of Carlolina Erewan to augment the Belcadiz forces. Charan kept most of the forces available to him within Erewan under his direct command and tasked with defending Erewan from Hattian/Alphatian raids. Erewan played little part in the final 20 years of the civil war nor played any part in the capture of Halzunthram which ended the Forty Years War. With the conclusion of the war overtures were made by Alexander Glantri to King Fernando to again join the ruling council of the Republic of the Highlands but this time Fernando listened to the advice, and reminders of past human treacheries, of Charan and decided to keep the elves out of human affairs and not join the new Republic. The years that followed the end of the war were a time of great growth and prosperity in Erewan with a great deal of attention spent on planting

new trees and expanding its four main forests. Some non-elven woodland creatures took advantage of the peace that held across the Highlands and joined the elves in the forests of Erewan. The most notable might have been the migration of a large clan centaurs in 840 which arrived from the north creating quite a stir as they travelled across the Highlands before reaching Erewan and settling in Eryn Cyhell. Less conspicuous in their arrival but as noteworthy was the arrival by air a year later of a small clan of Faenare from the far west who settled in Eryn Canyon. Finally, after over 100 years of training the Tree Keeper of the Erewan clan declared in 845 that the apprentices sent by the Bilgrammus, Anduerin, and Ilistyl clans were ready to handle their own clan Trees of Life and branches were taken from the Erewan's clan and given to each newly raised Tree Keeper and taken to their respective home forests where the five-year process was started to grow their own Trees of Life.

While the elves of Erewan focused on their lands and forests the Highlands was changing quickly. The Republic of Glantri ended in 858 with the establishment of a Glantrian magocracy with the Light of Rad decision by which nobility was restricted only for wizards and made the ruling Council members Princes. A small rebellion by mundaner former noblemen was quickly put down, after which the eyes of the Council of Princes turned to the lands of the Elves. After intense negotiations Fernando agreed to give up his Kingship and join his lands to Glantri and accepted the title of Prince of the Elves. Charon was very much against it though relieved that Fernando had negotiated, as a price for giving up his crown, for the strict anti-clerical laws, which could be applied to the Tree Keeper clerics of Ilsundal, to be granted a conditional exception in elven lands. In the end though Charon saw he had little choice and unhappily agreed to follow the Belcadiz into the new Magocracy of Glantri. Charon's beloved Erewan and their settled areas between the Red and Vesubian became part of a large Elven Principality ruled by the Belcadiz.

Several weeks later Charon recognized the need for a voice for his elves at the House of Lords and requested Prince Fernando and the Council for him to be granted a noble title. Appearing before the Council Charon was pointedly questioned by Prince Etienne d'Ambreville regarding the notion of succession of any sylvan elf noble titles. While the Belcadiz had traditional family structures with recognized progeny and heirs it was known to the Princes that the Erewan did not have traditional families but clans thus leaders had no acknowledged heirs and filling positions of authority and leadership in the clans were either chosen by applicable qualities or simply by seniority within the clan. Etienne went on to say that was incompatible in the new Magocracy of Glantri where certain standards and levels of magical mastery had to be ensured to ensure the health and vitality of the noble class of a Magocracy. Several tough days of negotiation ensued which hammered out the way the long lived yet childless elven society could fit in the nobility system of Glantri. It was put into law after agreement between the Princes and Charon that sylvan elven nobles must renounce their clan membership upon becoming a noble, much as the King of Alfheim must do. However, the new noble can select one and only one heir from their old clan as long as they meet the standards of being determined by the Council of Princes to be a wizard not merely a user of magic. It was written into law that if a nobles heir should die before the noble himself passed away the noble title would be become vacant upon the nobles death. Charon agreed to those terms and was granted the title of Marquis of Ellervyn and took a seat in the House of Lords. Upon renouncing his ties to Clan Erewan he was replaced as Clan Master of the

Erewan Clan by his trusted advisor and friend of many centuries Aerilaya and named the dashing charismatic elven general Celedrin Erewan to be his designated heir.

Relations between the two groups of elves however deteriorated over the following decades after the elves joined Glantri and under the Belcadiz the Erewan elves outside the borders of Ellerovyn were reduced to second-class citizens in the Principality of Belcadiz. There were harsher sentences for them, harsher taxation and so on. In 875 the Great School of Magic was completed, and a new proposed law was before the Council by its new Grandmaster Prince Etienne d'Ambreville that stated all future nobles must be graduates of the Great School. The proposal immediately drew the protests of Charon who argued that the elves of Erewan had a different school of spellcasting and was learned from clan elders and their own magics of their own style of spellcasting. Etienne relented though promising to hire any willing Erewan masters who wanted to teach at the Great School and educate young elves. The law was amended to say that non-Great School nobles must be judged personally by the Grandmaster and found to have sufficient ability in magic to be considered a wizard which Charon agreed with proposal which then easily passed the Council and became law. The Grandmaster of the Erendyl College, Aelrindel Ilistyl, became Etienne's first elven faculty member and became the new Master of Ancient History. Aelrindel and the brilliant young wizard Carlolina Erewan accepted a position as Professor of Botany.

Finally in 882 Charon decided he had to get out from the Belcadiz yoke for good and starting lodging protests against Prince Fernando regarding the treatment of the elves in Erewan. After a long investigation, which was kept secret from Prince Fernando, the Council was informed to the truth of Charon's allegations. Charon had just enough support on the Council of Princes for the votes to break away from Belcadiz and establish a 2nd elven Principality, which he naturally named Erewan, in AC 884. As Prince Charon would be tending to the affairs of state in Glantri City, and representing the elves of Erewan, the day-to-day governance of Erewan was modelled upon Alfheim with Charon seen as a de facto 'King' but with a Council of the Clan Masters of the four clans having the real power within Erewan and who would govern and handle any disputes. Prince Charon soon after becoming Prince of Erewan was given the position of Viceroy of Ylourgne which was vacated after Prince Etienne disappeared. As Charon had no time or desire to personally oversee the fort or its troops he delegated the position to Celedrin to serve as commander of the fort in his name. Charon made use of his spare time in Glantri City and not only attended the Great School of Magic but often taught elven students their magic and was known to all to be one of the most powerful and knowledgeable wizards of all Erewan. Charon's term as Viceroy was a short one as the death of Prince Fernando became the new Grand Master of the Great School of Magic leaving open the position of Chamberlain of the Land. Charon easily won the vote to assume that position.

The first decades of Charon's reign as Prince proved to be relatively uneventful for Erewan other than the occasional raids and counterraid with the humanoids in the Broken Lands to the south. One notable event was the arrival in 898 of a 3rd group of elves from Alfheim who accompanied a large group of Traladarans who were emigrating to Glantri. This group consisted of a small clan, the Goriidel Clan, of some 400 elves which once allied with Clan Grunalf in Alfheim. However, they did not settle in Erewan but moved north with the intention of settling the wooded valleys of the Wendarians far to the north and establishing trade with Wendar. Ominously however Prince Fernando, who had fought the splitting

of his Elven Principality tooth and nail, never forgave Charan for the betrayal of his father's good will in taking the Alfheim clans in and allowing them to settle in their lands when they first arrived. Though unable to retaliate directly against Charan a shadow border war soon started between the two principalities with occasional acts of terrorism and murder by both sides, especially targeting 'traitors' who live in the others lands or marry elves of the other clan, which continues still to this day for the long lives and memories of the two groups of elves. The Erewan elves though they considered themselves loyal subjects of loyal to Glantri, were always mistrusted by the rest of Glantri for a variety of reasons. Strong cultural ties to Alfheim caused many to wonder where their allegiances really stood. Unlike the very cosmopolitan Belcadiz the Erewan never fully ingratiated themselves into the human dominated Glantrian culture and tried to maintain their distance from humans and keep to their traditional customs old way of life. Thus, Charan often found he had few political allies at the Council and even less in the House of Lords as the only elven noble died along with his heir in a mysterious explosion at Soth-Kabree.

The reign of Prince Charan changed markedly however in 902 when Prince Charan discovered the existence of the Radiance and started to master its special powers. However due to overuse he developed a strange wasting in his legs and thus withdrew from public to dedicate himself completely to his studies. He declared that Celedrin would serve as his representative at the Council and would act and speak in Charan's name in all matters. Celedrin was very different from Charan is that he did not have the same disregard or lack of trust for humans which was largely a result of his experiences of the 40 Years War where he often served alongside humans and gained a wry amusement and affection for their notoriously chaotic nature. He strongly believed that Erewan should follow the path Alfheim had taken that nobles, including Princes, should be those who were familiar with human ways and comfortable with them and already planned that his heir, when that day came, would not be a clan elder but a elf who understood humans and could work with them. As if reading Celedrin's very thoughts the elven principalities were struck with a series of high profile passings. Prince Fernando passed away in 912 and was succeeded by his son Alfonso. Erewan suffered its own grievous loss in 914 when the beloved Tree Keeper of the Erewan's Tree of Life, Mihangyl Erewan, passed away in her sleep at the age of 892. She was succeeded by her protégée and longtime 1st Assistant Eleesea Erewan. Her death was followed the next year by the Clan Master of the clan Bilgrammus, Pellas Bilgrammus who was a longtime friend, confident, and supporter of Prince Charon.

After becoming Warden of the Marches in 937 Prince Alfonso gained the permission of the Council to establish two new divisions of the standing Grand Army of Glantri bringing the total up to 8 divisions. Believing the conflicts and rivalries between the Erewan and Belcadiz could impact the efficiency of the old unit he created a new Erewanese division. As Prince Charon was too engrossed in his Radiance research to care about such trivial details, Celedrin named his old aide de camp during the 40 Years War Merellien Anduerin to be the assistant commander of the division. The first act of the new commander was appointing the young elven warrior Qenildor Erewan as the Banner Captain of the 1st Banner. Qenildor who before gaining a name in military circles for his savage yet successful raids into the Broken Lands was also noted in Erewan as the first elf to graduate from the Great School of Magic as a beginning novice spellcaster. In 957 a rather unfortunate episode at the Great School of Magic resulted a return to public of Prince Charan. The years of erratic behavior of the current Grand Master of the

Great School, Johann von Drachenfels reached a climax when he attempted to force himself upon the beautiful and mysterious Mistress of Botany and Herbalism, none other than Carlolina Erewan. After Carlolina incapacitating Johann with a series of spells the Council of Prince quickly removed Johann from the position of Grand Master. Charan surprised his fellow Princes by appearing after decades hidden away immersed in his researches and declared his candidacy for the position of Grand Master. He was known to be the most powerful of elven wizards and more a scholar than a politician and easily got won the resulting vote over Princes Francesco of Caurenze and Willem of Bergdhoven. With the reemergence of Charan onto the political stage Celedrin withdrew back into the shadows of power and took command of Charan's division.

Charan's term as Grand Master of the Great School lasted all of 16 years before he discovered the last and greatest secret of the Radiance, the spell that allowed the caster to attempt to reach immortality. After casting the spell Charan disappeared and was never seen again and was last seen by his butler late one night entering his personal and very private research lab in the tower of the Grand Master. After several days when he failed to appear or be seen by his staff his lab was broken into by his Guard Captain who found the lab empty but saw that his main research table was covered in ashes as if all his papers and books had been set aflame. After a month with no sign of Prince Charan the Council declared the position of Grand Master and the title of Prince of Erewan vacant. Celedrin Erewan was quickly confirmed by the Council as the next Prince of Erewan.

As Celedrin was less than 500 years old when he became Prince of Erewan it was expected that he would wait some time to name his heir but he surprised everyone by officially naming his heir the day after he was confirmed. As Celedrin had long given thought to the types of nobles and Princes the people of Erewan needed to thrive in the human dominated Glantri he had long settled on his choice to potentially be his heir. In a surprise announcement he declared Carlolina Erewan, who was much respected by the nobles and wizards in her role as Mistress at the Great School, was very experienced dealing with humans and human nobles, and was already a very powerful wizard in spite of her relative youth. Carlolina accepted the honor and responsibility and resigned her position at the Great School and became the primary advisor to Prince Celedrin who also tutored his heir on the fine points of Glantrian politics. It did not take long for a strong physical attraction to manifest between the very beautiful Carlolina and the devastatingly handsome Prince Celedrin. They became a couple after only a few years working together and though marriage was not an elven custom they talked long about having a civil service in the Grand Temple of Rad. Together they had one child, girl named Lorelelia, whom after a year nurturing in Glantri City they sent to Ellerovyn to be raised by the clan as was the elven tradition. Any thoughts and plans towards a traditional human marriage were interrupted by an outbreak of brutal raids upon southern Erewan and the neighboring Southern Hills Free Province by the newly united humanoids by King Thar of the Broken Lands. After reports of several villages razed and plundered in the hills southwest of Erewan Celedrin left Carlolina in Glantri City to be his representative at the Council while he returned to Erewan and took command of his division. Over the next year Celedrin and Thar commenced a brutal, no quarter, cat and mouse campaign until Celedrin finally, by process of attrition, wore out Thar and drove him back into the Broken Lands. Not satisfied with the tactical victory Prince Celedrin decided to pursue Thar deep into the Broken Lands where his division was ambushed 10 miles

west of Udhgar. The elven division found itself surrounded and outnumbered and leaderless as Celedrin, who was at the head of the division, was struck by up to a dozen arrows and fell from his horse at the onset of the ambush. The elves faced total annihilation as thousands of humanoids poured from well hidden caves and tightened the vise around the elven division that counted less than 900 combat troops. The division was saved after Banner Captain Qenildor Erewan bravely led a shock troop of elven warriors that punched a hole through the surrounding humanoids and allowed the rest of the division to flee but sadly without the body of their commanding prince. The shocking news of Celedrin's death soon spread to Glantri City and reached Carlolina Erewan who was immediately summoned to the Council Tower and given the choice to be confirmed as the Princess of Erewan or to refuse and leave Erewan open to the Archduke of Glantri. Carlolina though in tears accepted her duty and was confirmed as the new Princess of Erewan and accepted Celedrin's position as Chamberlain of the Land.

Unlike Celedrin who had many decades to plan and prepare for one day becoming the Prince of Erewan Carlolina had given no thought to plans or preparations for possible ascension to power. As she had no one specifically in mind for being declared her heir she declined to do so at first and returned to Erewan to see after her troops and to get the full accounting of what happened in the Broken Lands. Carlolina got the full details from Qenildor whom she was very familiar with as Carlolina was Qenildor's master of magical studies when he was student at the Great School of Magic. He immediately offered to be her bodyguard and protector until she declared an heir to Erewan. Carlolina accepted and Qenildor resigned his commission and joined Carlolina when she returned to her duties in Glantri City. Carolotian spent the following years learning the ropes of Glantrian politics the hard way, on the job, and make many small mistakes and misjudgments in the process. However, the advice of Qenildor kept her from making mistakes that could have really lasting consequences. Over the years it became clear to Carlolina that the best choice of heir was right in front of her and in 999 she formally declared Qenildor to be the heir to Erewan. As Qenildor expressed the wish to pay back the humanoids and avenge Celedrin Carlolina released him from the duty of protecting her and he rejoined the Grand Army and was assigned command of Huledain Camp.

The next several decades past quietly until the beginning of the Great War in 1004. This distrust many in Glantri held towards the elves and their loyalty to Glantri manifested itself at the Council when Princess Carlolina was removed from her position of Chamberlain of the Land soon after war was declared and the position given to Prince Jaggar. With the massive expansion of the Grand Army in AC 1005 to 60 divisions Carlolina was not promoted to Army command or Group Command as all of the other pre-war division commanders were. Her division was put under command of Prince Volospins 5th Army. Qenildor officially took over command after the Council agreed it would save her the further embarrassment of having to serve such a minor role under another Prince. Most disconcerting to Erewan was the deployment of all the newly raised forces. Prince Jaggar and the rest of the Glantrian High Command anticipated an Alpathian attack would come from the east, through Ethengar and thus deployed the vast majority of the army in the eastern half of Glantri. Princess Carlolina's and Qenildor's repeated warnings about the humanoids in the Broken Lands and the need to protect Erewan were ignored by Jaggar and so she set to raising militias and improving defenses in her own Principality. One minor success at Council was achieved in late AC 1006 getting control of her namesake division,

designated in AC 1005 as the 8th Infantry Division, and having it transferred directly to Erewan. Qenildor remained as commander of Camp Huledain and oversaw the training of the four newly raised divisions of Volospin's 5th Army stationed there.

Thar's Invasion of Glantri in Yarthmont 1007 was aimed away from Erewan but did not leave Erewan unscathed. Strong humanoid forces were detailed to raid Erewan and keep the elves from intervening in the sacking of Blackhill and the later drive on Glantri City. Massive raids into Erewan continued for nearly a year while Thar's legions occupied Glantrian soil. Many elves lost their lives defending their homes and the southern hills of Erewan were considered a no-man's land other than the defensive bastion of Ellerovyn. Thar's defeat at Glantri City and his withdraw back into the Broken Lands did ease the numbers and strengths of the raids into Erewan but did not stop them. Erewan however was left to handle the raids on its own even after Thar's retreat for the situation far to the east had worsened and it grew more and more likely that Alphantian forces would soon be on the continent and heading towards Glantri. Erewan was not spared the effects of the Great Plague sweeping Glantri which made defending against the continued raids, even if weaker and rarer, still very difficult as Erewan was estimated to have lost 20% of its population to the plague. The plague combined with losses in the war due to the raids left Erewan with a substantially reduced population by the time the war ended when Alphantia sank.

The end of the Great War however was not the end of the suffering for Erewan. King Thar continued to launch strong raids and attacks into Erewan well into AC 1010 which took its toll in lives and property. Carlolina was repeatedly frustrated with the unwillingness of the Council to help with the defense of Erewan and proposed measures to help raise troops were voted down. Some Erewan elves finally had enough of the continuous fighting and the lack of sympathy and help from the rest of Glantri and several hundred elves left Glantri for good. Carlolina herself watched with amazement as the Council actually took seriously the petitions of the Kobold leader Kol IV to become a Prince of Glantri after he replaced Thar after a short civil war as head of the Humanoids of the Broken Land. The measure in late 1010 was only narrowly defeated but a caveat was given to Kol that can reign in the humanoids and end the state of war between Glantri and the Humanoids keep his hordes from invading Glantri and Erewan the Council would reconsider the issue in 1011. Over the course of AC 1011 Kol managed to do just that and for the first time in many years Erewan knew peace though they remained distrustful and ever vigilant against further raids into Erewan. On Kaldmont 21 a new Humanoid principality was established and Kol IV became a Prince of Glantri in spite of the opposition of Princess Carlolina. In the years that followed the establishment of New Kolland peace was finally to be found in Erewan. Erewan and Carlolina were able to start rebuilding and adjusting to the new politics of post-war, post-plague Glantri.

Cultural Curiosities:

FOOD

After a long vacation in the ethereal plane. The Piazza Food Networks's food critic, Micky the Mage returns with his latest culinary adventures. Today time we find him in Erewan.

Hey food lovers! Glad to see everyone after a well deserved vacation. It is a shame to have to return from vacation to such an unhappy place. Only the devastated and rebuilding Blackhill rivals Erewan for

the dark cloud hanging over it. I spent a week there and I left there actually fondly remembered the relative joyous nature of Boldavia hahah. The cuisine of the elves is known to many to consist of hunting and gathering the bounties of the forests; raw game, nuts, and fruits. However, Erewan has a significant human population and while they do keep their own ethnic eating habits there has been some cross pollination between elf and human. Erewanian cuisine tends to be simple and rely on simple yet fresh ingredients. Game animals are the mainstay of Erewanian cuisine; some dishes stress raw game yet most are involve fully cooked game as many humans, even in Erewan, are not conditioned to eat their meat raw. The town of Erendyl has the best examples of the Erewanian fusion of elf and human but in my mind, it is a bit of an acquired taste and not really to my liking. Till next time, which will be Klantye, I bid everyone Mae g'ovannen!

ARTS AND LITERATURE

Erewan elves are famed throughout Glantri for their skill in woodworking and especially their creations with rare valuable woods. Erewan is also famous for its poetry, paintings, and music. The most famous literature to come out of Erewan would be its historical works and biographies of famous historical figures. The greatest historians of Glantri are almost all Erewanian and over the centuries many works on important events, places and people have come from Erewan.

ARCHITECTURE

Erewan is obviously famous for its architecture that strives to blend in with the forests and is often constructed in or within the trees themselves. Tree homes of majestic beauty can be found throughout the forests of Erewan. Suspended pathways connect homes in settlements and making ground access difficult and defense much easier.



SOCIAL CUSTOMS

The Erewanian elves have since their arrival in the highlands remained aloof from humans. Erewan elves are often seen as haughty and arrogant by everyone outside of Erewan. Partially out of distrust and fear of the humans part out of an attempt to retain their unique culture. Intermarriage with humans and even Belcadiz elves is strongly frowned upon by clan elders. Relations with the human Erewanian population are cordial and formal but rarely warm.

THE LAND

Ever since arriving in the region the elves have been working on converting the land between the Red and Vesubian to one more to their liking. Three large forests exist today where small tracts of forest did upon the elves arrival here. A common method of payment for services rendered is the planting of trees where none stood before and though a map of Glantri shows a relatively clear area much of it is wooded and is estimated by the Tree Keeper of the Erewan clan's Tree of Life, Ellesea Erewan, that forests will cover several more than half of the area of Erewan in the next five hundred years, within many a lifetime for many young elves.

DEMOGRAPHIC

There are four main elven clans residing in Erewan today. The most important is of course the Erewan Clan. The Erewan clan is the largest of the main clans with some 3500 elves. Clan Erewan elves are some of the best craftsmen in Erewan. The next largest clan is Clan Anduerin with nearly 3000 elves who are a warrior clan and make up nearly 60% of Carlolina's 8th Division and are often the greatest tactical, strategic, as well political theorists. The Canyonar clan has some 2000 elves and are the foresters and hunters of Erewan and are the most adherent to the teachings of the elven immortals. The smallest clan with just over 1000 elves is Clan Ilistyl and are the most magical and scholarly of the clans with a high percentage of elven archmages belonging to the clan. The remaining 2000 elves belong to minor clans, the largest with less than 500 elves, which are allied to one of the main clans.

The forests of Erewan have a large number of Woodland creatures that are counted as residents and citizens of Erewan. They are taxed as citizens are but are exempted from military service and rarely participate in any activities in Erewan outside of their immediate areas. The forests have a large numbers, estimated to be just over 3000, of centaurs, sprites, pixies, and Faenare that are found in the two large forests of Erewan; Eryn Cyhell and Eryn Canyonar.

Erewan has a substantial Belcadiz population of both elves and humans which resides in Erendyl and along the banks of the Vesubian in eastern Erewan and are largely overlooked as they keep to themselves and work the land and have little time for politics or the power struggle between House Ellerovyn and Alhambra. A large human population is also found in Erewan, mainly along the banks of the Red River and consists of farmers, merchants, and magic users with an affinity for the elves and their sylvan ways. Most of the humans are ethnic Hattian who either settled in Erewan upon arriving in the Highlands or came after the migration of the Hattians northward when they merged with the Alphantians to become known as the Aalbanese.

EDUCATION/MAGIC

Erewan has one major educational institution, the Erewan Dateless University, located in Erendyl and several smaller specialized institutions of higher learning. Alassätya has a military academy for elves, and some humans, which teaches traditional elven military tactics. Eruanna has an academy of elven magic where elves can learn from the greatest and most powerful of elven wizards. While the Temples of Rad and their Shepherds are the primary vehicles for education in Glantri most elves though do not attend formal classes are educated by clan elders. Temples of Rad are found in the human settlements

along the Red River as well as the Belcadiz settlements along the Vesubian. The town of Erendyl has a large Regional Temple of Rad which oversees the smaller temples in Erewan.

Notable sites:

Erendyl

Erendyl was founded in AC 715 and was considered to be inspired by the layout of Alfheim Town. The town is permanent residents are predominantly human with a small population of elves who handle much of Erewan's financial and commercial interests. Erendyl lays directly on the main trade routes, by land and water, to the southwest quarter of Glantri and has a thriving economy. One's first impression of Erendyl is formed as one first approaches and sees the town is protected by a 10 ft. high wall. However this is no ordinary wall but one fitting one protecting a town in an elven land. The wall is not of stone but of earth. Not simply an earthen wall, but one adorned in ivy. The wall is known as Wrigleo's Wall in honor of the Thyatian poet who wrote of its beauty over a century ago. However unknown to all but a few long lived elves the wall is no simple wall of earth but is actually an earthen shell over multiple applications of the Steelform spell made permanent.

Erendyl owes its fame to its unique dual human/elven architecture. Human buildings of stone coexist with large Sentinel Trees tower above the Commercial, Human and Belcadiz quarters. The Sentinel's provide living space for the elven population of Erendyl and also serve as defensive towers and platforms for elven archers. The town is famous for being the home of the most renowned institutional of learning in Glantri outside of the Great School, the Erewan Dateless University. The University specializes in forestry, botany, and zoology. The school also boasts a strong magical curriculum geared to traditional elven forest magic but is only open to humans who are accepted by the school's Grand Master. The school occupies the center of Erendyl high up in the four giant trees in the middle of the Erewan Quarter and was founded the same time. Its current Grand Master is Chamylla Ilistyl (Age 613, EW18, AL-Lawful). She is specialist in the study of faeries and other fey folk and has made many trips to the Feywoods.

While the elven architecture is much admired in Erendyl what really gives the town its unique flavor is the Belcadizian quarter. The Belcadiz have long lived here and have put their unique cultural imprint on the town. The Historic District is a favorite of many and houses a number of mansions sitting right on the Vesubian River. The mansions were once homes of the ruling and leading families of the Belcadiz and have since been sold to non-noble but still very wealthy families. Plaza de Ciebeles is the center of culture in Erendyl. It is faced by a one time Belcadizian Cathedral which has been turned into a concert hall and regularly hosts concerts by the leading Erewanian musicians as well as occasionally hosting the greatest of Glantrian singers.



Ellerovyn

Ellerovyn consists of a large walled village which is the primary settlement of Clan Erewan and a fortified estate belonging to the ruling Prince/Princess of Erewan. The village of Ellerovyn is a traditional stone, ground based settlement with a stout stone wall for protection and has a large artisan quarter as well barracks for the 2nd and 4th Banner's of the 8th Division. A large Home Tree in the center of the village is known as the Council Tree and is where the Council of Clan Masters will meet and from where the day to day administration of the Principality is handled. The Council consists of the 4 Clan Masters of the main elven clans, a Clan Master representing the minor elven clans, as well as elected representatives from the humans and from the Belcadiz. While the ruling Prince/Princess of Erewan is given great deference and latitude the Council of Clan Masters, per longstanding elven tradition and custom, has the final say over internal matters within Erewan.

Several miles to the east of the village of Ellerovyn is the fortified estate of the ruler of Erewan. The elite 1st Banner of the 8th Division is based here and consists of a castle like structure with a tower at the center which is the home and sanctuary of Princess Carlolina.

The Erewan Feywoods

In a cave in the forested hills several miles west of the village of Ellerovyn is a portal to a magical realm known as the Feywoods. The Feywoods and Erewan exist within the same space; however, to most normal people it is like being in different dimensions. Some have often described this mystical realm as Mystara's dream reflection amplified by the raw natural magic of the world itself. The realm though an exciting one for many adventurers can be very dangerous thus the entrance to the cave is guarded by a handful of Council guards who require passes from the Council of Clan Masters to pass.

Coat of Arms:



Useful Links:

[History of House Ellerovyn](#) by Harri Mäki

[The Economy of Erewan](#) by Aleksei Andrievski

Glantrian Political History by Harri Mäki and Giovanni Porpora

[Creature Crucible V - Elven Spellcasters](#), and [The Grand Army of Glantri AC 1000-1014](#) by Micky

On the Lands of the Erewan (pts [1](#) & [2](#)) by Hausman Santos and Leandro Abrahão

[The Feywoods](#) by Aozy Markov