

Elves of Evermeet By Anne Gray McCready 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. Included are: new elven magic (for High Mages) elven NPCs tips on playing Evermeet elves gods and goddesses of the island and adventure ideas for your own campaign! Bring the wonder that is Evermeet into your game with this sourcebook. When expansion of humans into their forests or the depredations of fiends or orcish hordes or simply a weariness of living with danger constantly all around them and the need for secrecy the People can go west and take ship over the sea following the call of the Retreat as dictated by the Elven Court. You might be able to get some interesting stories out of relationship drama or culture shock of mainland elves who are used to having to hide away from others finally living in a place where they are the undisputed masters but even that is more literary than role playing gamist. Non-elves can't even go there unless they have an elf to vouch for their behavior at all times and are willing to put up with racist elves constantly looking down their noses at them and elves can go to enjoy utopia but. This assassin was a Gold elf and you'd think that this would have caused an explosion of factional conflict since the Gold elves are responsible for basically everything that's gone wrong in elven history from the Crown Wars on down. According to the book it has basically no effect at all on elven society other than to make the Gold elves even more fanatically devoted to prove their loyalty to Queen Amlaruil the Sad Queen. The Green elves hide in the woods the Silver elves throw parties and frolic except when it's time to prove their loyalty to the Sad Queen and the entire society is a unified harmonious whole with no fracture points or stresses whatsoever. Sure a lot of them are there voluntarily because that way they can spend all their time around other elves instead of the disgusting Not People but there's still an element of coercion in their living arrangements in that they live on Evermeet because there are few other elven nations to pick from. Where once Faerun was covered in elven kingdoms forested Eaelrann shining Aryvandaar southern Ilythiir western Shantel Othreier and so on until I overuse all available vowels now there's less than a handful. The adventure possibilities are all missions on the mainland to the mainland or from the mainland with the only example of one that takes place on Evermeet being a full-scale invasion by the forces of darkness. The only reason the book doesn't get one star is because of the inclusion of rules for high magic which is magic that breaks the normal rules of what's possible at the cost of consequences. And sure this is basically unavailable to PCs since only high-level wizards with extremely high Intelligence and Wisdom can become high mages and the training takes decades but I like the concept and appreciate that it's in here. After over a hundred pages you're no more likely to want to set an adventure on Evermeet than you were beforehand and there's very little you can take from this to use in games set on the mainland. And it didn't have to be this way--Evermeet: Island of the Elves has plenty of factional conflict and seething intrigue as well as a giant invasion so putting both of them in is not unthinkable.

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. Past publications have also revealed that Evermeet is ruled by Queen Amlaruil and that her husband Zaor was murdered decades ago, 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, It's a mystery no more! Elves of EvermeetIn the Forgotten Realms there is a beautiful island glittering among the sparkling waters of the Trackless Sea, Far to the west beyond the Moonshaes is the last refuge of the elven people, Then at the end of their journey is Evermeet the true home of the elves. Okay I'm sure for the fictional elves living in the fictional utopia it's amazing: It's just that utopias are almost always great to live in but terrible to read about or play in, For player characters there's really not all that much to do in Evermeet. You'd think that Evermeet would be a pressure cooker of intrigue

because of all the elves stuck in the same place: They should be paranoid wrecks who lived through the downfall of their civilization and scheme constantly for power but none of that happens: Basically Evermeet is the place you go to get missions all of which take place elsewhere: You could certainly build a campaign around that but it's kind of a limiting premise, The caster can assume the power of dragons summon an army of angels forcibly mindwipe an evil creature and make them good and other great feats, Elves of Evermeet commits the worst sin an RPG supplement can possibly commit in being just dull: But without any conflict there's no point to it or to this book. Beyond this little is known. But why would you want to because it's incredibly boring. well that's about it. Years ago Evermeet lost its king to an assassin. It doesn't. That's the part that really brings this book down. What's more these are elves. A lot of them are old enough to remember those kingdoms. But it's about all that's in here that's useful. 128

