

# *New Elven Pantheon – Post Four Winds Plague*

## *The Archeart (M/Greater)*

- Alignment: Lawful Good
- Portfolio: High Elves, Elven Magic, Knowledge, Art
- Symbol: Crescent moon with 8 pointed star inside the arc of the crescent.
- Worshipers: High Elves; Elven Mages, Bards, and Artists

The Archeart is the acting head of the Seldarine after Corellon went missing and the pantheon realigned. It is believed that the Archeart started as a High Elf avatar of Corellon that was deified in order to take his place before his self-isolation. In the Elven pantheon, The Archeart fills the same role as Corellon as god of Elven magic, knowledge, and art, but is also the patron of High Elves and their endeavors. So far, the Archeart has not leaned on his position as head of the pantheon, but so far, he also hasn't needed to.

## *The Oakfather (M/Greater)*

- Alignment: Neutral Good
- Portfolio: Wood Elves, Nature, Woods
- Symbol: Oak tree with face in trunk.
- Worshipers: Wood Elves; Elven Druids

The Elven god of nature and the patron of Wood Elves, the Oakfather is an aspect and a part of Silvanus, the over-god of nature, but with a separate consciousness. He watches over the forests that Elves inhabit and holds a special place in his heart for Wood Elves. Though Wood Elves are the most likely kind to leave the forests for the world of Man, through worship of the Oakfather, they take the spirit of the forest with them.

## *The Wildmother (F/Intermediate)*

- Alignment: Chaotic Good
- Portfolio: Wild Elves, Storms, Wilderness
- Symbol: A summer wreath made from brown thorny stems, wild flowers, and wild berries.
- Worshipers: Wild Elves; Elven Druids, warriors, and explorers

The Wildmother was a minor deity of storms before she rose in power and prestige since the Four Winds plague. She is now the patron of Wild Elves and those that explore the untamed wilderness, or what's left of it. Her Druids ask that they carry this spirit within them, exploring their inner selves and the outer world with the same zeal that they would the wilderness. She is still the goddess of storms and the more dangerous aspects of nature, but is prayed to for safety and calm, rather than bringing about these dangers. She is very protective of her charges, which sometimes brings her into conflict with even the other members of the Seldarine.

## *The Dread Wolf (M/Lesser)*

- Alignment: Chaotic Neutral
- Portfolio: Outcasts, Revenge, Anger, The Umbral Dawn
- Symbol: Wolf's face with bright green eyes.
- Worshippers: Outcast Elves including Dark Elves; Vengeful Wild Elves; The Umbral Dawn

The Dread Wolf, once known as Fenmarel Mestarine, continues his patronage of outcasts and isolationists, but now represents the anger and vengefulness of the Elves over the Four Winds Plague, believed to have been released by Humans. Because of this, the Dread Wolf is worshipped by members of the Elven terrorist organization "The Umbral Dawn," started by the crew of the ship by the same name that escaped the Human "genocide" of Hatharal (now Torslund), shortly after the release of the Four Winds Plague. Worshippers tend to be Elven supremacists. This turn by the Dread Wolf is disheartening to his brother, The Dawn Wolf.

## *The Dawn Wolf (M/Intermediate)*

- Alignment: Chaotic Good
- Portfolio: Archery, Hunting, Survival
- Symbol: Wolf's face with eyes the colors of sunrise.
- Worshippers: Elven Rangers, archers, and hunters; woodland villagers; forest guardians

The Dawn Wolf, once known as Solonar Thelandira, hasn't changed much since the pantheon's realignment. He is still patron to those who use the bow and live in small woodland villages and is a great ally of the Oakfather. However, the one major change is his current opposition to his once beloved brother, the Dread Wolf. While a protector of the Elves and patron of forest guardians, the Dawn Wolf does not hold the same anger toward humanity or the outside world that the Dread Wolf does. In fact, Solonar's Rangers have come into conflict with the Umbral Dawn many times since that organization's founding. It is not lost on the Dawn Wolf's followers that the organization's name means "Shadowed Dawn" and take great offense from it.

The Dawn Wolf has also been granting spells to clerics of the Night Hunter (previously Shevarash) since he has gone missing. It is unknown how long the Dawn Wolf will be willing to do this before attempting to subsume the Night Hunter's clerics and portfolio.

## *The Moonweaver (F/Intermediate)*

- Alignment: Chaotic Good
- Portfolio: Journeys, Dreams, Mysticism, The Heavens, Death
- Symbol: Full moon under a moonbow.
- Worshippers: Elven Sorcerers, priests of funerary rites, and Fade researchers

The Moonweaver, once known as Sehanine Moonbow, continues her patronage from before the realignment of the pantheon, but along with her scholars, has become much more interested in the Fade, a recently discovered coterminous plane of existence. The Fade appears to be a Limbo or Underworld where magic-users of high power go when they die. It was previously thought that their souls became one with the Weave, but it is theorized that this plane is made from the Weave and has only now become accessible as the Weave has frayed over time without the direct control by Mystra or Corellon.

The Moonweaver also has an order of Paladins (Knights of the Seven [Mysteries]) that defend Elven cities, Elves in the outside world, and train to fight the recently discovered Fade Demons that have begun entering the Prime Material plane.

## *The Night Hunter (M/Lesser)*

- Alignment: Chaotic Neutral
- Portfolio: Hatred of the Drow, Loss, Vengeance
- Symbol: Broken arrow over a new moon.
- Worshippers: Drow Hunters; Elves that have gone through a great loss and are seeking vengeance

The Night Hunter, previously known as Shevarash, continued his crusade against the Drow for many years after the realignment, but has recently gone missing. The Dawn Wolf (previously Solonar) has been granting clerics of the Night Hunter spells for the two years since his disappearance. One theory of his disappearance is that he found where Lolth had disappeared to and like her, is unable to return.

## *The Bright Queen (F/Lesser)*

- Alignment: Chaotic Good
- Portfolio: Risen Dark-Elves, Beauty, Dance
- Symbol: Silver bastard sword over a full moon.
- Worshippers: Risen non-evil Dark-Elves; Dark-Elf Performers; Dark-Elf Paladins

The Bright Queen, previously known as Eilistraee, is the only Dark-Elf deity ever to be part of the Seldarine. And only since the disappearance of Lolth has her dream of bringing former Drow back into the embrace of the Elven family been truly successful. She personally has led many groups of Dark-Elves to the surface and was instrumental in the creation of Xhorhas, the new Dark-Elf homeland carved out of Avenal. Though worshipped by most risen Dark-Elves around the world, her faith is the official state religion of Xhorhas and she often makes visits to the cathedral there built in her honor.

While her new order of Paladins serve to protect risen Dark-Elves, some have been sent on missions to find the Night Hunter (previously Shevarash).

## *Corellon Larethian (M/Greater)*

- Alignment: Chaotic Good
- Portfolio: Elves, Elven Magic, Knowledge, Art, The Weave
- Symbol: Crescent moon.
- Worshippers: Elves; Elven Mages, Bards, and artists

Corellon Larethian is normally the head of the Seldarine, god of Elven magic and, since the death of Mystra (goddess of Magic), overseer of the Weave (the fabric of magic itself). However, since the Four Winds Plague which killed as many as 70% of Elves on Earth, he has lost much of his power and has disappeared. Unlike Shevarash's disappearance, it is believed that this is self-imposed isolation from his feeling that he failed his people and does not deserve their worship. One proof of this theory is the deification of the Archheart to take his place. It is after his disappearance that the realignment of the Pantheon took place where new gods were made and previous gods took new monikers. The problem with his disappearance is that he seemingly isn't watching over the Weave and it has begun to fray. Arcane magic has become dangerous to use and a new plane connected to the Weave, called the Fade, has opened up to the Prime plane, allowing Fade Demons to enter the world, often possessing powerful mages to wreak their havoc.