



## QUALINOST

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Large City: Conventional; AL LG, CG, NG; 40,000 stl limit; Assets 38,426,000 stl; Population 20,159; Isolated (elven 99%, half-elf 1%)

**Authority Figures:** Solostaran Kanan, LG male elf noble 11 (Speaker of the Suns); Porthios Kanan, LG male elf Noble 3/Ftr 4 (Heir to the Speaker).

**Important Figures:** Senator Rashes, LN male elf noble 4 (Member of the Thalass-Enthia); Lauralanthalasa Kanan, NG female elf noble 6 (Daughter of the Speaker).

**Wildrunners**—Elven soldiers in defense of the city, armed with longbows, longswords, and leather armor: fighter 7 (1), fighter 6 (3), fighter 5 (4), fighter 4 (10), fighter 3 (25), fighter 2 (45), fighter 1 (66), fighter 2/wizard 2 (6), fighter 1/wizard 2 (9), fighter 1/wizard 1 (17), warrior 5 (2), warrior 4 (5), warrior 3 (10), warrior 2 (20), warrior 1 (210).

**Government:** Monarchy

**Religion:** None; the elves still believe in the gods, but they no longer worship them

**Trade:** Fruits, wine, weapons, wood, jewelry, clothing, crafts

**Alignment:** LG, NG, CG

Located in the immense forest of Qualinesti on the western shores of Ansalon, the city of Qualinost has been the capital of the western elven nation for nearly three millennia. Located to the north of the fortress of Pax Tharkas, the elven capital is the midway point between the plains of Abanasinia and the dwarven lands to the south.

### LIFE & SOCIETY

The city of Qualinost was founded in the years after the Kinslayer War by one of the two twin princes of the Silvanesti House Royal, Kith-Kanan. While riding westward through the forest in advance of the main group of Silvanesti refugees, Kith-Kanan and his lieutenants

chased a stag to the very edge of the ravine that marks the northern border of the city. Overcome by the beauty, he determined to make his city there. The name Qualinost was given to the city by one of the Speaker's generals, and means "In Memory of Quinara," the wife of Silvanos, in Old Elven.

Unlike their Silvaniesti cousins who closed their borders soon after the Kinslayer War, the Qualinesti actively encouraged trade with the other nations of Krynn. This prosperity continued throughout the Age of Might until the Cataclysm struck.

Although Qualinost was spared the destruction that befell the rest of Krynn, the elves closed the borders of their land and cut off relations with other nations in an effort to protect themselves from the bandits and raiders. The Qualinesti have spent the past three hundred fifty years in isolation, and many of the elves born during this time tend to be insular and xenophobic.

With the advent of the War of the Lance, the dragonarmies of Takhisis have Qualinesti surrounded on three sides. Unable to defend against an army with flights of dragons, the Qualinesti have begun constructing a home in exile on the island of Southern Ergoth. Able-bodied elves patrol the forests, while the remainder of the population begins the journey by ship to Southern Ergoth. Some of the residents of Qualinost have already begun to depart. Any items of value that cannot be taken with them are being destroyed, rather than leaving them for the dragonarmies that they fear will overrun the beautiful city.

## MAJOR FEATURES

Qualinost is bordered on the east and the west by two rivers, that run along the bottom of a steep ravine nearly one hundred feet wide. The river to the east is the Inthal-enatha, or River of Tears, and the western river is the Inthal-inen, or River of Hope. The two rivers join together just north of the city at a point known as the Confluence, becoming the White Rage River. To the south of the city, the ground rises steeply into the foothills of the mountains of the dwarven fortress of Thorbardin. Two narrow rope bridges, one on each side of the city, span the ravine and can be easily cut to fall five hundred feet into the raging waters below.

Within the confines of this defensible plateau, the city itself is a near-perfect square, with each side running parallel to one of the points of the compass. At each of the square's corners is a tower with a small keep, constructed of white marble and decorated with silver. Graceful arches suspended hundreds of feet off the ground connect the four towers and form the "walls" of the city. The four tower keeps are named for companions of Kith-Kanan: Arcuballis, Sithel, Mackeli, and the Suzine Towers.

Beyond the arches, domelike and conical buildings of rose-quartz, supported by aspen beams inlaid with silver and gold, line the wide, blue-tiled avenues of the city.

Aspen trees dominate the city, but groves of apple, peach, and pear trees are not uncommon. On a hilltop in the center of the city, surrounded by aspen groves, is the Hall of the Sky.

Directly north of the Hall, near the northern arch of the city, is the Tower of the Sun, a burnished gold tower that soars six hundred feet into the sky, and is the twin of the Tower of the Stars in Silvanost. Many of the major temples and government buildings are located in this same vicinity, including the Speaker's Palace.

The western area of the city is where most of the city's merchants are concentrated, around an area that holds a large amphitheater that doubles as the Grand Market during the day. The common folk live at the southern end of the city.

## IMPORTANT LOCATIONS

1. **Tower of the Sun:** The Tower soars six hundred feet into the air and looks out over the entire forest of Qualinesti. The tower's exterior is of burnished gold, giving the illusion of whirling movement when it is struck by the light of the sun. The entry hall and anterooms are located at the outer edge of the Tower. An arched doorway with gilded doors leads into the main chamber. Inside the tower, walls of white marble rise upward, unsupported by any columns or beams. One half of the dome at the top of the tower is decorated with a mosaic portraying the blue sky and the sun, while stars and the red and white moons are depicted on the other; the two halves are separated by a rainbow. In the center of the tower is a rostrum, illuminated by the light from the windows and cunningly crafted mirrors.

2. **Speaker's Palace:** Directly to the west of the Tower of the Sun is the Speaker's Palace. The palace is built from white and gray marble, and has three wings. Two large, solid steel doors, fully as tall as two elves, lead into the center wing. In the middle of the center wing, the hall widens to reveal the arched Great Hall. The Great Hall is constructed of stone, supported by tree-shaped columns with gilded leaves of silver and gold.

3. **Thalas-Enthia Chambers:** The elven senate's chambers lie directly to the east of the Tower of the Sun in a squat round tower, larger in diameter than the Tower, but lacking its height. The floor of the chamber is covered with a mosaic map of the lands surrounding Qualinesti, identical to that in the Hall of the Sky. Mosaics of crests of the great clans of Qualinesti ring the chamber.

4. **Grand Market:** The grand market is actually a large amphitheater carved into a grassy hillside in the middle of the western border of the city. During the day, the market is home to merchants' carts and stalls selling goods of every sort. At night, the seats are filled with elves attending poetry readings, plays, and other performances. On the floor of the amphitheater is a mosaic depicting the arrival of Kith-Kanan in Qualinesti.



5. Hall of the Sky: Located on the highest hill in the center of the city, and surrounded by aspen groves, the “hall” is a large open square from which the far corners of Qualinost can be easily seen. On the floor is a detailed mosaic of the lands surrounding Qualinesti, from Solace and Que-Shu in the north, to the fortress of Pax Tharkas in the south.

6. The Grove: Just to the north of the Hall of the Sky, on the side of the same hill, lies the only untouched forest left within the city, known as the Grove. A bubbling brook runs through the Grove, whose bowers are so thick that the sounds of the city fail to penetrate it.

