

CHAPTER 1: ELVEN CIVILIZATION

ELVEN SOCIETY

Elves rule the large forest-kingdom of the Sarumvest in the North and the land of Aeltal in the East. They call themselves *elhil* (singular *elhan*). Elves look generally like humans, but they are taller, fairer of face, and have beautiful speaking and singing voices. They are known for their leaf-shaped ears and their lush, silky hair, which is usually dark, although many have red, black, or blond hair, with some rare individuals displaying naturally silver hair. Baldness is unknown among elves. They are also resistant to many diseases that affect the other races. The individual elf is usually slimmer than most humans and is not given towards the same type of raw strength often found among men. This is not to say that elves can't be strong, but their race doesn't display the heavily muscled builds that sometimes appear among men, dwarves, and orcs.

The eyes of the *elhil* are exceedingly sharp, allowing them to see very well in shadow and even full darkness. They are also adroit at spotting things normally not noticed by other races, such as secret doors, creatures at a distance, and signs of approaching danger. Their ears are sharp as well, allowing them to notice sounds that other would not hear.

Elves do not sleep, as do other races. In place of a nightly rest, for half the night, they enter something that they call "The Reverie" or "The Trance." This is a type of waking hallucination during which they largely remain aware of their surroundings but in which they "walk in the halls of memory," reliving the many years of their nearly endless lives, thus keeping their memories sharp. *Elhil* are not completely insensate during

In the War of Immortals, the elven race is a major protagonist. If you want to play a character who comes from a long lineage of important folk, who has a connection with nature, or who has an innate nobility, consider an elf.

the Reverie, but are less likely to notice danger. They rest for the remaining four hours of the night, but remain fully awake and alert. During this rest time, they may stand guard or study spells or something similar but may undertake no strenuous activity. Their lack of a biological need to sleep, coupled with their innate magical nature, makes them resistant to soporific magical effects. Similarly, their innate magical nature and strong wills make them resistant to spells that would charm other races.

All elves speak *Altarian*, or "High Speech." In the continent of *Siriand*, *Altarian* is the common or trade tongue, known and used among all races save the Dark Folk, who may know it but refuse to use it as a rule.

ELVEN HISTORY AND PEOPLES

All *elhil* descend from the same race, the *Tinnurim*, or "those who love the Twilight." Legend has it that *Tal-Allustiel*, forsaking the creation of a Lesser God, instead created the race of elves as a helpmeet for him in the Ontological War that would be fought over *Núrion*, the planet

upon which the continent of Siriand lies. A great host of elves he made on the plane of Efferenus in his domain of Faerie, a realm of ancient, well-wrought stone halls and wood bowers, enclosed in a seemingly endless forest set on the edge of a twilight sea. From there, Tal-Allustiel commanded the first elves to journey to Siriand and taught them to build swan-ships, which they used to embark upon the Twilight Sea. They sailed for many months, before they reached the shores of the plane of Tanis, the Feywild, and sailed down the Great Fairy River. Like the Twilight Sea, Tanis too is a plane filled with soft, never-ending sunset, the lovely, golden light of sultry dusk. The elven host spent so long on this Twilight Voyage that they came to feel most at home in the gloaming and ever after held it to be a sacred time. Thus their name.

So long and arduous was this voyage that several times parts of the elven host grew weary, and loving Tanis, turned aside to dwell there. The elves who forsook the command of Tal-Allustiel and stayed in Tanis came to be called by their sundered kin the *Talundorim*, the “Dusk-Doomed” or the “Unfaithful,” and they were forgotten by the histories. Yet legend has it that these elves still dwell there.

The *Tinnurim* remained faithful and continued their voyage until they emerged out of the Twilight into a place in western Siriand. They continued their journey, seeking a place to dwell, and wandered for years. Finally, they discovered a large, beautiful lake in northern Siriand. The lake was located in the midst of a vast and lovely wood. The *Tinnurim* took the wood for their own to dwell in and built on its shores a great city, the first city ever constructed on Núrion, and they called it Alustel, the City of the God, for they dedicated it to their lord Tal-Allustiel.



The elves who chose to dwell in the great city called themselves the *Altarim*, the “High Folk.” The *Altarim* of the great city on the lake, the captains and officers of the ships of the Twilight Voyage, as well as their descendants, were creatures born of magic and instilled with it during that voyage. They began to perfect their “art,” learning for the first time incantations, though at first they were not able to cast much more than the simplest of spells.

Most of the sailors and passengers on the Twilight Voyage, and their descendants, chose to dwell free beneath the dappled shadows cast by the leaves of the lindens and beaches of the great forest. They called themselves the *Aranarim*, the “Folk of the Wood.” They were not truly a separate people from the *Altarim*; rather, they were only different in the way they lived and that to which they gave their love, for they cared little for learning, crafting, and work. Rather, their hearts dwelt on song and nature, and the only magic they possessed was that which was naturally inside them.