

The Elves

The Elves are the glorious race of the Wilderlands. They were created as a shining example of the potential of life. To this end they were given great blessings compared to Man; immortality, resistance to damage, faster healing, and more. However as the centuries wore on the Elves have come to realize that their gifts have a price. They are forever bound to the Wilderlands.

Attributes

- Elves are immortal and do not age after reaching adulthood
- Elves are +2 to Dexterity, +1 to Constitution, +2 to Charisma
- If an Elf rolls less than a 10 charisma he may continue rolling until he rolls a 10 or higher
- Elves are Immune to Normal Disease
- Elves can heal at double the normal rate. They are completely healed after two weeks of rest
- Elves cannot use any planar abilities or leave the Majestic Wilderlands for another plane

Cultures

*Behold the Elves the glory of the Wilderlands and Man who shall inherit.
- the voice of the One as he revealed the children races*

The Elves were created by the One to be the glory of the Wilderlands. In his deepest soul an elf feels the need to glorify the Wilderlands and show its beauty. Anything that threatens or desecrates the Wilderlands is an enemy of the elves. The elves were the first to develop culture, language, art, and philosophy. They became teachers for the Man who were the second of the children races.

Their immortality gives them the time to craft works that are unlike any other race. While crafting they choose the way that most glorifies the materials that make up the object. An elven crafted silk gown is not just beautiful in its own right but it echoes the beauty and colors of the moths that the caterpillars, who spin the silk, will turn into. A wooden spoon will convey the strength and the delicate leaves of the tree it came from.

An elf will not let any of the children races despoil the Wilderlands. They have a great love of nature. And will fight to protect the plants and animal within it from harm.

The Elves have studied the art of battle and war and they will defend themselves and the land. Their experience and skill at battle has destroyed many who thought they were weak because of their love for beauty and peace. Many of the mighty heroes of old were Elves. While the Elves can be defeated, all attempts at conquest and enslavement have failed.

Their music and dance is without equal among the other children races. It is said that there are songs among them created just for the One. That if any of the other children races heard them, they would be slain instantly by the music's beauty.

Given great gifts by the One they are forever bound to the Wilderlands. They do not share the ability of other races to leave the Wilderlands for other planes and realms. The magic used to try to leave simply fails for them. It is also rumored their immortality is true immortality. That when slain they awake again in the Blessed Forest of Silvanus and return centuries or millennia later.

Elven children are few and only handful are born each century. They are fiercely protected and nurtured by their parents and their community. On reaching adulthood most are afflicted with wanderlust and leave their home realms to wander among the other children races. Then after watching their friends and loved ones die most return back to their own people.

Races of the Wilderlands – The Elves

Religion

The Elves do not worship the gods but consider them as lords and a source of wisdom. They reserve their worship for the One, the creator of the Wilderlands. They considered the High Lord, Veritas as the One's greatest servant. Silvanus they consider a honored mentor and a friend to all elves. Of the other gods they honor Dannu and Thoth. They consider Mitra and Thor to be a bit reckless and dangerous but will call on their wisdom in times of conflict. Nephthys they view as flighty and too obsessive with the pleasures of the Wilderlands. A few artists among the Elves will call on her wisdom. They bear Set great enmity for having supporting their greatest enemy, the Black Lord, during the Crystal Wars. Hamakhis they fear, that in his madness will unleash destruction on the Wilderlands. They grieve for Kalis and hope that one day she will return to her sister Dannu's side. In meantime they will hunt down and kill any of the monsters she spawns.

History

The Founder's Empire

The elves were the first of the two children races to awaken and live in the First City. Guided by Silvanus, they followed him into the wilderness after the revolt of the demons. They fought the demon during the Uttermost War and were at the vanguard of the army. After their victory, the gods created the Abyss. The gods created ten crystals to seal the demon within the Abyss. To Amburien Corlennas, the leader of the elves, the gods gave the Chromatic Crystal. The Chromatic Crystal was used to control the remaining nine.

After the Uttermost War, the Wilderlands were devastated and destroyed. Those of the children races that were freed from slavery reverted to barbarism. Those who served in the armies of the gods tried to stem the rising tide of barbarism. Soon they were overwhelmed and had to retreat. Led by Amburien Corlennas, they founded the first civilization to rise after the Uttermost War. Founded on the banks of the Greatflood river in the north, it was known as the Founder's Empire. The Founders Empire respected all the Gods and gave special reverence to Veritas as the High Lord. But they loved Silvanus the most and held the greatest festivals in honor of him. Amburien became the Overlord of the Founder's Empire.

After two thousand years of peace, the Orcs expanded from their home on the Padizan Peninsula. The Orcs started raiding the southern borders of the Empire. Using arms not touched for hundreds of years, the elves, halflings, gnomes, humans, and dwarves of the Empire began to fight back.

But the orcs population continued to grow. They increased their raids and managed to migrate to the north and west of the Empire. The Empire was besieged on all sides save the east, which laid on the Winedark Sea. Of all the races, the dwarves had the most successes against the Orcs. Many began to look to them for leadership in the wars. As the Orc wars continued, friction arose between the Dwarves and Elves; the Dwarves felt the Elves did not do enough, and the Elves felt the Dwarves have begun to stray from teaching of the gods.

Then Amburian, the Overlord of the Founder's Empire, was slain by an orc arrow while leading a raid. Amburin's son Silnael became the leader of the Elves. Silnael summoned the Founder Council assuming they would confirm as Overlord. When the council was held, King Kollodorin of the Dwarves challenged his claim and the meeting collapsed in the midst of bickering and arguments.

When Kollodorin returned home he mustered his forces and attacked the Silnael and his forces. In the Battle of Sorrows, Kollodorin was able to captured the Chromatic Crystal but Silnael was able to retreat in good order. In the ensuing centuries the Founder's Empire collapsed in a series of Crystal Wars fought over the possession of the Chromatic Crystal.

The last and the greatest of the greatest of the Crystal Wars ended six thousand years ago in -2177 BCCC. Inspired by Silvanus a human named Geran Blackoak founded the Rangers. Under his leadership the races were reunited to face the threat of the Black Lord. At the start of the last of the Crystal Wars the Black Lord possessed the Chromatic Crystal. The alliance won the war; unfortunately in the closing battles the Chromatic Crystal was lost.

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The Voyages of Tears

Geran Blackoak and his rangers were able to restore peace among the races. But the unity of the Founder's Empire was forever lost. There were factions that were dissatisfied with the peace that Geran was able to broker. Unhappy these factions settled their affairs, and organized great expeditions. They would journey to distant shores in the Wilderlands to pursue their own destinies. These expeditions were known as the Voyages of Tears. There were three major expeditions; one to the north east of the Wilderlands to settled the Valley of the Ancients, another to the Padizan Peninsula, and third far to the south to the Ghinor Highlands.

Sylvan Elves

One faction during the Crystal Wars disliked the minimal order imposed by the Founder's Empire. They believed that every individual, regardless of race, should be free to pursue their own interest, as long as it doesn't bring harm to others. Threats are dealt by communal actions and any authority limited to the duration of the threat.

The Crystal Wars united this faction in opposing the draconian edicts imposed by the various realms. In the final years they were allied with Geran Blackoak and his Rangers. But afterwards, they choose to leave the Elphand lands rather than submit to the authority of the Rangers. They journeyed across the Winedark Sea and established several communities of the races. The Dwarves of the Kazan clan settled in the Shielding Mountain next to the western shore of the Valley of the Ancients. Along the river Oakenrun the Halflings established Obaltion County. The human clans of the Jenkyne settled in the valley of the River Werekat. The Dwim clans of Gnomes settled the Minotaur Hills. The elves created the Duchy of Illirasi. These realms were founded as associations did not have much in the way of formal organizations. Only when a threat arose that an army or organization emerged.

While this system was not perfect it worked after a fashion for several millennia. Finally around 3300 BCCC a series of conflicts broke out between the human Jenkyne and the Ghinorians. By 3342 BCCC, the Jenkyne was conquered by the Ghinorians and the colony of Nome was established. While the founding of Nome ended large scale battle raids by the other races were near continual for centuries afterwards. It wasn't until Nome became an independent principality after the fall of the Restored Ghinorian Empire two centuries ago that Nome was able to make peace with the other races.

The Elves of Illirasi provided much of the leadership for the wars and raids against Nome and were the last to make peace. Even today Nome merchants and travelers know to avoid the forests controlled by the Sylvan Elves for they deal with trespassers harshly.

High Elves

During the Crystal Wars many made the restoration of the Founder's Empire their goal. That despite all the sorrows the high ideals of Amburien Corlennas still could be realized. Their aid proved crucial in aiding Geran Blackoak in the final Crystal War. After the Crystal Wars, factions who didn't trust races other than their own dominated the surviving realms. Many who believed in the ideals of the Founder's Empire joined Geran Blackoak's Rangers. But a few pooled their resources to build an expedition in order to settle another land where Amburien's dream could be realized.

All races were represented when the expedition set sail. Landing on the shores of the Northwest Padizan Peninsula the Dwarves founded the Majestic Fastness, the Elves the Kingdom of Silverwood, the Gnomes the Kingdom of Lightelf, the Halflings founded Limerick Shire, and the human founded Merdan and Carolyn. To avoid the trouble of having a single individual leader the races formed a tightly knit alliance that fostered ties of defense and trade between all the realms. The High Elves of Silverwood were acknowledged as the leading realm, and the dwarves of the Majestic Fastness took the leadership of the wars against the orcs.

This alliance lasted for several millennia. The first major change occurred around 2500 BCCC when the Elessarians swept the orcs out of the northwest portion of the Padizan Peninsula. At first wary of their new neighbors they soon formed lasting friendships with several Elessarian clans. To their sadness they could do little to stop the collapse of the Elessarian Empire. They gave aid where they could particularly to the Trehaen in order to preserve knowledge and lore before all was lost.

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The Ghinorians began to trade throughout the Winedark Sea after 3,000 BCCC. A series of conflicts between the humans of Merdan and the Ghinorians broke out in war. The war ended in a Ghinorian victory and the conquest of both Carolyn and Merdan. In their ruins Ghinorians established the colony of Modron. The Gnomes of Lightelf blamed the High Elves for making peace and withdrew from the alliance causing its collapse. Thanks to the efforts of the Halflings of Limerick Shire trades and contact continued between the races but each realm now looked after its own interest.

After 3,500 BCCC the Ghinorian Empire collapsed. A century prior the Ghinorians established the colony of Caelam at the head of the estuary of the Roglaroon. After the collapse of the Ghinorian Empire the High Elves aided Caelam in keeping its independence from Modron and later the Restored Ghinorian Empire. The High Elves aided Caelam in its rise from the Principality of Caelam into the Dragon Empire.

During this time much of the bitterness over the fall of Carolyn and Merdan began to fade. It was felt among the races that friendship with Caelam and later the Dragon Empire restored much of what was lost. At the height of the Dragon Empire trade and travelers flowed freely among the five races.

All of this came to a crashing end when the Dragon Ancelgorn led the Orcs against the Majestic Fastness. the dwarves were caught by surprise and the Majestic Fastness fell. With the Dragon Empire embroiled in religious civil war, the Elves had few allies when the dragon and his horde struck at Silverwoods. In the final battle the Argent Halls were burned and the Elven King was killed. Ancelgorn's injuries prevented further conquest but the entirety of Silverwood was lost to the orcs. It was known as Dearthwood from that point on.

In the centuries since the survivors of the Majestic Fastness and Silverwood founded new realms. Most of the High Elves went to live under Queen Saravell in Loshain across the estuary. Others were tired of the conflicts, left under Duke Merinil and established the Duchy of Onhir in the southern regions of the Padizan Peninsula.

Twilight Elves

After the Crystal Wars the surviving realms in the Elphand lands were isolationist. They had centuries of rebuilding to do and dominant factions were not interested in pursuing the Orcs, Black Dragons, and other evils unleashed during the Crystal Wars. A faction rose that believed that it was the call of all the races to fight evil wherever it may be found. Before the expeditions that led to the exodus of the Sylvan Elves and the High Elves, much of the Wilderlands was explored. In the southern jungles it was discovered that an empire of the Serpent Men existed. That they still revered their demonic overlords and worked towards their release from the Abyss.

Glarin of Kighsdale, a dwarven duke said,

With so much death and destruction many say that we are in the twilight of our races. I tell you my friends, I will not into the night. Deeds will make this twilight the beginning of a new dawn. My deeds, your deeds! Voyage with me to the far south. Let us stand together and let the dawn we create cleanse the jungles. Let our dawn be the beacon that the demons fear.

Inspired by the words of the dwarven Duke Glarin, many elves joined his expedition. They journeyed to the Ghinorian Highlands where to the west they founded the Duchy of Nestaril. Known as the Twilight Elves, for the past several millennia they aided the Dwarves of Khinor in the war against the demon worshipping Serpent Men.

Grey Elves

The elves that remained behind after the expeditions left were known as the Grey Elves. They founded the Kingdom of Irminul and fiercely defended their borders. They remained isolated for two millennia until the Viridians landed at the head of the Trident Gulf 101 BCCC. By 400 BCCC the elves could no longer ignore the growing power of the Viridians. Initially successful in their attacks the war ground to a halt after the formation of the First Empire of Viridistan. Mistrust left over from the Crystal Wars left the other races with little trust in the Elves. For centuries the war was a series of stalemates across the Thygamus River Valley and the Hills of the Brotbuckle Briars.

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The stalemate was broken by the arrival of the Elessarians. With the aid of the Elves of Irminsul the Kingdom of Damkina was established and entered into an alliance with the Grey Elves. Their combined forces lead to the downfall of the First Empire of Viridistan and opened the way for the Elessarians to settle the northwest of the Padizan Peninsula.

When the Second Empire of Viridistan formed, the Grey Elves aided the Trehaen in uniting the various petty kingdoms into the Elessarian Empire. By this time the other races of the Elphand lands recognized the threat of Viridistan and joined with Irminsul in the wars against Viridistan. Their combined forces lead to the downfall of the Second Empire and the conquest of Viridistan. To act as a bastion against any possible Third Empire, the Grey Elves established the Duchy of Elsenwood 25 miles north of the city of Viridistan.

In 3026 the Tharian Horse Lords migrated into the Thygamus River valley and defeated the Elessarian Empire at the Battle of Rappan Athluk. The Grey Elves of Irminsul and Elsenwood were now isolated from one another. The aftermath of the Tharian Invasion saw the rise of the Third Empire of Viridistan. While unable to prevent its formation the Third Empire was never able to invade Elsenwood. Raids by the Grey Elves caused the Viridian Emperor to continually patrol its borders. The Emperor even erected a fortified wall over 75 miles long between the southern borders of Elsenwood and the city of Viridistan in attempt to try to lessen the impact of the raids.

To the north Irminsul was unable to regain the land lost to the Tharians. Only the occasional traveler was able to slip through the Horse Lords and Imperial Forces. After a century or two the Grey Elves of Irminsul saw that the Tharian Horse Lords were able to hold their own against the Viridians. The Elves turned to aiding the Tharians but their fierce pride and love of independence prevented any true alliance from forming.

The Siege of Elsenwood lasted throughout the existence of the Third Empire. Then the paladin Endless Star slew the Emperor and his wife, the last two Viridian of Imperial Blood. The Empire collapsed into civil war as the provinces began to war among each other. The Grey Elves situation have been steadily improving over the past decade of civil war. First regular travel was reestablished between Elsenwood and Irminsul when Smyrsis declared for the goddess Mitra and began allying with the Grey Elves. Then the Set led cabal that was in control of Viridistan was overthrown and the Council of Viridistan was established. Almost immediately the Council of Viridistan asked for an alliance with Elsenwood.

Now Elsenwood, Irminsul is looking to form an grand alliance that will purge Viridistan of the last Viridians and end the civil war.