



SURFACE ELF RACE PACKET

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200-YEAR HISTORY

186: Le Seigneur du Bois Vert (Luh sen-yur doo bwah vair), Guillian Lecouronné (Joo-wee-yan Leh-coor-on-nay), had grown old on the throne and began to fade. Sensing his impending death, he named his son, Halandras Sangdesrois (Hah-lahn-drahss Song-duh-roy), successor. This news was bittersweet, as many loved the Lord of the Greenwood. However, his son was just as beloved, so his ascension was widely accepted. A long and elaborate funeral ceremony was held for three months to prepare Guillian and the rest of the Elven population for his death. As he drew his last breaths, the Lord was gently laid in a boat, then sent down the river to die beneath the stars of his ancestors.

185: After another three month period of grieving, Halandras Sangdesrois was crowned Le Seigneur du Bois Vert. He was given a crown of antlers woven with vines that would flower in the spring and bloom in the summer.

154: Tremors are felt throughout the Greenwood and the Riverlands. The rivers overflow and flood. The silt left over after the waters recede bolsters the already fertile lands into near overabundance.

164: Halandras Sangdesrois marries Melisande Yeuxétoiles (Mel-uh-sond Yous-et-wahl), who becomes La Dame du Bois Vert et Des Conflans (Lah dom doo bwah vair ay day con-flon), uniting the kingdoms of the Greenwood and the Riverlands.

151: Melisande births Halandras's first and only child, a daughter, Anaïs (Ahn-ah-ees).

124: The Elves went to war, defending their homeland from destruction by a newly united orc confederation.

119: The five-year war with the orcs finally came to an end, with the individual war bands breaking their alliances with the war chief. The Greenwood was badly burned at the borders, and all the land surrounding it had been slashed and burned as well. The Elves killed the few tribes of orcs left near their borders and began the long task of repairing and healing the land tainted by their foul presence.

117: After 2 years of work, the Greenwood and Riverlands were restored. To mark the anniversary of their victory over the hordes, the 17th day of the fifth month becomes Notre Victoire (No-truh Vick-twahr) and celebrated with feasting, drinking, and merriment. It is considered an elf's duty to kill any Orcs within sight on this day.

26: The now elderly Halandras begins to fade at age 374. His wife Melisande survives his death and personally launches his boat to the afterlife.

20: Six years after her husband passed, Melisande begins to fade as well. She declares her daughter Anaïs Flècherapide (Flesh-ra-peed) her successor.

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19: After the observed period of funeral arrangements and mourning, Anaïs assumes the throne. Her gold and silver crown is adorned with moonflowers and lilies to symbolize that she is the living union of the Greenwood and Riverlands.

3: *Le gardien du Ciel* proclaims a great doom will befall the lands of Radeves.

1: The Greenwood and Riverlands go silent. It is unknown if the Elven homelands have fallen or simply withdrawn. Elves do not enter or leave the kingdom. Emissaries from the Empire are threatened with death should they enter elven territory.

0: The Riverlands are abandoned by all but a token trace of the once mighty elvens. The ruins of their cities crumble beneath Blightfall. The once-green Greenwood realm is where some elves were thought to have retreated, but traveling deep enough within the tangle box is perilous. No signs of elven habitation remains.

RECENT HISTORY

Elves who knew the location of the Greenwood and returned were unable to enter no matter what methods they employed, much to their frustration and devastation. At Blightfall, the Greenwood's borders became so thick with vegetation and thorns that no elf could break through even after weeks of trying. The Elves trapped outside of the Greenwood's borders have wandered, searching high and low for a way to re-enter their home or find a cure for the Blight. Elves of the Greenwood and Riverlands feel lost, hopeless, desperate, frustrated, sorrowful, angry, orphaned, and abandoned. They know that somewhere out there, their home is waiting, but they cannot get inside. Elves born after Blightfall do not know this feeling; they know only that their parents have told them that there is a home out there for them somewhere, supposedly. However, the tales are too fantastical to fully believe, and many suspect that their parents are making it up for their benefit so they will not lose hope and despair in this desolate world.

PLACES OF PROMINENCE

THE GREENWOOD

The Greenwood is the largest forest in Radeves, but it is a place now regarded with suspicion by non-elves. Its dark and impenetrable vegetation instills a sense of foreboding in those who look upon it without knowing the history of the once-great people who tended the wood. For the elves of the world, however, the Greenwood inspires many complex emotions: a sense of bittersweet longing and great loss. They profoundly respected the Greenwood, and it is a point of great sorrow



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THE RIVERLANDS

The second largest home of the Elves. The Riverlands was an independent kingdom until it united with the Greenwood through marriage. The fertility of this land was second to none and every year prior to Blightfall, the harvests sent to the empire's capital were bountiful; but as with all things, the blight leached this once-wholesome land of its bounty. This land is still some of the most fertile, thanks to the myriad sources of water and river silt.

WELL-KNOWN PEOPLE/GROUPS

THE LADY OF THE MOON AND STARS

It is unclear whether The Lady of the Moon and Stars was ever real or if she is purely mythological. Because the elves of yore did not typically keep a written history—preferring oral history—it is impossible to verify her existence. Stories only agree that she was fair-skinned and had silver or white hair and embodied many elements central to elven spirituality. To those who believe, she is said to aid those in dire need, and she is considered the embodiment of magic, the moon, stars, and light. These “believer” elves speak of her by title to outsiders, but among their own, she is reverently called by the name Maldaïa (pronounced Mahl-DAI-yah) or La Dame D’Argent (Lah dom dar-jon), The Silver Lady.

THE GOLDEN KING

Le Roi D’Or was another figure who of elven lore. He is the counterpart to the Silver Lady. He represents the sun, fire, passion, and nobility. He is the husband of Maldaïa, and had golden blonde hair. His name, Messandir (Mess-AHN-deer), is invoked for favor in battle and wise decision-making.

THE LORD AND LADY OF THE GREENWOOD

Up until the disastrous plague all but decimated the elven population, the king or queen of the Greenwood was referred to by this title, as the largest elven city was located in a sprawling, lush green forest. Though there is no real indicator of royalty among Elves, as they believe they are all inherently regal by virtue of being born elves, the king or queen was chosen by their predecessor to carry on their legacy. The title was often hereditary, but there have been times when a protégé was chosen from a pool of candidates. While this system has caused bitterness and rivalries, it is rare for Elves to go to war amongst themselves.

THE LORD/LADY OF THE RIVERLANDS

A secondary title of the last ruler of the Elves. The Greenwood and the Riverlands were united by marriage and so became one kingdom under the Greenwood. Up until this marriage, the Riverlands were independent and unorganized, mainly clans of Elves who settled along the rivers. The last ruler, *la dame des conflans*, was Anaïs Flècherapide.



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COMMON KNOWLEDGE

The OOP language of the elves is French.

Elves call themselves "L'Illumine." (Lill-oo-meen)

The average life span of an elf is up to 400 years of age.

Elf ear length denotes age: the longer the ear, the older the elf.

Elves can come off as prudish, snobby, distant, and self-important.

The poncy pretty elf is a common stereotype.

The Elven kingdom is a monarchy.

Elves greet each other as "cousin/e," (cuz-ah/coo-zeen) unless they're close friends, then it's "frère" (fr-air) (brother) or "soeur" (swahr) (sister). "Ami/e" (ah-mee) (friend) is reserved for people outside the race who have proven themselves worthy of an elf's trust or friendship. "Amour/e" (amoor) (love) is said to refer to a lover in polite company.

Elves are very proud, and their temper runs hot when their pride is pricked.

The Elven kingdom was a part of the Pilorean Empire until it fell. Elven artisans and scholars were particularly valued. The kingdom generally ignored the Empire unless paying taxes, taking public oaths, or contacted directly.

CULTURE

There is an emphasis on the arts. Artistic expression is very important to the elves. They take pride and care in their appearance. It is seen as an insult to be disheveled, as if you have no respect for people looking upon you. Being put-together is for the benefit of others, though elven vanity runs deep.

It is common in elven culture to take one's meals with a group, as mealtime is a chance to share news and discuss casual events. Serious or crass business is unseemly as a dinner conversation, and it is taboo to speak of death or battle. Elves take great pride and care in the harvesting and preparation of food, especially if one is hosting a meal. Contrary to popular belief, elves are not strict vegetarians. The elves of the Greenwood and Riverlands enjoyed hunting and fishing, which would be pointless if the game was not to be eaten afterward.

Elves can come off as snobby, distant, and self-important. This is a mischaracterization. While elves are very proud and reserved, they care deeply for others. Expressing care for one another is not something to be done in public. If feelings are expressed, it is done in a private setting and



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usually indirectly. They can also come across as prudish. This is accurate. Elves are monogamous to a fault, and public displays of affection is a faux pas. Elves rarely fall in love with one of another race, as elven longevity dooms the elf to watch his or her partner die. Rather than die of a broken heart, elves will hold themselves back unless the emotion is too overwhelming to contain.

The poncy pretty elf is a common stereotype, but elves can be accomplished warriors. They take pride in their fighting ability just as much as anything else that is to be done in their culture. They will practice until they have perfected whatever task they undertake. Protecting the things they love is something elves take seriously. Elves are trained in combat and magic as soon as they show their inclination for either or both.

The Elven kingdom is a monarchy. Though there is no real indicator of royalty among elves, as they believe they are all inherently regal by virtue of being born elves. The title was often hereditary, but there have been times when a protégé was chosen from a pool of candidates. While this system has caused bitterness and rivalries, it is rare for elves to go to war amongst themselves.

Elves treat each other with respect regardless of their profession. Every job is important. Vanity and pride have been major causes of rivalries, but this has led more often to public competition than actual animosity. Elves are a people who consider each other family, and so such a rivalry would be much more like siblings bickering, not hatred. This is why, when elves meet for the first time, they will greet each other as “cousin” (male) or “cousine” (female), and later, if they become closer friends, “frère” (brother) or “soeur” (sister). The word “ami/e” (friend) is reserved for those of another race who have proven themselves worthy of Elven trust and friendship. “Amour/e” (love) refers to a husband or wife in polite company. In private, elves may call each other “mon/ma coeur” (co-ur) (my heart).

Courtship and romance are intense to elves. If elves have chosen each other as mates, they will court each other, showing the person they have chosen to be their significant other for life how deep their love and affections go. Marriage is a joyous and celebrated occasion. The marriage ceremony is not only attended by the two families joining in marital union, but by the entire community. In the ceremony, the two elves pledge themselves to the other and exchange tokens of some sort, which depends entirely on the elves being married. These tokens are deeply personal gifts made from the heart. The clothing worn during a marriage is not of a specific color, but tends to be very elegant, well-tailored and fitted, and suitable for such a formal and binding occasion. Once their vows and tokens are exchanged, the elves celebrate for as long as they like, throwing feasts and parties, singing and dancing, playing instruments, etc. Flirting among wedding guests is common, but it is not done by those who have already married or pledged themselves to another.

Wealth is home, family, and time spent together, not material things. Gifts given are very personal to the recipient, and as such, even the most beautiful or what would be considered expensive things would not mean as much to someone else. Elves are by nature not very envious of possessions, though they may commission a similar item out of pure admiration of the original.



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Murder of another elf is another thing that is simply not done. Elves do not war with each other. They are more wont to ignore those they quarrel with, or in extreme cases, isolate themselves from the aggravating influence.

Elves do not believe in destruction, and as such, vandalism or arson are completely alien to them.

Elves do not engage in slavery.

COMMON NAMES AND TITLES

Naming among elves is one of the most convoluted traditions undertaken by this race. Names range anywhere from natural surroundings to talents to appearance to ancient names that are still popular. It is common for elves to have many names, as they begin life with one name and collect various nicknames over time. An elf's first name usually does not change. Their surnames are not familial but rather the most appropriate nickname they have collected.

(Any French name for male or female will do. If you choose to go the Tolkien route, that's fine as one of the ancient names.)

“Seigneur” (Lord) and “Dame” (Lady) are reserved for superiors who are not related. “Monsieur” (mon-syur) (sir) and “Madame” (mah-dahm) (ma'am) are polite terms for older people that are familiar. “Mademoiselle” (mahd-mwa-zell) is a polite term for an unmarried, young female. First names are for friends or better. Acquaintances may refer to each other simply as “cousin/e.”

“Roi” and “Reine” (ren) (King and Queen) are not used among the elves; these titles are for mythological figures or figures of ancient history, as the monarchies of other cultures are considered rigid, dictatorial, and destructive.

HISTORICAL OR NATURAL ENMITIES & ALLIANCES

No one knows when the orcs and the elves first started fighting. It is accepted that they simply always have. Elves hate orcs with a fiery, undying passion, and will slay them if they see them. Some say that orcs were originally elves who were twisted through torture or allied with evil and became corrupted. (Say this to an elf and be prepared to catch a dozen arrows to the face!) They will NOT accept this, ever. That is a dirty, disgusting, despicable lie that has no basis in fact or reality. Likewise, elves disdain the “ugly” creatures.

Elves view dwarves as misguided, materialistic, bawdy, loud, annoying, short-sighted, greedy, quarrelsome creatures. To elves, dwarves are much like the too-loud, obnoxious guest who shows up at a formal dinner party wearing a stained shirt, flip flops, and is already ten beers too drunk. They're loud, they're bawdy, they're annoying. With time, elves and Dwarves can cultivate friendships, but it will take a while for them to get over their prejudices with one another.



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Humans are short-sighted, destructive, careless, and immature. They're like children who run with scissors. They don't know what they're doing, and they're too stubborn to listen to reason.

Gypsies' respect for life is commendable, but they could stand to tone it down!

Not much interaction usually exists between elves and Hobblings. They simply don't cross paths often, as Hobblings tend to stick to a place where they're comfortable, as do the elves. They're good hosts, but as guests, one should keep one's eye out to make sure the sticky-fingered, hairy little buggers don't try to make off with anything not bolted down.

Gnomes are ingenious, eccentric, and dangerous. The hat thing is weird.

Sarr and wilders are treated with respect but distrust, as sarr and wilders were created through Fey magic and are thought to be servants of the Fey.

Fey creatures like the sylvan and unseeley are always greeted with suspicion, as when distant cousins call, it's always for a reason.

Additional lore is available! Contact the general manager or continuity officers if you purchase [Knowledge Lore: Surface Elf](#) for your character!