



SEA ELF RACE PACKET

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200-YEAR HISTORY

183: Sea Elves from many tribes begin warning mainlanders of an enormous storm brewing in the ocean. Coastal settlements that don't heed their warnings were destroyed. Those who were able to fortify and evacuate escape. Their intervention saved many lives.

167: Sea Elves began tracking ships and mapping their travel patterns. Sea elves learned shipping routes in this manner. They began warning incoming ships of storms and other dangers in the ship's path.

154: An enormous undersea earthquake opened massive fissure in the ocean. The initial quake and aftershocks destroyed many coral reefs and sea elf settlements. Tsunamis from the earthquake destroyed coastlines, coastal cities, islands, but created some new islands in the process. The water displacement caused some seas to rise and others to fall. This is a cataclysmic event in Sea Elf history, as this event nearly wiped them out. Survivors of the quake tried to warn seafarers and any coastal survivors, but ultimately, cannot cover the distances.

153: Ancient sea monsters began emerging from the fissure. Sea elves were powerless to fight or stop them. The effect of the quake and the monstrous invasion forces the elves to unite or be wiped out. The quake and thirteen years of warfare decimated the sea elf population; however, the monsters were driven back to their abyss. Sea elves began to rebuild their way of life.

120: The Sea Elf population has stabilized, and the rest of the ocean began to rebuild, repair, and repopulate. Coral reefs begin growing in new areas allowing the sea elves new anchor points. New homelands were found in areas the quake reshaped.

112: Deep-sea creatures emerged from the fissure. Among these creatures were highly aggressive, dark-bodied, bioluminescent beings resembling sea elves, with razor-sharp maws, long claws, and blind eyes. They inhabited the fissure and the area around it. The elves began calling them the "abyssal elves."

110: After a few run-ins with the Abyssal Elves, Sea Elves begin calling them "Tehungakino," (tay-hunga-keeno) or "the evil ones."

64: Sea elves fled the fissure entirely, as the Tehungakino became too dangerous to be near. The Tehungakino mastered and enslaved many of the deep sea creatures.

42: The Sea elves and the Tehungakino went to war as the Tehungakino attempted to cannibalize the Sea elf tribes. The elven tribes united in a last-ditch effort to drive the Tehungakino back to the abyss but were unsuccessful. The Tehungakino became masters of the ocean.

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11: Small tribes of survivors fled far from the fissure. Those close to coastal cities isolate themselves, afraid they would be targeted by the Tehungakino or their monstrous pets. A few built lagoons and caverns to protect themselves—their services to the surface world long forgotten. They were blamed for sea monsters running rampant, and fisherman and seafarers antipathy grows. Some tribes take up shelter in kelp forests, others migrated inland calling rivers, canals, and lakes their home.

0: Sea elves began growing sickly as the miasmatic effects of Blightfall infect the waters. Their resistance to toxins can only go so far, and travel is limited. Some become so infected that they grow as aggressive as the Tehungakino, dedicating their lives to piracy and murder. Others search the currents for help.

RECENT HISTORY

Since Blightfall, Sea and “River Elves” have been doing their best to survive in this harsh world. Some tribes have taken up piracy and raiding, some have become merchants of the waterways, some have become nomads who wander far and wide searching for a new home, a cure for the Blight’s ill effects, a way to heal the waters and the world, and some have simply remained as they always have, living their lives out in small communities as peacefully as they can manage, just trying to end each new day victorious over the Blight and death.

PLACES OF PROMINENCE

The largest coral reef in the known world, Te Marae Nui O Hine-Moana (tay mar-ah-ay noo-ee oh hee-nay-mo-ah-nah), “The Vast Plaza of Hine-Moana.” Great geological upheaval swallowed entire cities built within this reef and killed vast acres of it. These sites are sometimes called *moega*, or sleeping places, because the skeletons of the damaged coral—bleached white—are similar to a graveyard.

Te Tu Wehewehe (tay too way-hay-way-hay). This great maw opens far off the coast of Radeves. No information is available except where tales spread by the sea elves have reached. It is said to have no bottom and stretches beyond the horizon; but, it is impossible to say for sure. The creatures that lurk in the abyss are rumored to be horrible to behold. More than one bold adventurer seeking to reclaim the treasures swallowed by the quake has failed to return.

WELL KNOWN PEOPLE OR GROUPS

THE ESRA RATS

This band of river elves inhabit the River Esra. They’ve been given this nickname by sailors and fishermen who the elves constantly harass. The Esra Rats hate the nickname, but will do whatever it takes to ensure sailors and fisherman do not harm the delicate ecosystem of the river and connected waters.



Aftermath

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THE UMUCHII TSAGAAN

These pale blue lake dwellers make their home in Umuchii Tsagaan in the chilly highlands on the southeast part of the continent. Used to cold water and sparse food, these elves are quite hardy, if a bit isolationist in their worldview. They could be said to rule their lake home, but they are not all one clan. The lake is just a symbol of their culture. Magic users are not well-regarded in this culture of people who revere strength.

THE TEHUNGAKINO

“The Evil Ones,” are twisted sea elves from the fissure. Almost nothing is known about these abyssal elves. Their physiology is different from typical sea elves. Their skin is scaly, capable of turning a spear tip that is not shod in silver. They seem to be capable of suffocating all the light in the ocean, too—a tactic they employ mercilessly in combat.

THE IRIE

These sea elves are the gypsies of the ocean. They are boastful, brash, slippery as eels in a fight, and carefree. Their thick accent has developed from their merchanteering culture.

COMMON KNOWLEDGE

Sea elves cannot survive long outside of water. They must return to it every day else grow sick and eventually die. They grow progressively more ill the longer they are away. Symptoms begin with tremors, then move on to fever, nausea, dulling of the senses, vomiting, fatigue, and headaches. Mental symptoms include irritability, anxiety, aggression, depression, rage, dementia, and finally, catatonia. These symptoms worsen until the elf is returned to water or perishes.

Sea elves are blue-skinned with a gray or black hues; river elves have a blue-green complexion with brown hues; each is due to their constant exposure to blighted waters, but they can have varying patterns of scales resembling other fish from their oceanographical or freshwater location.

Sea elves and river elves sport tattoos whose meanings vary from tribe to tribe. Many also decorate their bodies with piercings.

Sea elves are very proficient in spears, harpoons, tridents, and daggers.

Sea elves refer to themselves as *Te Iwi O Nga Re* (tay ee-wee oh n-gah ray), or the “people of the depths.” They live in tribes scattered throughout the ocean, among coral reefs, kelp forests, in rivers, streams, lakes, swamps, and lagoons.

Sea elves are inherently curious and skittish at the same time. They will investigate, then flee, investigate, then flee, numerous times until they are sure that they are safe.

Sea elves can live as long as other elves, roughly 800 years.



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The longer the ear, the older the elf.

Once per year, many tribes gather at a special location in *Te Marae Nui o Hine Moana* to meet other tribes, trade, and intermarry.

The OOP language equivalent of the sea elf cultural language is Maori.

CULTURAL BELIEFS

A warrior does not show fear. To show fear is an act of cowardice.

Sea elves live in tribes scattered all throughout the ocean, among coral reefs and kelp forests, in rivers, streams, lakes, swamps, and lagoons. Throughout these tribes, the sexes are egalitarian. The leaders are chosen among the population by different traditions including shows of strength, skill, wisdom, or all of the above. Elders are very well-respected, and tribes tend to be family groups. All tend to be warriors of some kind, as one cannot survive in the water without knowing how to defend one's self.

Trade is an important social norm, as sea elves will trade with each other as an excuse to meet and foster relationships. Even surface dwellers are traded with if they are non-hostile. Trading facilitates negotiation, cooperation, communication, and a little bit of competition. Males and females alike court each other by giving gifts of things they find pretty, such as shells, stones, sea glass, pets, and pearls.

Another important tradition among all tribes is singing. Singing is as ingrained in the *Te Iwi O Nga Re* as swimming, speaking, or breathing. Singing is done at any time except for when silence is needed, like hunting. Some primitive surface dwellers mistook sea elf singing for siren songs, but their songs are mostly harmless.

Art such as tattooing, carving, reef sculpture, and weapon decoration is highly practiced among the *Te Iwi O Nga Re*. It is believed that the more artistic a person is, the more powerful his or her creations inherently possess. Decorating one's body and possessions is therefore only natural.

Sea elves can communicate with all manner of marine creatures and often take them as pets.

COMMON NAMES AND TITLES

Names vary from tribe to tribe. Any Polynesian tribe language or naming tradition (Maori, Hawaiian, Samoan, Tongan, Tahitian, Fijian, Tuvaluan) can be used. Examples:

- Hine-Moana (hee-nay-mo-ah-nah), the sea personified as a woman.
- Aihe (Maori) - Dolphin
- Ale'po'i (Hawaiian) - Surf



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- Manaia (Samoan) - son of a high chief
- Feke (Tongan) - Octopus
- Vaea (Tahitian) - King of the ocean
- Tuicakau (Fijian) - Chief of the reef

HISTORICAL OR NATURAL ENMITIES & ALLIANCES

The Sea Elves have fought amongst themselves since the beginning of time. After a period of peace with the sirens, sea elves dominated, driving them to rocky, dangerous shores and isolated lagoons.

Recently, the sea elves warred with the *Tehungakino* and declared them their enemy for all eternity.

Sea elves are wary of surface dwellers, but will trust them with time.

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