

# Erlunn Elves

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## **The Forest of Shadows**

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The Forest of Shadows , where the Erlunn make their home, is unlike any other forest or woodland area and is one of the most breathtaking places in all of Tyrra. Within its Inner Sanctum, the place is truly special indeed, and few people other than the Erlunn themselves have even seen the interior of this mystical realm.

About five miles in from the edge of the forest there is a mystical barrier of thorns and heavy growth known as The Woven. This barrier separates the woods into two distinct sections (the Outer Rim and the Inner Sanctum) and acts as the first line of defense for the Erlunn. Twenty feet tall and almost a mile thick, it is a tremendous obstacle that is not easily overcome. An extended version of the one once found within the North Wood, the magic used to create The Woven was incredibly draining, causing the great wizardess, Coquii Eldrii, to pass before her time. After The Woven was created the magic used was deemed uncontrollable and not to be used again, but when the elves expanded their realm to encompass all of the Forest of Shadows , The Woven was expanded as well. Completely surrounding the Forest of Shadows , it is extremely strong and durable. Elven magic makes it resistant to flame and blade, and when a portion of it is damaged it will grow back fully within one week.

Although this living construct appears impassible there are doors for both entering and leaving the Forest of Shadows . Difficult to detect, if you do not know their location they are nearly impossible to find. In addition, there are several small, comfortable chambers hidden within the tangled mass of The Woven. These rooms and hallways are furnished and act as lodging for those rare visitors to the Forest of Shadows who are not Elven. Guests almost never grace these practical rooms, for few are invited to the Elven Homeland and those who come unannounced are ignored in most instances. At any given time there will be many Elven scouts and fighters prowling the pathways of The Woven acting as guards and sentries against unwanted visitors.

The Outer Rim of the forest is much like any other woodland. It is filled with rather ordinary plants and animals. Outsiders can come and go as they wish without interference from the Erlunn. The Erlunn will rarely be found in the Outer Rim, and many humans who have lived on the outskirts of this woodland for generations have never seen one of the elves. The Erlunn do not keep watch on the Outer Rim except for very near The Woven. Even then they will not often become involved in what goes on there, but will simply take note of it. If anyone attempts to get through The Woven the Erlunn will watch with disinterest unless they seem to be making headway, at which point the elves will take some appropriate action to deter the intruders.

Within The Woven is a truly marvelous world that the Erlunn call the Inner Sanctum. This enchanted woodland is ever-changing and appears to always be in full bloom. Crystal clear streams, which seem to change course regularly, flow freely throughout the Inner Sanctum and at night sparkle under the cascades of moonlight. The entire realm seems at once magical, mysterious, and pure. Countless numbers of mystical creatures dwell here. Almost all of these highly intelligent creatures are shy and reclusive, but it is not unheard of for them to occasionally venture forth to play with the Elven young. All animals are free to roam through the Inner Sanctum, and an odd magical aura pervades the entire realm. The Erlunn are vegetarians who do not eat meat and so they never hunt, and yet the animals of the Inner Sanctum do not

overpopulate or starve. There is always enough food and reproduction is somehow controlled by the magic in a way that is neither unpleasant nor unwanted. Everything is at peace.

Within the Inner Sanctum, the Erlunn have cast powerful magical protections that will help to deter any invading force. Foremost among these is a spell of confusion that will act upon anyone that is not of Erlunn Blood. This confusion will cause the invader to lose all sense of direction and to wander aimlessly. To further complicate matters, invaders will find that eating or drinking any of the forest's natural bounty will act as a deadly poison unless harvested by a person of Erlunn Blood. The otherwise docile animals and magical creatures of the Inner Sanctum will fight along side the Elves in times of need, and some say that even the trees themselves will fight if it becomes necessary.

Some places within the Forest of Shadows stand out for their overwhelming beauty and magic. Below is a brief list of some of these places and a short description of each.

**Maze of Irasiil (Ear-ah-see-ill):** This maze was magically built by the Naturalist Irasiil from Holly taken from distant Elven lands across the sea. The maze is large and remains near the Trentalai Relis, the center point of the Forest of Shadows . An ever-changing combination of fountains, holly, and woodland creatures, it has become a favorite place of reprieve for all of the Erlunn Elves. The younger Elves are particularly attracted by the small illusionary obstacles and puzzles which lie within the maze. In the center of the Maze of Irasiil is a small pool of water which is said to contain the ability to both refresh the body and the mind.

**Unicorn Grove:** Located near the river in the Southeast section of the Forest of Shadows , the Unicorn Grove is a place of quiet comfort. The ever elusive Unicorns make this place their home and the leaves here are said to be the greenest in all the Forest . The grass grows long and sweet, with songbirds singing gently in the background, blending perfectly with the lilting sound of the distant river.

It is not unusual for an Elf to make a pilgrimage here, to play and enjoy the company of the proud Faerie Unicorns. Fewer Elves are lucky enough to become a rider of the shy Unicorns, a companionship and bond that is so deep it is almost telepathic. Those whom the Unicorns choose as partners remain within the grove, sharing in the simple joys of life that the Forest of Shadows offers to all. At night it is not uncommon to hear haunting Elven melodies drifting upon the wind from the Grove, the Unicorns blending their own magic with that of the Elven dance and song.

**Dardinai Konith (Circle of the Dryad):** This area in the Forest of Shadows has come to be known as the Circle of the Dryad, although this is not precisely true. When the Forest of Shadows was formed, great magics, both ancient and powerful, were used. Not only was the Forest created, but the whirlwind of magic also created sentient beings. One of these creatures were the Lorae Dardinai (Lore-ay Dar-di-nay), or Dryads of Love. These creatures are much like the Dryads found throughout Dyllaria and Emuria, except they live only for the emotions of love and happiness. They are beautiful creatures, composed of tree and moonlight. Their pale skin is covered with swirls of green, reflecting the color of their hair and the forest. There are fifteen known Lorae Dardinai and their home has become known as the Dardinai Konith. During the daylight hours the Lorae Dardinai take shelter within their trees, away from the harsh, burning rays of the sun. It is only at night, when moon is full and its pale light shines upon them, do the ethereal beauties come forth.

At this time they share magnificent poetry and tales of love with those who gather from far and wide to hear their heartbreaking stories. Their innocence and naivety regarding other matters is amazing, considering the content of their stories, and yet they seem incapable of comprehending any of the evil which resides in the world.

**Falls of Kaliaindre** (Call-ee-ah-in-dree): The Falls of Kaliaindre is a large waterfall which conceals the entrance to the Soliinyar Harmae. Located in the Crystali Cvens, a large set of caverns composed completely of crystals, which reflect the sunlight. The falls themselves are not magical, but are picturesque and fall into a large, clear blue pool where creatures of the Forest gather to frolic.

The nearby area of the falls, however, is noted for the spirit of an Elven Lady who walks the paths near the waterfall. She comes out only on clear nights, when the stars shine bright. Dressed in a long, white robe, she walks with her hands slightly outstretched and her face tilted toward the far-away stars. Never does she talk and yet all who see her feel her anguish. None have recognized the Elf and despite the work of all the best Elven Sages her identity remains a mystery. It is rumored that when deep troubles are thrust upon the Elves, she will appear with a large silver bow strapped to her back and carrying a gold, heart shaped locket. Since trouble does not often find its ways to the Erlunn to affect them in such cataclysmic proportions, this particular image of her is rarely seen.

**The Evartay (Ev-are-tay)**: The Evartay stands in the Forest of Shadows as a proud remembrance dedicated to the history of the Erlunn Elves. Composed completely from light blue crystal, this obelisk stands over fifty feet high. The Evartay is the crowning piece of the Soliinyar Harmae, for the crystal was sung into the shape it now holds by Elven Harmonicists, before that power faded from the land and the memory of Elves. Carved upon this stunning fountain in the beautiful, flowing script of the Erlunnite language is the history of the Elves in its entirety, along with the favorite legends, heroes, and lore of the Erlunn Elves. It is a place of quiet solemnity for contemplation and remembering of the past.

## **Society** [\*top\*](#)

The Erlunnites are a long lived race that has seen and experienced more than others could imagine. With these experiences, they have grown wise in their ways and in tune with Tyrra. For generations the Erlunn Society has been based on the unswerving belief in isolationism and non-contamination. The Erlunn have always been viewed as a reclusive society by those of the outside world, but this is not exactly correct. The Erlunnites simply seek to protect their culture from external corruption. Visitors are extremely rare and they are only permitted to enter as far as the region known as The Woven, which surrounds the entire Forest of Shadows .

The Erlunn achieve their knowledge by studying the universe in its entirety. As a simple mirror reflects the truth in what it sees, the Coquii Eldrii study the stars to discover and locate the Reflections of Truth. It is the belief all answers are provided if one stops to take the time and examine their environment. During these times the Elders perform a variety of different ceremonies, depending on the complexity of the answer being sought, which channel the Elven spirit and mind to a higher consciousness.

Erlunn Elves strive for total inner peace and they believe true peace comes from total balance and elevated thought. Their philosophies and higher education weaves together the many complex strings that form the foundation of the Erlunn beliefs. Their society and structure is a unique and highly intricate one steeped in the traditions of their forefathers.

The Erlunn, although extremely logical, still maintain their mystical connection to the forest, albeit one that includes Tyrra and the stars. They feel a kinship with the forest and respect the creatures and plants that dwell there. The Erlunn view themselves as Guardians of Tyrra and as such frequently involve themselves in the matters of the Elemental Planes, especially when present on Tyrra. Although they take an interest in the balance of other Planes and the way that it could eventually affect Tyrra, their main goal is to insure Planar Creatures and Planar attributes maintains a strict balance while on Tyrra. When an overbalance does occur the Erlunn strive to right the problem.

During the war from which the Forest of Shadows was created, the Coquii Eldrii sought to enhance their new homes magically and succeeded beyond their greatest hopes. Thirteen Oak saplings, called the Trentalais Relis (Trees of Remembrance) (Tren-ta-lay Rell-is) from the Plane of Faerie were magically enhanced and grew to enormous proportions. These intelligent, shy trees serve as the dwelling place of most Erlunn Elves. Although they do not often communicate with the Elves, the Trentalais Relis are kind and helpful, often giving warning if youngsters stray too far when playing on the Forest floor. Graced with the power to shape their mighty boughs and trunks in unique ways, they shift themselves into the living accommodations requested by the Elves. Water flowing up the massive trunks quenches the thirst of the Elves. Thousands of rare florescent plants and mosses grow on the trees capturing the light and at night provide a soft glow within the “city”. Magnificent hanging gardens are cultivated by the Erlunn and plants not common to the Forest of Shadows or any other woodland on the continent of Avalon can be found here. The rich soil of the Inner Sanctum produces exotic plants and fruits that are considered rare pleasures outside of the Forest . For outsiders, it is always seen as a great honor to be the recipient of Erlunnite fruit.

Each of the thirteen trees is treated with the utmost respect and form bonds of friendship with those Elves which reside within them. Below are the names of the trees and the element they are associated with.

- Ceiin Ionnic-** Associated with the Plane of Flame.
- Clebrin Unsic-** Associated with the Plane of Water.
- Calatrir Treac-** Associated with the Plane of Air.
- Caen Gaelien-** Associated with the Plane of Darkness.
- Carr Nayan-** Associated with the Plane of Light.
- Crean Reac-** Associated with the Plane of Stone.
- Cyen Ieanin-** Associated with the Plane of Dream.
- Cven Faeriein-** Associated with the Plane of Reason.
- Cziyn Brin-** Associated with the Plane of Earth.
- Craul Oben-** Associated with the Plane of Chaos.
- Caes Elivaen-** Associated with the Plane of Death.
- Cretiean Waelin-** Associated with the Plane of Life.
- Realisn Quitri-** Associated with the Plane of Faerie.

Within the Trentalais Relis many Elves claim their home. They are not cities, but more of a place in which many live harmoniously. Some trees harbor more than 10,000 Elves and yet there is enough space for all without cramping of any sort, leaving plenty of room for the Elves to join in celebration with each other or to seek the solace of the stars in peace. City is an incorrect term for the fact it implies a regimented social structure, one with laws and orderliness. The Erlunn Elves do not follow any sort of code and the governmental structure is a loose entity, based on good will, the mores of the society, and the cooperation of all.

A unique trait of the Trentalais Relis is the ability to shift extra-dimensionally within the Forest of Shadows at will. This ability is intrinsically linked with the balance of the Elemental Planes on Tyrra. Each of the twelve primary planes is represented by one tree, with the Thirteenth symbolizing the Hybrid Plane of Faerie. Together they form a loose circle throughout the Forest of Shadows . When the power of one plane increases too much while on Tyrra, the Trentalai Relis representative of that Plane will shift to the exact center of the Forest of Shadows , proclaiming to all the possible problem. That particular Trentalai Relis will remain at the center of the Forest until a balance is restored. When all is aligned correctly on Tyrra, the Trentalai Relis symbolizing the Plane of Faerie will remain in the middle.

The enhanced enclaves of the great trees in which the Erlunnites reside are called Piyaiini (Pie-a-een-i). Although either is acceptable, it is more common to find an Elf living in an

extended family environment than a solitary one. A Piyaiini is formed at the request of an Elf to the tree in which they have chosen to make their home. These dwellings grow as if engraved and polished by a master carver. The Erlunn prefer to live under the open sky and the trees graciously turn down their leaves to provide shade during the hot seasons and shelter when it rains. On a clear night, the trees open wide so the Erlunn may view the stars and sleep under the open sky. These woven walls are as thin as a sheet of parchment yet as strong and durable as a castle wall.

Blending in complete harmony with the tree each Piyaiini is unique and reflects the personality of the Elf. Most necessary items of everyday living are formed by the Tree within the Piyaiini, such as beds, which are padded with harvested leaves from the Great Oaks. The Erlunn Elves will often decorate their Piyaiini to reflect their passions, yet their homes are typically uncluttered and neat. Fires are never set within a Piyaiini, not even to cook. Basins are formed near the trunk of the tree inside of the Piyaiini for drinking, bathing, and cooking, with the dirty water constantly refreshed by the ever flowing pure water traveling up and down the trunk of the tree. The various levels of the great trees and the Piyaiini's are connected by intertwined, living branches that regularly shift to different spots during the day. The walls and walkways sparkle as if lightly sprinkled with blue glitter. The walkways also connect to the ground, allowing a safe passage to the forest floor.

Trade, for the most part, takes place in the Trentalais Relis. Each Tree has an extremely large Piyaiini set aside for such enterprises. There are no merchants or Elves present besides those seeking something. Those goods the Elves wish to sell are placed here; from wood carvings and musical instruments, to magical items and mighty weapons. Each person or family member selects a space to display their wares, sets them up, and then leaves. A list of items is left along with their goods, describing what they wish to receive in trade. Other Elves, and rarely creatures of the Forest, will enter the Piyaiini of Trade, select those items they wish to possess, locate the insignia of the craftsman and then travel to the creators' Piyaiini to offer something in return. The Elves fully comprehend the usage of coins, but prefer not to use them, for the Erlunnites enjoy using the bartering system, for they see it as a form of practical debate. It is a fair system, one in which all who take place enjoy themselves immensely. The system is based on honor and a good has never been stolen, the rare exception being a mischievous pixie playing a prank.

For those Elves and creatures that do not reside within a particular Trentalai or in one at all, the Piyaiini of Trade is still open to them. Typically the Elf will approach a family residing within the Trentalai Relis, give them their goods and a list of what they wish, leaving the family to see the rest of the matters. The Elf then takes responsibility for the goods left within their possession and barter them accordingly. When the other Elf returns the goods are returned in full.

## **Education**

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Education is a major cornerstone of Erlunnite society. The children are taught from an extremely young age that education in whatever pursuit they choose is the key to fulfillment and truth. Gaining knowledge is seen as the first step to obtaining wisdom and therefore education assumes a large part of an elf's life. Although an Erlunn never stops learning their general education can be placed into several categories according to age:

**Shraedriin (Shray-dree-in)** :( Age 0-21) Erlunn Elves are encouraged to play with other Elves and the creatures of the Forest of Shadows. They are urged to be children for they will have to adopt the studies and hard work ethics of the adult Erlunn soon enough. Children are raised within their families and they spend much time on the ground out of their Piyaiini learning about their environment and the creatures that dwell within the Inner Sanctum. They are taught to respect the forest and the beings that dwell there, for each has its place in this world. It is at this time they are steeped in the history of the Erlunn people, although it is unregimented and

usually told in story form by the child's parents as bedtime stories. The storytelling teaches the child not only the history of the Erlunn, but what it is to be Erlunn and the mores of their society.

**Gritae (Gree-tay):** (Age 21-31) The time when rudiments of a base education is impressed upon the young elf. The education of the child during this time is devised by the family and is not uncommon for several members to combine their efforts to provide the child with a well rounded education. Studying every day for several hours, the curriculum greatly varies. Reading, Writing, Logic and Reason, Magical Reading, Math, Philosophy, Astrology, and History are the most typical components of this rudimentary education. During this time the Erlunnite child also learns the basics or theoretical components of the particular craft most associated with their family, for example woodcarving or magical item creation. The children still spend much time in the woods playing and although the basic education is outlined, there is much encouragement of curiosity and self-directed learning

**Dremtey (Drem-tay):** (Age 31-70) A time when the growing Erlunn child continues their education and still remains with the family. Much of the child's education at this point is self-directed with an older, more experienced member of the family or a close family friend acting as a mentor to help direct the child's interests. Seen as a time of discovery the child will study several different topics. Any topic which interests the child is encouraged. For example the young Elf may study the rudiments of the necromantic arts, scroll-making, and painting. At this point they learn more about the Erlunn connections to Tyrra and their responsibilities to it. Learning the properties meditation, logic and reason is even more embedded in the child during this time.

Upon reaching the age of 70 the Erlunnite child will decide what specialization they wish to pursue. When the Elf chooses what profession to follow they enter into one of the 12 specialized schools. The child lives within the school for the next two spans (20 years), for it takes a tremendous amount of time and discipline to study at one of the schools. It is during this time the child learns the rudiments of their future profession.

**Chutran(Choo-tran):** (Age 90+) At age 90 the Erlunnite child has several difficult choices to make that will affect the rest of their lives. They may choose to continue on in their present course of study at the Soliinyar Solinadri ( School of Specialization ), with the hopes of obtaining a true knowledge and understanding of their chosen subject or craft. They may also choose to return home to work within their family or society. At age 90 the elf also has the option to go on the Waakiir Faetyr or "The Walk of the Imminent".

### **Soliinyar Solinadri (The Schools of Specialization)**

The Soliinyar Solinadri(So-lee-in-yar So-lyn-ah-dree) are the schools of specialization that every Erlunn youngster is expected to enter to continue on with their learning from age 70 onward, until the Elf is satisfied with their education. There are twelve Soliinyar Solinadrii and each school encompasses many different aspects. The Schools not only train the mind, but the body as well. Games of prowess and physicality are encouraged and the students often create brilliant strategic games of their own. There are several "titles" or stages of education within each Soliinyar:

**Miirlii:** When an Elf enters the Soliinyar Solinadri of their choice they are considered Miirlii (Mi-ir-lee-i) or "Unlearned". There are scheduled classes in the various schools, taught by a Saigriim Truiirynd of that school. There are also self-directed aspects of certain subjects which all Erlunnite children are expected to participate in. Field work is not unusual and among the classes of the child's specialization are also classes in Logic, Reason, Philosophy, Debate, Etiquette, and History. In their free time young elves often gather for games of skill or meditate within the wood in a quiet spot.

**Layriin:** If at age 90 the Elf chooses to remain at the school it will be for a period of 70 years, at which time they may either still continue on with their studies or return home and

continue on in the family setting, which many do. Once this 70 years is completed they are considered Layriin (Lay-ren) or the “Learned”. This means that they have obtained a substantial amount of knowledge from their school and are capable of using it to benefit the family and the society at large.

**Layriin Liriis:** If they do remain past the age of 160 there is not time limit in their search for knowledge. They study and research a particular topic or craft on their own with the hopes of contributing to the schools’ and society’s knowledge. These Elves continue studying for the sheer thrill of gaining knowledge on a once unknown topic. Once all the research is completed they are considered Layriin Liriis (Lay-ren Li-rees) or the “Most Learned” and these knowledgeable men and women are highly. At this point an Elf may stay on in the pure quest for knowledge, teach in the school, or return home to the family. Often those who do stay become the finest craftsmen or sages in all of the land.

**Sarigriim Truiiryn:** There is one final achievement the Elf may strive for within the Soliinyar Solandri and that is the Saigriim Truiiryn (Say-gri-im True-ee-ren) or the “Learned Master”. They are considered great Sages and Masters of their craft. It takes many, many years of diligent work to obtain the title of Saigriim Truiiryn and afterwards the elf may begin on another topic of specialization in the same school or attempt to master another specialization altogether.

**Saigriim Miirlii:** If a Sarigriim Truiiryn chooses to seek another specialization at a different they become Saigriim Miirlii (Say-gri-im Mi-ir-lee-i) or “Unlearned Master”. Respect is still due for their accomplishments, but they have chosen a new path and because of that they are seen as but a babe in their new studies.

It is not unheard of and happens quite frequently for the Saigriim Truiiryn of one school to work with that of another to further their knowledge in their various pursuits. Likewise students often will receive their base knowledge at one Soliinyar to continue on with their true passion in another.

Although often fierce, competition both within and between the various schools is good-natured. The schools are able to run through the donations given by those families whose child is attending the school or by those who have studied there and moved on. Much of what is needed is provided by the Forest around the schools. There is no entry fee, although a basic test may be given to ensure the child has chosen a path they are able to fulfill.

Each school contains a large library the students have access to throughout their years of study and beyond. The books found there deal mostly with the school and the topics taught, accompanied by copies of Sage’s writings, contributions of past students, and musical scores.

The twelve Soliinyar Solinadri are as follows with a brief description of each.

***Soliinyar Aemiy*** (So-lee-in-yar A-i-mee): This is the school of Alchemical Arts and is located in a copse of trees in the southeastern section of the Forest of Shadows . Here the Erlunn study the various alchemical properties of gasses, elixirs, and contact poisons. Often they seek ways to combat virulent poisons created by other races or the various poisoned attacks of both Elemental and Tyrran creatures. New alchemical scrolls are created here yearly for use by the Erlunn Elves.

***Soliinyar Makii*** (So-lee-in-yar Ma-ki): This is the school of magical item creation and is located in the Northern most part of the Forest of Shadows . Unique artifacts created by the Erlunns are kept within its walls and studied. New creations, often wondrous to gaze upon, are formed through powerful magics of not only the Elves, but of the other creature’s of the Forest as well. Here the Elves combine their love of art and magic to set forth items of incredible power and beauty. Students are not only taught creation of magical items, but also the usage of artifacts and the ethics involved.

***Soliinyar Harmae*** (So-lee-in-yar Har-may): This is the Bardic School located behind the Falls of Kaliandre, in the Crystali Cvens ( Crystal Caves ). Long ago, through a unique blend of song and magic, the Elves who studied at the Soliinyar Harmae were able to grow magnificent and often magical musical instruments from the crystal found in the caves. That uniquely Elven ability has mysteriously faded and not the school functions mainly for the teaching of Harmonics Magic. The school is also dedicated to the teaching and studying of poetry, writings, bookbinding, copying, creation of musical instruments, song, painting, cartography (of both Tyrre and other planes), pottery, glassblowing, lapidary techniques, literary advancements both fictional and non-fictional, the weaving of tapestries, and wood carving. It should be noted that the teaching of these various skills often combines magic with the mundane for those Elves capable of mastering it. For example, some Elves are able to create tapestries that not only tell their tale through the bright colors of the weave, but through movement as well. One famed masterpiece is the Dardaii Dardinai, or Dance of the Dryads, an astounding piece of work that took fifty years to complete.

***Soliinyar Tisylenok*** (So-lee-in-yar Tis-sil-len-ok): Located throughout various parts of The Woven, the Soliinyar Tisylenok is the school of the fighting arts. This school combines the art of fighting with the unique outlook on life that all Erlunn possess. The ethics of combat, honor, and precision are all taught within this school. New and old fighting styles combine and those who attend this school learn strict discipline and the use of many weapons besides the preferred bow, sword, and shield. Students also study the fighting styles of other races and elementals to gain a better understanding of possible foes. Disarming an opponent is always preferable to the final blow. The creation of armor and weapons also takes place here, both mundane and magical. Soliinyar Tisylenok often works in concert with Soliinyar Makii when creating magical armor and weapons. Some of the more wondrous works taking more than a century to complete.

***Soliinyar Reliityr*** (So-lee-in-yar Rel-i-teer): This school has no set facilities and is where the training of what other races call a “ranger” occurs. Much time is spent in various parts of the Forest of Shadows learning to survive off the land, the categorizing of animals, plants, and minerals, tracking, weather reading, hunting, fishing, and the Elven scouting methods. Making contact with the more reclusive and shy creatures of the Forest is what every Elven pupil of this school strives for during the day and dreams of at night. The lore books for this school are located in the Grove of Lauri, a scout of some note. The precious books are protected from the weather and the nibbling of woodland creatures by the magic Lauri bestowed upon the grove.

***Soliinyar Arcanii*** (So-lee-in-yar Ar-can-i): The school of Earth and Celestial Magics is perhaps one of the most impressive and beautiful structures found within the Forest. Created from the combined efforts of all the Saigriim Truiiryn of the school, a small block of True Silver was transformed into the school of magic. Tall and large enough to house the many Elves which follow this austere pursuit, it retains a grace not found in the constructed buildings of other races. The shape of the school itself hints at the appearance of two Elven lovers dancing entwined beneath the stars, its flowing walls glowing as if created from moonlight itself. Small motes of light twinkle above the school at night, the colors constantly changing to reflect the current season. Within the building it appears as though the outside walls are built of clear glass, allowing the Elves a view of the stars and sky, and yet protecting their delicate work from untrained eyes. The walls are also porous, allowing refreshing air to circulate throughout the school.

The responsibilities undertaken in this school are numerous. Typically the student will either choose either Earth or Celestial Magic as their main course of study. The affects and creation of new formal scrolls, master crafted potions, battle scrolls, and mundane potions take place within these walls. The students and masters here also strive to heal the ill, often to the point of their own exhaustion and subsequent illness or death. Research on plagues from the

outside world is conducted by the highest masters of the school, who regularly seek to find preventive measures. It is here the effects of Earth, Chaos, Necromancy, Gandolin Crystal, Dark Earth, other Arcane materials, and Eldritch Magic have on.

***Soliinyar Fanaen*** (So-lee-in-yar Fay-na-en): This school also has no set location, its students sleeping under the stars upon the mossy Forest floor. Its lore books are also kept in the Grove of Lauri. This school is dedicated to studying Nature itself, as well as the animals and other sentient plants and races within the Forest of Shadows . The creation of potent magic to deal with Elementals often are a favorite subject of study, though many also seek the path of quiet introspection and familiarity with certain types of animals, such as Unicorns. It is not unheard of for Elves to leave this school and live among the animals and plants they love so much.

***Soliinyar Domikye*** (So-lee-in-yar Doe-me-kay): The only school devoted to the more domestic needs of the Erlunnites, Elves come to this school to learn the arts of clothier, merchant, dancing, exquisite cooking, and other Elvish pursuits. It is not unusual for a student to study here and then move on to another school of study or vice versa. Some, it should be noted, find their true passions here and remain a faithful student of this school for the rest of their days. Students from this school are frequently asked to create magnificent feasts or clothing for festivals, weddings, and other important celebrations.

***Soliinyar Aspreyen*** (So-lee-in-yar As-pri-en): The school of the Elements, it is one of the largest schools, located to the West from the center of the Forest of Shadows . All aspects of the Elemental planes are studied: creatures, properties, and ways of travel, the direction that a particular elemental plane might be taking, the powers of the plane, Elemental Artifacts, and ways to combat elementals. Permanent portals to each of the 12 planes are located within, as well as to several Hybrid Planes. Well away from one another and heavily guarded by magical wards, traps, and magic to prevent Elementals from coming through uninvited, the Elves believe these portals to be perfectly safe. Magnificent maps of various portions of the Major Planes, including Faerie, line the ancient walls, painted in illuminating color by those of the Soliinyar Harmae. The lore books of this school are numerous and many outsiders would be stymied at the amount of knowledge the Elves have gathered in their many centuries of diligent learning.

***Soliinyar Starimyaë*** (So-lee-in-yar Star-im-ay) School of the astrological arts, the knowledge found here is perhaps the most difficult to master. Located in the Northern reaches of the Forest of Shadows the students study the stars, their magical properties, and the interpretations of their meaning, all three of which are often a life-time pursuit. Extreme patience, which the Erlunn are well known for, is often stretched to the limit. Because the Erlunn look to the Stars for many of their answers, this is one of the most needed schools, but ironically few are able to ever become Sarigriim Truiiryn. The Coquii Eldrii are often here, helping the most advanced students in their pursuits and encouraging the younger ones.

The school is noted for its' amazing murals of the constellations and the painted depiction of the stories behind them.

***Soliinyar Kinphae*** (So-lee-in-yar Kin-fay): The school of thought, it fosters the creation of new philosophical works and the study of old ones. Basic tenets of this Soliinyar are strict discipline and meditative abilities. The art of Debate and Diplomacy are taught and the Elves of this school are trained to always seek answers to seemingly impossible questions. The patterns of history, both Erlunnite and other, are analyzed here. Ethics is one of the major cornerstones of this school, which make those who attend here some of the best arbitrators.

The Atrayil, those Elves who dedicate their lives to diplomatic enterprises both within the shelter of the Forest of Shadows and elsewhere, are specially trained at the Soliinyar Kinphae.

Although viewed as a great honor, not all who achieve the position of Sarigriim Truiiryn wish to become an Atrayil.

***Soliinyar Mistrien*** (So-lee-in-yar Miss-tree-in) This school is located in the North East section of the Forest of Shadows in Mistyr Gendae (Misty Glen). The school itself is composed from a mist like substance. Difficult to detect and locate even for the creatures of the Forest, it is constantly moving and changing, the school blending perfectly with the fog the glen is composed of.

This school is something of an enigma. No one is quite sure what occurs within these hallowed halls. The study of Elven mysteries and legends is all that is known, and if something unusual occurs or an artifact of unknown powers is discovered it is sent here for study before going on to the Soliinyar Makii. They deal with the past for the most part, in those legends that have drifted from the minds and memories of other races, keys that could possibly lead to some hidden clue to solve some bigger question. Of all the schools the knowledge found here is considered the most dangerous to the untrained and few who do not attend the school are allowed entrance beyond its courtyard.

### **Personality**

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The Erlunn Elves are a mild mannered and highly imaginative people. Known as remarkable philosophers, the Erlunn seldom act without methodically investigating all available options. Oftentimes in the eyes of other races this trait will make the Erlunn appear to be procrastinators or cowards, but to the Erlunn these other races are simply incapable of comprehending the higher level of understanding that is sought. Erlunnites simply approach life with great patience and forethought. They realize they have several centuries of life left and therefore are not as easily excited into making hasty decisions as the other, shorter lived races of Tyrra. The less enduring races of Tyrra are more prone to run headlong into a dangerous situation without considering the ramifications of such an action. An Elf, however, will always take the time to consider the matter fully before committing to any action.

The Erlunnites are extremely honorable and their word is their bond. An Erlunn Elf will never break his or her word if at all possible, even unto permanent death. Although all Elves are considered brothers and sisters, true friends are rare and when an Elf considers another a friend they are extremely loyal to that person. Extremely noble and pure of character they strive to find the good in all People and situations. The emblematic Elf spends a large majority of his time in studies contemplating affairs of Tyrra and often looks to the stars in search of answers. Feeling a kinship to the bright points of light in the night sky, the Erlunn believe that the stars often direct them down certain paths.

To the far-seeing Erlunnites there is no defined black and white, wrong or right, in any instance. There are many shades of truth and this belief is extended to situations which require an important decision. They feel that wisdom is the key to following the correct path and all information of a particular topic is needed to reach the most reasonable answer. The Erlunn Elves tend to concentrate more on the far reaching consequences than on immediate ones. Often they will try to step back from the situation so they will be able to view it in its entirety, concentrating on the possible outcomes and probabilities.

They see the reason for their existence as being Guardians or Protectors of Tyrra. They strive to maintain a balance in all things and work toward that goal. Due to this long-lived outlook on life they see the universe as one interconnected creation and not broken up sectors. Although Erlunn Society is one without crime and laws, the Erlunn still vigilantly train with their weapons and battle magics for they will pick up arms when necessary to protect their way of life or maintain the balance.

In order to propagate this belief as Guardians they often study on many different topics during their long life, in order to better serve Tyrra. They study all kinds of Magic, including Chaos and Necromancy, and do not find the casting of it to be particularly problematic. Often they will

become experts on their given topic and because of this the Erlunn are often regarded as great sages or lore masters.

Their preferred weapon style is a bow or a sword and shield. Elves take great pride in their weapons and will often decorate them with multiple, delicate designs. So well do they know their craft that when in battle they are extremely graceful and almost beautiful to witness. It is like watching a dance of death, an astounding site for those who have seen the typical everyday tranquility of an Elf. Beings that loath war, the Erlunnites will seek all possible ways to avoid armed conflict.

Erlunn Elves as a race are typically quiet and introspective. They fully experience all the emotions that other races enjoy, but will often ponder the result of openly displaying a particular emotion. For example, Erlunn Elves do not often show their anger in outward or loud displays. They typically view anger as a loss of self control and they will try to discipline any outbursts. The humor of the Erlunnites is often highly defined and subtle. Likewise, insults and the like are often given in such a way that the person will be completely unaware they have been insulted.

Erlunnites are inherently curious about the world around them. With so many choices and possibilities before them they often meditate to clear their minds and to find a focus in which to concentrate their efforts. They are extremely logical and will try to use reason in all circumstances. Because of this many Erlunn Elves have chosen to follow the Path of Reason within their transformed state, but the other paths are followed as well.

Since the Erlunnites prize thought and logic, mind-altering effects (of any type) are despised, for they could cause a loss in reasoning or control. They do partake of spirits, but they typically will not drink to get drunk and are more social drinkers.

Many mistake the Erlunn as stodgy or too serious, but this is truly not the case. Although logic and reason are fundamental within their society, they are a lighthearted people who take great pleasure in the small, everyday business of life. They see the broader picture and therefore often appreciate the smaller aspects even more as a result.

## **Marriage**

[\*top\*](#)

Elves marry for life and remain monogamous for the duration of that time. In the event that a spouse should die a young death, remarriage is acceptable, but the older the elf the less likely he or she will remarry. Elven spouses are partners and treat each other equally. Although there are certain tasks which are generally considered male and female, these lines are crossed regularly. Elven women have as much political clout as men and family trees are traced through both the male and the female. The ceremony is a private event and it need not even be witnessed. At the completion of the wedding ceremony the blue sapphire worn to represent courting will change to a ruby to symbolize the joining (OOG: it appears as though the stone simply changes color). It is the decision of the newlyweds in regards to where they will reside. Afterward the ceremony there is always some type of announcement made so that the union is common knowledge.

The simplicity of the marriage Quetriin is made up for in the Quetriin Casiil (Cas-e-il) or the Courting Ceremony. Typically lasting for several years and never for less than one, the Quetriin Casiil is an intricate process built around the traditions the Erlunn follow so strictly. The Quetriin Casiil is not gender specific and can be instigated by either a male or female Elf. An Elf may have more than one suitor at a time, though this does not occur with any great frequency. There are several Vealir's (Vay-leer), or levels, to the Quetriin Casiil, which are described below.

**Vealir 1:** Declaration of Casiil: The Elf who wishes to begin the courting will send an original poem to the other declaring their intentions to court. If this intention is amiable the other Elf will respond in turn with a poem. If the Elf does not wish to be pursued they will send them a bundle of hand picked wildflowers (this will signal the end of courting throughout the entire Quetriin Casiil).

**Vealir 2:** This Vealir is a time of learning about one another. Small gifts may be presented, typically small tokens of affection or hand trinkets. An example of this could be a small carving of a Unicorn or Lark. Walks through the Forest, especially at night, and letters are also attributed to this Vealir. This Vealir will usually last for a minimum of five months.

**Vealir 3:** More extravagant gifts, such as finely crafted jewelry or magical items, are one of the presets of this Vealir. Another includes the taking each other to the place they associate with personal calmness and meditative properties. This is the time when you declare intent to marry. These places will become the place where the two Elves will come throughout their lives to talk about important affairs and matters of the heart. This Vealir lasts for around three months.

**Vealir 4:** A public ceremony announcing the engagement marks this Vealir. Typically done among those closest to the two Elves in an Elven setting, such as a small clearing in the woods, it is when the two Elves name their Yavae (Ya-vay). Both the bride to be and the groom will have a Yavae and the choosing of one is not something done lightly. The Yavae are responsible for watching over the relationship and keeping it true to its course. Later the Yavae play other important roles.

**Vealir 5:** This particular Vealir lasts for no less than three months. Much time is spent together, assisting one another with challenges faced in their everyday lives. This allows both to learn of the duties each is responsible for, their personal habits, and the direction their lives shall eventually take. This is to make sure that both Elves are prepared for what the future holds.

**Vealir 6:** Perhaps the most difficult Vealir, it is the time when the participation of the Yavae in the Quetriin Casiil becomes important. Each Yavae speaks separately with the bride to be and the groom, in a one on one situation. These one on one conversations may be numerous. They speak to the bride or groom on various matters of the heart and the more mundane matters of life. After each Yavae has had a chance to speak to both Elves and to each other there are two different paths which they can take. If they decree that something is amiss with the Quetriin Casiil or with the couple themselves, they have the power to announce to the couple that they Quetriin Casiil will progress no further until they are satisfied that all is right, which may never happen. However, if the Yavae are satisfied with the outcome of their conversations with the couple, then the couple will move on to the seventh Vealir.

**Vealir 7:** The Yavae announce that the requirements of the sixth Vealir have been met. To do this the two Yavae will ask that the couple meet them to discuss yet another matter. Instead of another conversation such as the ones found in the sixth Vealir, the two Yavae will present the couple with a small gift, symbolizing their permission for the Quetriin Casiil to continue. At this time the couple to be married will place a blue sapphire in their ear to announce they have entered into the final stages of courting.

**Vealir 8:** The planning of the wedding and the vows that will be spoken at that special moment. Each ceremony of joining is unique and special to every Elf, and although more than one will have similar styles or verses, each is subtly different. Most ceremonies are simple, non-material affairs, though that is the norm, not the requirement.

**Vealir 9:** The final stage of the Quetriin Casiil and one that few Elves choose to complete. The two Elves will go to a place that is special to them and sit facing each other, typically with knees touching. They will then close their eyes and go into a deep trance that will bind them together for all time. This meditative state will last from as little as twenty minutes to as long as an hour. During this time the Elves are almost always unaware of their surroundings, even if a battle is occurring, and often will remain in the trance unless dealt a damaging blow.

After this stage is done the two are bonded together in Kashiir Niev (Ka-she-ir Ni-ev). A rumor that has never been proven claims that once this is complete the two will be able to tell when the other is in great distress and in need of help. As stated above, this has not been proven and reports of it have been rare. The reason this stage is not often attempted is due to the tight bond. Should one of the bonded die, it causes immense despair in the one left behind. It will be extremely difficult for that Elf to continue on in life and will require great support from friends

and family. Some are never able to find their way out of this despair and will perform *The Passing* long before their normal time.

**Birth:** [top](#)

The extensive use of magic and alchemy has made Elven births painless and relatively easy. When the time is right the mother is put into a deep sleep for ten days. During that time the child is born and when the mother awakens her and the child are reunited with no ill side-effects. An Erlunn couple will typically have only one child throughout their long life, or perhaps two. It is almost unheard of to have more than two naturally born children and multiple births (twins, triplets) are extremely scarce.

**Death (Diidei):** [top](#)

Erlunn Elves view their own mortality with much ire. Most believe themselves to be the perfect race, but they cannot understand why they age and die like everyone else (albeit much more slowly). A painless form of suicide known as *The Passing* is not entirely uncommon among Erlunnite elders. This death ceremony is induced by a simple elixir that almost all Erlunn Elves know how to concoct. The Elf will perform *The Passing* in private. This is generally done in a quiet grove or stand of trees. Questions regarding the estate are taken care of before the ceremony begins. A ceremonial gown of woven leaves is worn and the body is left to deteriorate naturally. Burial is not known in Erlunn culture.

Should an Erlunn Elf pass on before their natural time the Elf will be carried by friends and family to a quiet glen or place within the Forest, often one that was favored by the deceased. Here the Elf is dressed by their loved ones in the ceremonial gown, or if not possible for some reason, a few leaves are placed upon the chest of the Elf. The body is then left to decompose naturally.

**Elven Aging**

<u>Age</u>	<u>Stage</u>	<u>Human Equivalent</u>
0-3	Infant	0-2
4-7	Toddler	3-5
8-20	Child	6-8
21-70	Youth	9-11
71-90	Adolescent	12-14
91-100	Puberty	15-20
101-200	Young Adult	21-30
201-300	Mature	31-40
301-400	Middle Aged	41-60
401-500	Old	61-90
501 +	Venerable	91 +

**Racial Relations** [top](#)

The Erlunn Elves view other races as if they were young children who have yet to be taught the correct ways of perceiving the world and the proper etiquette with which to do so. Other races are frequently an enigma to the Erlunn Elves and as such are much studied as a topic of interest. The humor of other races is understood, but seen as crude, sometimes to the point of idiocy. Erlunn Elves dislike tactile contact with other races, for they are often dirty and ungroomed.

The other questionably sentient races of Tyrra, such as Dwarves, are tolerated. The Erlunn feel pity for the Dwarves, since their love of material goods, like gems and weapons,

blinds them to the truth of the beautiful nature which surrounds them. They also cannot understand why the Dwarves would be willing to enclose themselves in the bowels of Tyrra.

Other races, such as Half-Orcs, Half-Ogres, Barbarians, Sarr, Humans and the like, are avoided for the most part. If a situation arises where one of these races is encountered, the Elf will be polite, but will often seem distant. Many Elves avoid Gypsies altogether, for their garish dress and hard-drinking ways are viewed as slothful and almost painful to witness.

They view all other Elves as their brothers and sisters, including Wild Elves, whom they view as less trained and educated, but possessing the potential to better themselves. They often become exasperated when speaking with Wild Elves, for they cannot understand their recalcitrance in succumbing to the superior way of life shown to them by the Erlunn. Mystic Wood Elves are viewed much the same. The exception to this rule of one true nation of Elves is Dark Elves.

The Erlunn view the Dark-Elves as an abomination cast down upon Tyrra to do nothing but cause mischief and taint the world with their evil ways. Whether or not they were once fair-skinned Elves in a time long ago is a topic oft debated. Throughout the history of the Erlunn Nation there has never been a peace between the two races. This is not due to any reluctance on the part of the Erlunn, but due to the evil nature of the Dark Elves.

Hobblings are the rare exception of the views held of other races by the Erlunn Elves. Seen as delightful children who view the world through innocent eyes, they are much loved. They enjoy the same simple games the Elves do and it is not uncommon for an Elf to have a Hobbling as a traveling companion. The trouble Hobblings often find themselves in are seen as mischievous pranks and are amusingly tolerated.

One class of people who should be mentioned in passing are those who have become Elves through magical means. Elves will accept these Race Changed Elves only under certain conditions. A true Erlunn Elf must grant permission, which is representative of the Erlunn Society's acceptance, for someone to be race changed to an Elf. For permission to be granted the Elf must truly believe that within the person's chest beats the heart of a true Erlunn. When this permission is granted, the Erlunn Elf becomes responsible for the person about to be Race Changed. They accept the person into their family and teach the newly created Elf the culture and ways of the Erlunn Elves. It is not uncommon for the Erlunn Elf to go as far as to offer a drop of blood to the castor performing the Race Change Formal Magic Ceremony. Once a person who is race changing has been spoken for by an Erlunn Elf they are accepted as a child within the Erlunn society and are taught as such, though at a more rapid pace.

Should a person race change to the appearance of an Erlunn Elf without permission, then they will be shunned by all of the Erlunn Elves. They view them as beings not completely of their past race and yet not Erlunn. What they have done is seen as highly disrespectful. They are beings to be pitied and loathed. In extremely rare occurrences a person will be accepted into the Erlunn Society after the fact, but it should be stressed that this does not occur with any regularity.

## **Family**

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Erlunn Elves characteristically live in extended family settings, but this is by preference, not decree. Within the Erlunn family all are shown equal respect. Both in and out of the family the male and females are the same regarding status. A community of love and cooperation, it is neither a patriarchy nor a matriarchy.

Many families have become associated over the centuries with a particular type of craft or trade for which many of them are renowned. Although the family is typically associated with one particular craft or skill, it is not unusual for several members of a family to obtain specialized training in another area, such as fighting, magic, or philosophy. Many return to work in the family craft, but frequently they continue in their own studies on the side.

All who live within the family Piyaiini have a hand in the raising of the children, with the parents greatly affecting the early learning process of the child. Families try to provide the

child with the happiest childhood possible while instilling the societal mores of the Erlunn. In the rare event that a child is orphaned and has no family left, then the Alariya or Coquii Eldrii will place the child into a home. The orphaned child is then accepted into that household as one of their own, with their true family remembered and honored.

### Names [top](#)

Often an Elf will take their surname from a combination of their family's craft (or their profession) and something of the Forest . An Elf will typically retain their parents surname until their 150<sup>th</sup> birthday when they will either choose to keep the surname they have or create their own. This is true for both the males and the females. Several examples of possible surnames include: Silverharp and Evermyst. Some names common to the Erlunn are listed below.

#### **Females Names:**

Elari	Ceolith	Solia	Liriili	Selinde
Mywiel	Amadriena	Celendril	Kylara	Daelia
Baelianna	Lless	Kyaera	Eilki	Maelizireia
Llaraera	Druellia	Aerisel	Elona	Lilanthé
Nevai	Dalith	Atreliel	Silvinia	Beyani

#### **Male Names:**

Glywin	Moniel	Tiniwian	Volinday	Tyndith
Thrilmaviel	Vilmathian	Valindril	Alarain	Nithralan
Bleys	Seben	Iniro	Shanas	Jrutralan
Elvadriorin	Lyosriemal	Lyoril	Evir	Yaiel
Saeyari	Kyaero	Sumryl	Jaelis	Kasaith
Korwyn	Llaraera	Firlith	Ansritas	Malikie
Lotherus	Galindril	Malik	Baern	Solarin

### Leisure [top](#)

Although the Elves use logic and reason consistently, it is not the only aspect of the complex Erlunn personality. They enjoy the arts and many Elves contribute funds so those with artistic capabilities may continue on with their study. All forms of the arts are practiced, from painting and pottery to juggling and singing. Bards and Harmonicists are held in high regard, but many elves feel the calling of music in their blood and will be able to play an instrument or sing.

They particularly enjoy poetry and it holds a high place in Erlunn Society. Many stories are written in measured stanzas of poetic form. They fully appreciate the world around them and feel at home and at peace when within the woods. They see nature as a perfect, ever changing balance and enjoy immersing themselves within it.

Do not mistake the Elves for overly studious and “stuffy”, for they seek and find pleasure in almost any task which they undertake. Many physical games appear childlike to other races, though the Erlunn Elves find great release in them. Hide and seek is a favorite pastime of the Elves and is played regularly on the forest floor. Many of the mystical creatures of the Forest of Shadows take part, enjoying the simple pleasure of the game and the camaraderie of the Elves. Many also participate in the frequent races, which can stretch for great distances over difficult terrain.

Erlunnites enjoy swimming in the many brooks, rivers, and quiet gatherings of water in the Forest of Shadows . Diving, horseplay, and good natured but intricate games often take place in the clear, blue waters.

For the braver at heart the Great Oaks provide a fun, yet sometimes dangerous thrill for those that wish it. The long tendrils of vines that hang from the mighty boughs provide a perfect

opportunity for those who wish to swing upon them in precise and often wild acrobatic displays. It takes not only great courage to swing hundreds of feet above the ground from vine to vine, but also a strict physical discipline to perform the marvelous feats.

The giant leaves are also a source of entertainment to the Erlunn Elves. As the leaves begin to glide to the ground in the Fall, many Elves seek the opportunity to “ride” them down, which takes a tremendous amount of balance. Others clasp ridges of the leaves and allow their bodies to hang free, their weight pulling the leaf, which greatly increases the speed of descent. Always, just before disaster strikes, the Elf will nimbly clasp a vine and swing himself to safety. Races and other forms of impromptu competition often result. Fleet of foot, disciplined, and agile, the Elves which choose to participate in the sports provided by the Oak trees are rarely hurt in any way. It is not uncommon to receive a bruise or sore muscle for the more difficult acrobatic displays, but serious injury does not occur often, and never has an Elf perished during this particular pastime.

Some Elves prefer the more intellectual leisure activities found within Erlunn society. Reading and writing is a typical activity. The difficult game of chess is also fondly played and in many Piyaiini a game of cards often while away the tranquil evenings. Erlunnites also thoroughly enjoy debates and conversation with their kindred and those of the intelligent races found within the glens and glades of the Forest of Shadows . Always inherently curious, it is not uncommon for an Erlunn Elf to research a topic or to study during their free time.

Quite a few of the Erlunn Elves take great pleasure in long walks in their beloved forest, simply enjoying the nature and peacefulness around them. Some enjoy the ancient and mystical beings around them; still others seek solitude for meditation and contemplation on the various wonders of their present course of study or for more personal reasons.

One pursuit all Elves enjoy is star-gazing. Every night thousands of Elves peer up at the sky and take in the beauty above them. It is a moment of pure joy for the Elves, one of connectivity with their Realm and a reinstatement of a feeling of purpose. Those on their Waakiir Faetyr take solace in knowing that their kin and friends are peering at the sky and stars, and know that although they are many miles from home, they are not, in fact, so very far at all.

Below is a list of the Craftsman skills that the Erlunn prefer and should be noted that often an Elf will have more then one of the following:

Animal Trainer	Archaeologist	Artist	Astrologer	Bard
Bookbinder	Clothier	Gem Cutter	Harvester	Historian
Jeweler	Merchant	Potter/Glass Blower	Sage(Any)	Scout
Teacher	Tracker	Woodsman	Biologist	Barrister

**Dialect:** [top](#)

All Erlunn Elves are capable of speaking the language that has become known as “Common”. It is the easiest and simplest way to communicate with one another and with those of other races.

Erlunn, a lyrical and musical language, is of the Elven Ancestors, an ancient and complicated language which has fallen into disuse throughout the long history of the Erlunnites. Today it is taught to youngsters as a link to the past, one steeped in tradition. It is not typically spoken, except in particular ceremonies, and few remain fluent in the language. Many of the proper words delineated in this description of Erlunnite culture is in Erlunn.

**Sayings:**

These are some common sayings found within the Erlunn Nation.

**May the sun always shine upon these glens.** A popular phrase used when parting ways, it wishes the person happiness and good fortune until they meet again.

**May the moon guide your path, the stars stay your course, and the sun brighten your day.** Another popular leave-taking, it is typically used when someone is about to go on their Waakiir Faetyr. It is a reminder that while they are in the outside world to not lose those traditions and honor-bound ways the Erlunnites hold so dear.. A phrase an Elf may oft repeat to him or herself when faced with the challenges and different races presented to them while outside of the Forest of Shadows .

**By the spirit of Kaliandre!** This Elven saying is meant to express awe or a great surprise, typically when an occurrence can not be explained through the normal, logical means.

**Yours in light and laughter.** A typical Elven parting, used to express well wishes and familiarity.

### **Governmental Structure** [\*top\*](#)

The Erlunn have continued to live peacefully in a lawless society for hundreds of years. The Erlunn have no need for laws for inside their society crime does not exist. They believe laws that govern are for the uncontrollable or small-minded races. If a dispute does arise, the Elven Coquii Eldrii will settle the matter. Disagreements among Erlunn Elves are not unheard of, but it never results in violence.

For hundreds of years the Erlunn have lived in a completely uncorrupted crimeless society. Extremely evolved, laws have, through the passing of the years, become unneeded. All Erlunnites strive to better themselves, help those around them, and maintain a balance within the Forest of Shadows and throughout Tyrra itself.

Erlunnites have no need of anyone to hand down justice and the government is a very loosely formed hierarchy, created out of necessity to see to the everyday running of affairs and to deal with the outside world.

**Coquii Eldrii (Koe-qwee L-dree-eye):** The Erlunn achieves all knowledge by studying the universe in its entirety. As a simple mirror reflects the truth in what it sees, the Elven Elders study the stars to discover and locate the Reflections of Truth. The Elders continue to study the stars for they believe all answers are provided if one stops to take the time and examine their environment. The stars and astrological bodies studied by the twelve Coquii Eldrii are viewed as a tool to be utilized when seeking answers to various questions. Sometimes the stars will reveal aspects of the past, present, and future, which the Coquii Eldrii interprets, but what is seen is to be used with discretion and restraint. The stars are simply a tool and interpretations may vary; certain matters are seen clearly while others are so broad that it is almost impossible to be sure of the correct interpretation. During these times, the Elders perform a variety of different ceremonies depending on the complexity of the answer being sought. These ceremonies channel the Elven spirit and mind to a complete state of consciousness.

The Coquii Eldrii gently urge the direction of the Erlunn Nation and see to its continued prosperity within the borders of the Forest of Shadows and abroad. It is almost unheard of for a Coquii Eldrii to leave the Elven realm and it has not happened for over 800 years. They are the oldest and wisest of the Erlunn and have spent the better portion of their lives immersed in study. They are chosen by the Stars for varying periods of time and the position has never been declined.

They are constantly in session and study the stars virtually every day. When the need arises the twelve Coquii Eldrii can come together to form a Circle, which is capable of casting powerful, ancient magic. Very draining and possibly dangerous, a Circle is only formed when there is no other course of action.

**Alariya (A-lar-eye-ya):** The closest term to translation of Alariya would be “King” or “Queen” in the common tongue. The Coquii Eldrii select the Alariya through the contemplations of the stars and other astrological bodies. The Elf selected may come from any background or

family, serving until the Coquii Eldrii see differently in the stars. To this point the Alariya has come from particular bloodlines, almost creating a line of royal succession. The Alariya has come from the Erlunn family bloodline for centuries and have ruled for so long that even the Elves view themselves as “Erlunn Elves”.

The Alariya’s duties encompass the beginning and continuation of diplomatic ties with the outside world, other planes, and within the Forest of Shadows . He or she is the one to instigate the ties and the one who dictates the continuation of such ties. The Alariya is the Elf who deals with leaders of other races and nations, when such meetings occur, which is not often. Within the Forest of Shadows the Alariya is the person who makes sure the other sentient creatures of the Forest are content and without need or strife when dealing with the Erlunn. The Alariya also holds a unique responsibility of assisting the Coquii Eldrii in the more difficult interpretations.

One of the more awesome responsibilities that fall upon this Elf’s shoulders is the final decision to enter into or begin a war. Although the Coquii Eldrii may interpret the stars in a certain way, the Alariya holds the power to decide whether to follow or ignore the Coquii Eldrii’s advice. This has happened only once before in the long history of the Erlunn Nation, when Prince Alipostos left the forest.

#### **Shaesir (Shay-sear):**

The Shaesir are the daughters and sons of the Alariya. Although there is no royalty within the Erlunn society, a child of Alariya has almost always been selected to rule. They are given a certain respect when in the Forest of Shadows and are invited to attend certain meetings that take place between the Alariya and the Coquii Eldrii. This is purely for educational benefit, helping prepare the children should they be asked to assume the position. While they are growing up they follow the typical path of an Erlunn child, choosing which profession they would like to practice as an adult. A Shaesir will often have a deep connection with the forest and a unique understanding of his or her surroundings.

Since the Alariya does not leave the Forest of Shadows often, it is not unheard of for a Shaesir to travel in his or her place. They often are responsible for keeping alive sensitive diplomatic ties with the outside world and will most often have at least one Atrayil in attendance with them.

**Atrayil (Ah-tray-ill):** These Elves dedicate their lives to diplomatic enterprises both in and out of the Forest of Shadows . They are specially trained in Soliinyar Kinphae and are always Sarigriim Truiiryin in their specialization. Oft-times when selected they will receive additional training pertaining to the mission ahead and this additional training is typically directed by the Alariya. They are appointed to their position by the Alariya and remain so for varied lengths of time. Sometimes the duration will only be for a particular mission or for an extended period of time as an advisor to a King or other such avenues.

The Atrayil make regular reports to the Alariya, typically through the means of the formal ceremony Whispering Wind. There are three types of Atrayil and their duties are discussed briefly below:

**Atrayil Komitae (Coe-me-tay):** This grouping of Atrayil is the largest of the ambassadorial group. They act as the eyes and ears of the Alariya outside of the Forest of Shadows and regularly report back anything of interest. The Atrayil Komintae, while gone, are considered to be on the Waakiir Faetyr. The Atrayil Komintae are those Elves who visit other lands and make sure that trade agreements continue. They seek out signs of other trading possibilities and will alert the Alariya to them. It is not unusual to find an Atrayil Komitae as an advisor to a noble in another land, as they are renowned as fair

minded arbitrators. When directed to do so they may also speak for the Alariya when outside of the Forest of Shadows .

**Atrayil Griinya (Gree-in-ya):** These are those Elves of the Atrayil who act within the Forest of Shadows . They are the ones who keep the established ties between those other mystical creatures who call the Forest of Shadows home and the Elves open. This is typically a permanent position and they deal with any grievances or wants of those forest dwellers. They make sure that the forest is at peace within itself, although there have been few problems for the Atrayil Griinya to deal with since the creation of the Forest of Shadows . The Atrayil Griinya are the ones who greet invited guests or travelers in The Woven.

**Atrayil Paetren (Pay-tren):** The Atrayil Paetren perhaps require the most delicate hand of all the Atrayil. Appointed by a Coquii Eldrii of a specific Element, they act as representatives to other Planes. The Coquii Eldrii establishes the ties on another plane with a creature of power which resides there and the Atrayil Paetren are the ones who carry on those ties. This group is particularly important, as they will often gain information prevalent to the presence of Elementals on the Hybrid Plane of Tyrra and therefore are alerted in most cases to the possible unbalancing of Tyrra due to Elementals.

**Wilok:** Several Elves per tree can retain this honor and it is not an appointed position. The twelve Trentalais Relis will choose as many Elves as it wishes with which to form a special, deep bond of friendship. Secrets between the two are deep and mystical. The Elves chosen for the all important task see to the health of the tree, both physically and emotionally. The Oaks also have a tendency to watch over those who reside within its boughs and will give warnings of possible danger or caution through the Wilok. The Wilok are the only Elves who can communicate directly with the Oaks, beside the Coquii Eldrii. All Elves can feel the base emotions of the great trees, yet the Wilok can speak to them as freely as speaking to another Elf. The Oaks, for their part, can make themselves understood by any they wish, yet they are shy and reclusive, choosing to grant only a few this honor.

### Military

The Erlunn Elves hold one of the most unique views of warfare found within all of the sentient races of Tyrra. They look to warfare with a heavy heart, one that should be avoided if at all possible. Should a situation arise where there is no possible peaceful solution, the Elves do not fear taking up arms to protect their way of life or to preserve the delicate balance of the Tyrran Plane. The Erlunn have no full-time standing army, although many receive extra training in the art of warfare involving weapons or battle magic. These are the Elves that respond to the Horn of Salarii.

When peaceful talks fail and there are no options left, the Alariya will sound the Horn of Salarii. A great white horn, fashioned through magic and the horns of several white unicorns, it emits a long, pure note that calls all Elves to the upcoming battle. The note will carry to the far-reaching corners of the Forest of Shadows . If the upcoming conflict is too large for those Erlunnites within the Forest of Shadows to deal with, the wind has been known to carry the note emitted by the Horn of Salarii to those Erlunn residing outside of the Forest of Shadows to recall them home. The brief message, much like a Whispering Wind, magically flows through the Horn of Salarii, giving pertinent information of where to gather and whom they will be engaging. All Erlunn will immediately respond to the call of the horn, leaving their studies, contemplations, and experiments for the grim reality of war.

Erlunn Elves, when preparing for a major battle will often seek those closest to them, and depending on the amount of time before battle, will perform a Quetriin of Clearing. This Quetriin is a calming and clearing of the mind and body before battle and a chance to let those closest to you know of your feelings. It is a leave-taking with the optimistic hope of returning unscathed and victorious. Each Quetriin of Clearing is unique and each Elf will have one specific Quetriin that he or she will perform. After the Quetriin of Clearing the Erlunn don their armor and weapons, prepare their spells, and leave for the destined meeting point.

Within the Erlunn tactical forces there is no standard formation, although the Alariya will provide the Elves with the overall battle tactics and strategies that will be used throughout the battle or war. It is not unusual for the Alariya to appoint one or several Shaviin to aid in the planning of strategies. However, each individual Elf will be responsible for how they fight, heal, or participate in the battle. There are no units within the Elven Army, for all the Elves of the Forest of Shadows know instinctively where they are needed the most. There is a sort of ordered chaos found within the Erlunn battle tactics.

Erlunnites are renowned for their battle prowess, despite the common knowledge that they despise it above all else. They view it as a sometimes necessary evil.

It is not unheard of for the mystical and Faerie creatures of the Forest to join the Elves in battle. The centaurs, for example, are known as ferocious fighters to be feared by all enemies. Sometimes the Unicorns, along with their riders, will join in the fray. Those Elves who have managed to bond with a winged mount, such as a Pegasi, will also fight when needed, but this is a rare occurrence.

### **The Waakiir Faetyr (The Walk of the Imminent)**

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Between the ages of 90 to 400 years of age, an Elf may choose to take the Waakiir Faetyr, commonly referred to as the Waakiir. The Waakiir refers to any time spent outside of the Forest of Shadows. This time outside the Forest can last for as long as 10 spans. The Waakiir is rarely undertaken by members of the Erlunn Nation and is not for the faint of heart. It is a time of hardship, introspection, and continued learning for the Elf.

There are no set reasons for the Waakiir and the Elf may return home at any time. Sometimes an Elf is drawn to the outside world and the adventure they believe awaits them there. They may wish to see the truth of the outside world for themselves, so that they may come to appreciate the Erlunn ways even more. It is not unheard of for those Elves of older years to leave behind much of their accumulated knowledge to strike out and forge a new way in life. They will often try to attempt to master new skills and ideas while on their Waakiir Faetyr.

An Elf may also wish to gain knowledge on a particular topic which is only able to be studied outside the Forest of Shadows, such as the effects of Dark Earth on the Valley of Bones. They may want to discipline themselves even further by testing their determination by living among the other, less cultured races of Tyrra, such as Dwarves or Humans. It is not unheard of for an Erlunnite to become nobility in other lands during this time, for they are renowned for their reasoning and arbitration. The Elves, on the other-hand, hope to spread their more civilized and evolved culture to those less able or learned than themselves.

There is no set time limit for the Waakiir; it could take several months or several spans. It is extremely unusual for the Elf to never return to the Forest of Shadows and oft-times an Elf will begin to feel the calling of their home as the years begin to pass. During the Waakiir, Erlunnites will almost always continue on with their Erlunn practices and ceremonies. The traditions of the society are too well ingrained to be ignored and it helps them keep a connection with the Forest and their people during times of trial and despair.

When they permanently return they are fully welcomed back into the society as a fully functional member who has gained a unique perspective and knowledge unobtainable in the wood. In a few of the rare cases when an Erlunnite has perpetrated a wrongful act that requires discipline, a forced period of Waakiir Faetyr has at times been imposed in the hopes that the

experiences afforded by the Waakiir will allow them to reconsider their actions and return as a functional member of the nation.

### **Dress/Physical Appearance**

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Erlunnites are rather fastidious when it comes to their appearance. Whenever possible they will be well groomed and clean, for they believe that cleanliness in appearance is essential to maintaining a balanced mind. Additionally various animals and other sentient beings will not allow themselves to be approached if the person is untidy or dirty. Although dress is as varied as the shapes of leaves, every day wear often represents in some way the Soliinyar of attendance or the profession of choice.

The Erlunn Elves typically wear muted colors, which blend with the colors of nature or the elements in some way. It is almost unheard of for them to wear the brightly colored and often wildly patterned clothes that Gypsies find so appealing.

Elves usually prefer leather armor when needed for day to day wear in travels or study. The leather is often dyed and emblazoned with some sort of detailed design upon it. The designs can vary greatly, but the most popular are either reflective of their family, their profession, the Forest of Shadows, Tyrra, or the Elements. For expected armed conflicts, the Elves will adorn themselves with exquisitely crafted and magical chain mail or plate armor.

The Erlunn Elves hold an inordinate fondness for jewelry, which is always elegant and never bawdy. The jewelry can be made out of anything that suits the Elves' fancy. At least one ring, necklace, and bracelet will be worn by an Erlunnite at any given time. Ornamental head pieces and other master crafted jewelry is often worn for special occasions.

Anything to do with the ears of an Erlunn Elf is a delicate matter. The ears are extremely sensitive to the touch and are never covered, especially on the Waakiir, for they are always shown as a matter of pride. Earrings are often worn and their placement is important. The lobe of the ear is reserved for decorative jewelry and the top half of the ear is reserved for earrings that are symbolic of several different things. Earrings worn in the upper half of the ear are representative of the following:

1. Age: Diamond (White): Elves who have seen the passing of many years are viewed as having obtained a great deal of knowledge in their years and therefore should be treated with a great deal of respect. An Elf will wear a solitary diamond in their ear for the passing of two hundred years. For example, if an Elf is four hundred years old their upper ear will contain 2 diamonds.
2. Courting: Sapphire (Blue): If an Elf has accepted the courtship of another they will wear this earring as a symbol that they are in the final stages of courting. This will be worn by both Elves for the duration of courtship and are placed below those representing age.
3. Marriage: Ruby (Red): Worn when two Elves are joined in marriage. Representative of the fact that their heart has been given fully and irrevocably to another. Worn below those representing age.
4. Alariya: Emerald (Green): The Alariya wears this gem as a symbol of his or her dedication to the Forest of Shadows and the Elves which dwell there. It is worn above those earrings representing age.
5. Coquii Eldrii: Amethyst (Purple): This solitary earring announces to all the importance of these men and women and is worn above those representing age to easily identify a member of the Coquii Eldrii.

### **Quetriin (K-tree-in)**

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The traditional ceremonies which the Elves practice are called the Quetriin. All Erlunn Elves will partake of at least some of them, even when on their Waakiir Faetyr, as not only a

restatement of tradition but as a reconnection with the Forest of Shadows and their duties. Quetriins are practiced on Elven holiday's, during meditation, and for a myriad of other reasons. Some Quetriins are delineated below, although by now means is the list complete. Many Erlunn design their own Quetriins, for meditative purposes or otherwise. The ones designated below are never changed and have been handed down throughout the many Elven generations before now.

Seldom will the Erlunn share these ceremonies with those not of the Erlunn race. To do so is to greatly compliment the person of the other race, elevating them to "Friend of the Elves", the closest thing to Erlunn that other races may hope to achieve.

### **Vasiiliar Elvaer (Va-si-ill-e-ar El-vare)**

The Vasiiliar Elvaer is the Quetriin performed between an Erlunn Elf and one not of the Erlunn race. It announces to all Elves that the person has been deemed worthy of the title Vasiiliar Elvaer or "Friend of the Elves". It is an ancient ceremony and few are lucky enough to be the recipients of it. In no way does this make the person Erlunn, it only proclaims that the person has shown in clear abundance those attributes that the Erlunn hold most precious. The person will not be able to enter the Forest of Shadows and many Erlunn will still treat the person the same as before, except with grudging respect.

This is a ceremony for the Erlunn Elf and the person, a recognition and celebration of friendship that goes beyond normal trials and hardships to outshine all others. It is a great responsibility to both and should never be undertaken lightly, for once the ceremony is complete the Elf is bonded to that person and will always aid him or her in any way within the Elfs capabilities. Never can the Elf rescind the pronouncement of Vasiiliar Elvaer, yet another reason why it is not frequently performed. Anything that would reflect upon the person granted Vasiiliar Elvaer will now reflect upon the Elf and vice versa.

The ceremony itself is a private time, although select people may be invited to attend based on varied circumstances. This Quetriin can be done anywhere, inside or outside of a building and requires little preparation. A decanter of Elven wine and two goblets are the only material aspects needed. The Elf will then invite the recipient to meet them at the designated place. It should be noted that the recipient is not notified ahead of time and the fact that Vasiiliar Elvaer is being bestowed upon them should come as a surprise.

When the recipient arrives the Elf will turn to them and offer them an empty goblet. The Elf will then explain what Vasiiliar Elvaer is and the deep meaning of it to the Elves. The Elf will go on to explain why they decided to perform the Vasiiliar Elvaer. The Elf will then ask the person whether or not they are willing to accept the honor and responsibilities of being a Vasiiliar Elvaer. If they decline, the Quetriin ends there, with no ill feelings on the part of the Elf. If they accept the Elf will take the decanter of Elven wine and fill the recipient's goblet and then their own. The Elf will then say the following:

***My friend, by partaking of this wine our paths shall always be entwined***

***By the strings of our hearts***

***The whispers of our minds***

***And the strength of our spirits***

***May the moon guide your path, the stars stay your course, and the sun brighten your day***

***You are Vasiiliar Elvaer***

With this both the Elf and new Vasiiliar Elvaer will drink the Elven wine. The Quetriin is then complete. Sometimes the Elf will provide a small gift, typically a sentimental one to mark the day, but this is not always the case.

### **Yaatrei (Ya-a-tree-eye)**

The simplest of all Quetriins, it is a respectful greeting from one Elf to another. To perform the Yaatrei stand directly in front of the Elf, place one fist over your heart and move the fist into an open position, palm up and offered to the other Elf. The other Elf will do the same and place their hand on top of yours. It is viewed as a sign of great respect if done with the head slightly bowed. Any words said during this Quetriin are the Elf's own and will typically be something along the lines of "well met" or "greetings".

### **Shar-Marie(Shar-ma-ree)**

An Elven Quetriin of reconnection to the Elven way, it is a time of remembering what the Elves stand for and what aspects or virtues bind the society together. This Quetriin can be performed by as few as two Elves or as many wish to participate. The Elves gather in a circle, each with their own, unlighted candle. Most times the Quetriin is performed while sitting. Inside the center of the circle is a solitary burning candle. The Elves take a moment or two to gather their thoughts and then the person who called the Shar-Marie will step forward and go to the center candle, light their own candle, and return to their place in the circle. Each Elf in turn will do the same. After all the candles are lit the Elf who called the Shar-Marie will name a virtue of the Erlunn Elves, such as honor, intelligence, wisdom, etc... It is a personal choice of what attribute is named. After the Elf names a virtue they will either give a brief description of how the Erlunn reflect the named virtue or will tell a short tale of an Erlunn Elf who possessed it. Each Elf will go in turn, naming a virtue and then speaking on it. After all who comprise the circle have completed this step, the done this, instigator of Shar-Marie will say:

*With the completion of Shar-Marie let us remember who we once were,  
Who we are,  
And who we might come to be.*

With that the Elves will blow out their candles at the same time and then bow toward the center candle, which is left burning until the Elves have dispersed.

### **HISTORY** [top](#)

This outline is the history of the Erlunnite population as seen from their point of view. The Erlunn Elves settled the North Wood several decades before the coming of the Dark Elves. Living each day to the fullest, the Erlunn celebrate nothing on a particular day, but take full delight in what each day brings. Led South from Quentari by Pylarius Erlunn I to discover new lands and return the vitality to a society stale through hundreds of years of repetition, the Erlunn have become a vibrant and intellectual race.

Very interested in the far reaching ramifications of their actions, the full Elven history is comprised of literally hundreds of volumes full of the details leading up to the final moment. Not everything recorded by the Elves becomes public knowledge, for some of the Elven history is sensitive in nature and may have far reaching ramifications should untrained eyes partake. Each Soliinyar Solinadri is responsible for keeping the history of the school and those trained in the various functions taught there. The general history is kept at the Soliinyar Harmae. Below is the history of the Erlunn Elves, beginning with their first contact with another sentient race.

The table below shows the major wars in the history of the Erlunn Elves:

<b>Years</b>	<b>War</b>	<b>Enemy</b>	<b>Major Battles</b>
230-245	War of Remembrance	Ogres	Daylight's Flight (231), Grove (233), Star (237), Graevii (239), Tall Trees (245)
293-320	War of Noctriin	Dream	Gaelia's Gift (320)

		Elementals	
371-385	War of Leiin	Dwarves	Eth Faiil (373), Daii Beriikar (374), Triumph of Trees (374), Duskaa (375), Arcanii (377), Dardaii Diidei (384)
600-	War of Resiitrae	The Dark Horde	Ridge (600), Wood (600)

The following table outlines the Erlunn Alariya's:

King	Reign	Notes
Pylarius Erlunn I	?-160	First Alariya of the Erlunn, Quetriin of Passting
Jarrin Erlunn I	160-203	Quetriin of Passing
Shaelin Erlunn	203-230	Quetriin of Passing
Raemir Erlunn I	230-350	Died from injuries sustained during hunting.
Jarrin Erlunn II	350-372	Died from the Uniic Diidei.
Pylarius Erlunn II	372	Change in the path of the stars.
Maelizireia Erlunn I	372-378	Change in the path of the stars.
Pylarius Erlunn II	378-380	Died in the Battle of Dardaii Diidei.
Pylarius III	380-600	Died from using the Heart of the Erlunn.
Alipostos Erlunn I	602-	Present ruler of the Erlunn Elves.

## **HISTORY**

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### **179**

The Erlunn Elves, having lived peacefully for centuries in their woodland home, then happen across a large number of alien Elves, beings distinguished by their strange dark skin and platinum white hair. These “Dark Elves”, as they are quickly labeled, are led by Eleviel Lagithranda and settle slightly to the south of the North Wood. Despite the traditional isolationism enforced by the Elves since leaving their home, Elven hospitality prevails and they welcome these new refugees from the North. Sadly, the Dark Elves betray that hospitality, treating the Elves with ruthless disdain, even to the point of attempting to purchase Elven children as slaves. Despite the efforts of the Erlunnites to educate the Dark Elves, the intruders continue in their dark pursuits.

By 183 the continual harassment from the Dark Elves comes to a head, when Eleviel Lagithranda orders parts of the North Wood to be set aflame over a minor disagreement between herself and Jarrin Erlunn I, the Alariya of the Elves. The Elves, after several unsuccessful attempts at reason, come to arms. In a surprise attack the Elves are able to force the Dark Elves into a retreat from the region. Losses are few and the battle has come to be known as Honor's Claim.

### **200**

Within the North Wood the Elves begin to feel a mysterious disturbance within the very balance of Tyrra. Unable to discover its source, the Coquii Eldrii spend long hours seeking answers in the stars. Many Elves fear that the disturbance is somehow caused by the Dark Elves, vanished since the Battle of Honor's Claim. Reports from various Elven scouts alleviate this fear, by regularly checking on the dark ones, who appear to have settled beneath the Starlight Mountains .

### **203**

A great celebration is held to mark the beginning of Alariya Jarrin Lethinir Erlunns eighth century of life. Sadness tinges the air, however, for this celebration also marks his death. It is a time of farewell for friends and family, as the aging Jarrin leaves to privately perform the Quetriin of Passing.

The Coquii Eldrii announces with the first fall of snow that the new Alariya will be Shaelin Erlunn, Jarrins youngest Shaesir. Alariya Shealin Erlunns' steady hand rules the Erlunn Nation peacefully for several years. A Naturalist, Shaelin is much loved by both the people and mystical creatures of the North Wood. Toward the end of her first decade of rule, Alariya Shaelin weds Halin Everdawn, a Bard of great renown. The deep bond between the two is obvious from the quiet joy they find in each other and great rejoicing takes place throughout the North Wood at the union.

## 218

The Elves, ever wary of the Dark Elves, decide to make tentative contact with those other sentient beings who reside near the Beard Mounds. While on his Waakiir Faetyr, Gaelin Goldenleaf encounters men and women who are stout of body and extremely hairy. After several months Gaelin is able to learn the language of these people who call themselves Dwarves. Living beneath ground and not exactly clean by Elven standards, never the less they appear sentient and Gaelin sends word back to the North Wood and Alariya Erlunn that he will continue to study their culture and way of life beneath the surface.

While there, the Dwarves discover an ancient tomb marked with runes that Gaelin is able to decipher as Elven, although an archaic form he is unable to identify. He immediately sends a message to the North Wood requesting a translation, for the sensitive Elf is able to detect an evil radiating from the tomb.

The overly eager Dwarves quickly tire of waiting for a translation, believing they are well able to handle any threat that might emanate from the tomb. However, much to their dismay, the Dwarves discover that they are not prepared for the destructive being enclosed within, a Master from the Elemental Plane of Fire with powers well beyond even the considerable strength of the Dwarves. Many Dwarves fall to its flaming Battle Ax and the seemingly unstoppable creature roams the Dwarven tunnels freely.

Other Beings of Flame rapidly appear, attracted to the stench of death and swath of destruction left in the Elemental's wake. The Coquii Eldrii immediately set to work seeking a solution. After a year of arduous labor, the runes are deciphered as Elven warnings. Immediately they send Atrayil Paetren Vestapia to speak with an Ice Elemental named Shard, with whom they have had dealings with in the past. After much negotiation, Shard provides the Elves with a magnificent magical net composed of Ice, which is sent on to Gaelin.

Gaelin Goldenleaf, along with a contingent of Dwarves led by the Dwarven King Thorin, set out to quell the blazing rage unleashed by the Fire Elemental Fillarminartay, or simply the Fire Master, as the Dwarves have come to call it. In a brilliant battle waged in a small Pass, Gaelin, in the tradition of the Elves, heroically sacrifices himself when he valiantly leaps directly into the Fire Elemental's embrace. Briefly confusing the Elemental, his sacrifice gives the Dwarves the opportunity to use the magical net. The effect is immediate as Fillarminartay, Gaelin, and the net disappear in a fiery blast of smoke and steam.

A search is initiated to see if the Elf survived, but neither the Elf's nor the Elemental's essence is uncovered. They were, however, able to discover that Fillarminartay was not permanently banished and would be able to return to the Plane of Tyrra within 400 years' time. For his selfless act Gaelin is entered into the Elven lore books as Domiini Haetyr, or Hero of the People.

## 230

Halin Erlunn passes way from a mysterious debilitating disease that the best Healers of the Elves are unable to cure. Alariya Shaelin, unable to reconcile herself with the loss of her love performs the Quetriin of Passing, long before her natural time. The entire forest descends into a time of mourning, for both Elves were young and beloved.

The twelve Coquii Eldrii gather to gleam from the stars who shall take her place as Alariya of the Elves. The Coquii Eldrii announces that the Erlunn line will continue to rule through the second Shaesir of Jarrin I, Raemir Erlunn. Even as a small celebration marks his ascension, the cause of the quiet disturbance the Elves detected over five decades ago is revealed. A large group of Ogre Tribes has forged a union near the Starlight Mountains . The Elves send scouts to carefully watch the growing number of Ogres over the next couple of years.

As the years pass Elven scouts begin disappearing. Before long, their fates are revealed, for the Ogres, after impaling a live elf to a stake; place them at the edges of their camps as grotesque trophies. The Coquii Eldrii, following the path dictated by the stars, begin to prepare the Elves for battle.

Over the next span and a half the War of Remembrance is fought. The Elves suffer numerous defeats, particularly at the Battle of Daylight's Flight. Many Elves are killed and Alariya Raemir Erlunn, a weapons master, begins training his pacifistic people in the ancient ways of Elven warfare.

In the Battle of the Grove, the Elves meet the Ogres in an epic battle. Elven archers take to the trees and rain death upon the Ogres, as Elven contingents fight in the ordered chaos of their Ancestors. Once again the Elves appear to be losing the battle, until the famed Elven Archer, Faerus Vallengard, takes a spear through his arm. Although still impaled by the spear, Faerus stands and takes one last shot. His arrow takes the first Ogre through the throat and continues through to kill the unfortunate Ogre standing behind him. Refusing to yield, Faerus' heroism provides the motivation needed. Rallied, the Elves charge the Ogres and the tide of battle quickly turns. It is the first victory for the Elves. Faerus, long in healing, later recovers and becomes known as the greatest Elven archer in the history of the Erlunn.

Ties with the Dwarves are once again renewed when the Dwarven King Bubla II sends a small contingent of Dwarves to fight beside the Elves. The Elves, with the help of the Dwarves, win many decisive victories at the Battles of the Star, Graevii, and Tall Trees. The war is finally ended in the year 245 and the Dwarves return to their mountain homes, to the relief of the Elves.

## **245**

Three members of the Coquii Eldrii, Gaelia Trespiner, Waliar Vandii, and Desrai Suniips, uncover a node to the Elemental Plane of Dreams. The node is closed with no fatalities, but raises many questions in need of answers. With the many new races settling the numerous valleys and forests of the area, it is thought that the delicate balance of the Planes present on Tyrra have begun to shift. The Elves, particularly the Coquii Eldrii, seeing themselves as the Gaurdians of Tyrra, spend many hours in meditation seeking an answer.

## **251**

While exploring, the Elven wizard Mercury Basmar and Gorun Borilar map much of Dyllaria. Together, they discover a river larger than any they have ever encountered. They name it the Basmar River . Basmar, his eyes yearning for the sights of home, urges Gorun to return with him. Gorun, still wishing to continue on, refuses to return. He is never seen again, but in honor of his good friend, Basmar names the Flats of Gorun after him.

## **260**

The years continue to pass, fading away much as autumn's leaves fall to the storms of the season and are blown to forgotten corners of memory. Other nodes to the Elemental Plane of Dream are discovered. The Elves are not as fortunate in the closing of these nodes as they were the first.

Many Elves perish to the nightmares created by the creatures of the Dream Elemental Plane. The members of the Coquii Eldrii and Alariya Raemir begin to consider the possibility of a war against the Dream Elementals.

Discussions also begin concerning contacts with other races. Many great Sages, most notably Ediwin Saeran, a Sarigriim Truiiryn of the Soliinyar Kinphae, begin a concerted effort to compile together all known facts and knowledge regarding the other sentient races of the area.

## 285

With the completion by Ediwin Saeran of *A Compilation of the Known Sentient Races of Dyllaria and Tyrra in General, Their Societies, Personalities, and Histories* a few years before, the Coquii Eldrii and Alariya Raemir have studied the evidence presented and decided to take yet another step away from the policy of isolationism held by the Elves for so long. This decree is met with reluctance by the majority of the Elven community. Despite this, Alariya Raemir invites the Dwarven King, Thorin II, to visit the more open parts of the North Wood as a gesture of good will. The Dwarves, warmed by the generous invitation of the Elves, reciprocate the offer to Alariya Raemir, who travels to the Dwarven Kingdom. It is seen as a new beginning for the Elves, one marked with reduced isolation and the possibility of friendship with the less civilized races of Tyrra. Many Elves see this as the perfect opportunity to begin educating the Dwarves in the proper ways of Tyrra and several Elves travel to the Dwarven Kingdom to begin this altruistic undertaking.

## 293-320

After careful scrutiny of the stars, war is declared upon the Dream Elementals. The war, which comes to be called The War of Noctriin (War of Darkness) is marked by many horrors that are unleashed upon the Elves. Many lives are lost and for years, sleep provides little respite for the war weary Elves.

The Dream Elementals begin using an Elemental device known as Eterii Noctriini, or The Eternal Nightmares, early on. A small, clear globe capable of capturing the nightmares of the Elves and then returning them to the defenseless dreamers, proves a fearsome device against the sensitive and highly imaginative Elves. No known defense counters The Eternal Nightmares, and the outcome of the war hangs by this thread.

Sages, Lore-Masters, and all other members of the Erlunn Nation strive to unite in the search for a defensive strategy. Eldrii Coquii Gaelia Trespiner, walker of the path of Dreams spends hours in conversation with her Elemental Master. She eventually returns with a Spell of Reckoning granted by her Master. A difficult spell, but the great love she holds for her people and Tyrra compel her to serve and to sacrifice. The twelve Coquii Eldrii come together and commence the casting of the spell. The leaves of nearby trees are torn from their branches in the whirlwind of magic that ensues and the sky turns a deep purple for miles around. At the completion of the difficult spell the gathered Elves watch in awe as Gaelia's spirit rises from her body and grows to enormous proportions. Her hands, which glow a bright white, carry an elegant silver bow. Her ethereal body moves as mist over water as she strides toward the main concentration of Dream Nodes, located in an independent cave system northeast of the wood. All Elves capable of battle flock behind the determined spirit.

Gaelia's Gift, as the battle is known, takes place in the cave system. The spirit, unaffected by The Eternal Nightmares, seizes one after the other, crushing them with her new found magic into a powder-like substance. The fierce battle rages for days, until only one node remains. Guarded by the most powerful Dream Elementals in recorded Elven history, Gaelia wades in and using both her magic and incredible strength, forcing the Elementals into the node. Stepping in after them, the heavily wounded Gaelia effectively carries the battle to the Elemental Plane of Dreams and closes the node. The Elves, though exhausted and weary, but victorious, return to the North Wood. The residue of The Eternal Nightmares is gathered for safekeeping and study.

### **327-350**

Mid-winter a large shower of stars simultaneously falls in conjunction with a total eclipse of the sun, raising havoc with the Elves' capability to read and decipher the messages of the stars. For the next two and a half spans the Elves are forced to rely on their own resources, without the guidance of the celestial bodies. Never before has this occurred and a large minority fears the end of known society. Toward the end of the third span, the Elves begin to learn how to decipher the new patterns of the stars, although their readings are often far from perfect.

Relations with the Dwarves begin to become strained, for the Dwarves incorrectly see the patience and cautiousness of the Elves as cowardice. Throughout the years, the Dwarves stalwartly continue to refuse the models of propriety, society, and morals set forth by the Elves for their benefit.

Elves begin to disappear, always late at night, and always in large numbers. The stars reveal Dark Elves as the culprits and Alariya Raemir sends Sylphin, a ranger noted for her Sidhe-like silver hair, into the dark caverns to investigate the Dark Elves. A master of all aspects of her chosen profession, Sylphin enters the realm of darkness to discover the fate of her Elven brethren.

In 350 Alariya Raemir Erlunn is killed when he is thrown from his mount during a hunting expedition to the Flats of Gorun. The great leaders' Passing is marked with sadness and his first cousin, Elanis Erlunn, assumes the throne as Alariya Jarrin II. An aged warrior, Jarrin II never the less approaches his sixth century of life with much vigor.

### **359-365**

Yaesiil, Shaesir of the deceased Alariya Raemir, is killed, along with several other Elves, in a mining accident while on their Waakiir Faetyr. Reportedly, the accident occurred when two beams cracked, causing a cave in and the subsequent suffocation of the young Elves before help could reach them. However, when word reaches Alariya Jarrin II that no Dwarves were killed or injured in the accident, the isolationist warrior suspects the accident was actually caused by the Barbaric Dwarves. The Alariya sends a diplomatic demand requesting more information on the incident.

Throughout the years, tensions over minor incidents the Dwarves leads to escalating reactions that occur with greater frequency, until the credentials of the Dwarven ambassadors are revoked and they are asked to leave the North Wood. Susequently, all ties are severed with the Dwarves. The Coquii Eldrii warn that the stars appear to have revealed that conflict with the Dwarves is unavoidable. Preparations for war begin.

A glade within in the North Wood becomes home to six Unicorns who have chosen to leave Faerie to make their home on Tyrra. The glade, known for its clear blue leaves and constant state of bloom is claimed by the mystical and often reclusive Unicorns. The Elves welcome the Unicorns joyously and several Elves begin to greet the dawn each day with their new found friends. This Quetriin quickly becomes known as Eth Daiini (Eth Daw-e-ih-nie), or The Dawning.

### **369**

It is discovered that a mighty war rages on Faerie, between the Seelie and UnSeelie. More and more Fae begin to take refuge from the ravages of the war in the enchanted Elven forest. The Elves welcome these creatures with open arms, especially the large number of Dryads, beings known for their magic and great sensitivity.

It is during this year that Eltriea Evshei, a Sarigriim Truiiryn of both the Soliinyar Harmae and Fanaen, reveals a dance which has taken several centuries to perfect. Called the Mion Dardaii, or Dance of the Moon, the dance literally weaves beams of moonlight into an enthralling pattern. Calling on the wind and other natural elements, Eltriea captivates her audience with her

ability to use moonlight to move from one area of the small field to another. The first to control moonbeams, Eltria begins to teach several Elves with the aptitude for both Nature and Harmonics magic the art of Mion Dardaiin, or Moon Dancing.

### **371-377**

The war with the Dwarves begins. The exact cause of the war is eventually revealed several months later with the death of the Dwarven King Balinor I, supposedly at Elven hands. An Elven arrow and a scrap with ancient Elven text on it were found at the sight of the Dwarven King's demise. Through Dreamvisions, Delve Histories, and readings of the stars the text and arrow are revealed as Slyphin's. The most common theory held is that the dark skinned Elves must have captured or killed Sylphin, and used her belongings to begin the war.

Much sadness and many deaths mark the War of the Leiin, or War of the Lost. The Dwarves, enraged by grief for their fallen King, kill any Elves they find, including messengers seeking to explain the true circumstances behind their King's murder at The Grove of the Lost. King Balinor II, the newly declared Dwarven King, sends the might of the Dwarves against the unsuspecting Elves. Although unprepared for the full-out Dwarven assaults, the Elves hold strong and the death toll on both sides is staggering.

It is during this time that a war of another kind begins. Five Layriin Liriis of the Soliinyar Starimyaie are found dead in the school's main study. Apparently killed by a specimen they were studying from the Plane of Chaos which managed to escape its magical confines, Elves across the land fall prey to the Uniic Diidei, or the Unseen Death. Unable to determine its method of contagion initially, the sages take note that the Uniic Diidei kills by consuming the victim from the inside out. Elves from all the Soliinyar Solinadriss seek answers as Elves continue to fall prey to the horrible death. Alariya Jarrin II falls to the Uniic Diidei early on and the Elves begin to despair as thousands die.

The War of the Leiin continues under the astute hand of Alariya Pylarius Erlunn II, eldest Shaesir of Jarrin II. As the deaths of the Elves continue from both the war and the Uniic Diidei, Pylarius II seeks to escape the quagmire and plans an attack on the Dwarven fortress of Northgaurd. The Dwarves, however, are prepared for the attack, and the resulting death toll is the highest of the war to date in what comes to be called the Battle of Eth Faiil, or The Fallen. Alariya Pylarius II meets the Dwarven King Balinor II in combat, and combining the art of Harmonics with weapons, the Elven ruler is victorious, but not without cost. Sustaining massive injuries, the Elves carry their fallen leader from the field. Although Pylarius II lives, it is soon obvious that the heroic leader has been blinded by the effort.

The Coquii Eldrii reviews the patterns of the stars, and it is seen that Pylarius II should step aside. His sister, Maelizireia Erlunn, a Sarigriim Truiiryn of the Soliinyar Reliityr, becomes Alariya. Calling upon all her considerable powers as one who walks with shadows, Alariya Maelizireia manages to capture and hold Redfire Forge and Steelhaven, in the battles of Daii Beriikar (Day Breaker) and the Triumph of Trees, respectively. Other, equally important battles are won as well, including Duski (Dusk) and Arcanii (Magic).

### **378-385**

Although the tide of the war is turning, the Uniic Diidei continues to claim hundreds of lives, and the young are unusually susceptible. Layriin Liriis Glywin Ebonleaf decides that further action is called for, and opening a portal to the Plane of Chaos, takes the search for a cure to the origin of the problem.

Pylarius II, recovered from his wounds, resumes the position of Alariya of All Elves. As a gift to their beloved Alariya, the Soliinyar Makii presents him a wondrous set of magical eyes, sculpted from living Lapis Lazuli, flecked with gold that allows him to see once again. In 379, the Uniic Diidei strikes again, this time at the Elven held Steelhaven, allowing the Dwarves to reclaim the stronghold. Pylarius II receives word from the Dwarven King Bofur I promising that

the Dwarves are finally ready to sue for peace. The Elves, joyous that an end to the bloodshed is in sight, invite the Dwarven King to the edge of the North Wood for discussions.

The building set aside for the meeting of the two leaders is mysteriously set ablaze before the Elves arrive, killing all members of the Dwarven delegation. The Dwarves, unwilling to believe the innocence of the Elves, set fire to the North Wood in several places. The fire consumes everything in its path and the total destruction of the forest seems inevitable. Alariya Pylarius II, with the full backing of the Coquii Eldrii, sounds the Horn of Salarii for the first time in several centuries. Elves and mystical creatures alike respond immediately to the summons, and tremendous fighting ensues in an attempt to save their forest home.

Word reaches Pylarius II that the Dwarves have reached the Eth Daiini, home to the Unicorns of Faerie. The Alariya, without hesitation, uses several Fleet of Foot arrows, gifted to him by Lauri, a scout of some renown. The Alariya, along with his Shaesir, Joaquin, and ten Sarigriim Truiiryn of the Soliinyar Tisystenok, travel at an astounding magical pace in an effort to save the Unicorns and their home. They are successful, but the price is high in what has come to be known as the Dardaii Diidei, or the Dance of Death. Alariya Pylarius II and his small group of defenders manage to protect the mystic grove for several hours, but eventually fall to the continual wave of Dwarven aggressors. The heroic ruler is slain and his Shaesir, Joaquin, is captured.

The Coquii Eldrii step forward and declare that the stars have revealed that the time for war is over. The Elves immediately lay down their weapons. The Dwarves insist on a written treaty, which the Elves call *Eth Akaii*, or The Awakening. Joaquin, now Alariya Pylarius III signs the “treaty”, for all the Dwarves ask for is that the Elves never claim land outside of their forest dwelling.

#### 410

After the War of Leiin, the Elves, for the next several spans, spend much of their time healing and replenishing the damaged forest. Seeds from all across Tyrra are gathered and planted, while heroic measures are instituted to save the sentient plants and trees, such as the Dryads, of whom many were mercilessly torched. Alariya Pylarius Erlunn III rules well and strongly, despite frequent resurgences of the Uniic Diidei.

The Eldrii Coquii must deal with conflicting beliefs regarding whether or not the Elves should aid the Dwarves against the Dark Elves, and for one of the few times in the history of the Erlunn, the Coquii Eldrii are equally divided with no resolution in sight. The Elves respond by regressing to the isolationism of the past in an attempt to find security, stability and reassurance.

#### 420

Debates rage as the Eldrii Coquii remain divided in the matter of entering another war, especially one that would aid the Dwarves. Shaesir Alipostos, after having received a letter from his childhood acquaintance, the Dwarven King Sarathon I, telling of the Dwarven losses and defeats at the hands of the Dark Elves, pleads his case before his father, Alariya Pylarius III.

Alariya Pylarius III, wise in his advanced age, chooses not to enter into a war against the Dark Elves without the full support of the Coquii Eldrii and clear interpretations of the stars’ patterns. He does, however, grant Alipostos and any who feel the need to aid the Dwarves permission to do so. The Coquii Eldrii agrees with this course of action, although it has been foreseen that the Elves who travel with Alipostos will not return to the North Wood for many, many years.

Several hundred Elves, including the most Honored Shaviin Clevis Akbar, and many Elves returned from their Waakiir Faetyr who felt more sympathetic to the travails of other races, travel with Alipostos and come to the aid of the beleaguered Dwarves, in what the Dwarves come to call the Battle of the Head, decisively turning the tide of battle in the Dwarves’ favor. Bolstered by the appearance of the Elven party, the Dwarves pursue the Dark Elves and engage

them once again in the Battle of the Bones. Engaging the Drae with no fear in his heart, Shaesir Alipostos falls to the hand of Reisen Krackor, but the Elven archers and warriors, along with the Dwarves, refuse to yield and eventually the Dark Elves are repulsed.

The Elves permit the Dwarves to honor Shaesir Alipostos Erlunn by allowing them to take the body deep into the Dragon's Fire Peaks to be placed in an ancient and secret Dwarven tomb. The location of the tomb is lost, however, when the returning Dwarven party is ambushed and slain by Bugbears.

The Elves, led by Honored Shaviin Akbar begin their trek home. Their destination changes when Akbar is caught in a nightmare which leaves the sturdy Elf badly injured both physically and mentally. Caught in a trance-like state for several days, the Elf managed to somehow 'see' what was occurring in the tomb of their fallen leader. Tilicaf, The Overlord of the Dark Horde, had managed to breach the Dwarven safeguards and curse Shaesir Alipostos to return to the land of the living in a form of walking death.

Shocked and horrified by this turn of events, the Elven party, particularly Honored Shaviin Akbar, blame themselves for Alipostos' Undeath. The Elves, full of righteous fury, follow Akbar's lead and vow to return their fallen leader to the peace he so deserves. They decide to remain outside of the North Wood until they succeed. Renaming themselves Alipostos Elves, they settle in the Forest of Tears to begin the quest for Alipostos.

#### **450**

Miraculously Layriin Liriis Glywin Ebonleaf returns from the Plane of Chaos with a cure for the Uniic Diidei. Refusing to speak of his time on the Plane of Chaos, he is entered into the lore books as Domiini Haetyr. For the first time in a century, the Elves no longer have to live in constant fear of the Uniic Diidei. Glywin is haunted by his experience, however, and begins to spend more and more time alone, eventually disappearing from the Wood altogether.

#### **470**

The North Wood, flourishing once again under the careful guidance of the Elves, celebrates what comes to be known as Eth Bertriini, or The Rebirth. All physical traces left by the Dwarves have been healed. It is a time of great celebration, and several famed musical pieces are performed, including the poignant *Eth Gohis Elvii Matriin (The Ghost of the Elven Maid)* and the Epic Poem *Eth Buriini (The Burning)* which captured the hectic days of the War of Leiin and the subsequent burning of the North Wood.

Adrania Oakanah, one of the Coquii Eldrii, captures a strange conjunction of star patterns. It is interpreted by the Elder as "A time when the Erlunn shall not be the Erlunn". Immediately good natured debates flow like water across the North Wood in regards to the meaning of the cryptic message.

#### **490**

The Elves celebrate the one hundredth birthday of Maelizireia Erlunn's twin born sons, Rauin and Wesiin. All dance together beneath the stars. Wood Nymphs, Pixies, Sprites, Glimmer Dragons, and even the more reclusive Unicorns come forth to join in the festivities.

The joyous occasion ends when a massive assault erupts throughout the North Wood, claiming numerous lives and capturing many more. The assailants are revealed as vile Dark Elves. It is soon discovered that Rauin and Wesiin have been captured, and that their mother, Maelizireia died trying to protect her children. Her mutilated corpse bears grim testament to the stark realities of the Dark Elven cruelty and sadistic nature. The day comes to be known as Eth Ginaf, or The Fading.

Scout parties are immediately formed, and led by Yaevil Brightstone take the battle to the Dark Elves as they begin to retreat with the coming of dawn. Although valiant, the Elves are no match for the Dark Elves in their natural habitat and few survive.

Alariya Pylarius III refuses to give up hope for the twins and the rest of the captured. More and more a staunch isolationist, he surprises many when he requests aid from the Dwarves and their abilities of underground navigation. No reply is forthcoming.

### 508

Jaefin Trehoip and several other Sarigriim Truiiryn of the Soliinyar Makii and Arcanii present Alariya Pylarius Erlunn III with the Eth Gii Maelizireia, or The Gift of Maelizireia, an incredibly device of location, meant to aid in the pursuit of the Dark Elves. This device is a small headpiece comprised of intricately intertwined precious metals, inset with a single opal, whose flecks of color radiate brilliant shades of fierce white, blue, gold, green. This opal contains the spirit of Maelizireia Erlunn. With this, the wearer is led unerringly to the location of any of her kin.

Alariya Pylarius III, ailing from his heartache over the loss of so many loved ones, reluctantly agrees to send his other son, Joliviin, in his place. Believing stealth a key component of the operation, Joliviin takes only five others with him.

### 511

Five bone thin and weary Dark Elves and one Elf arrive in the North Wood. Before they are fired upon, Sylphin Silverarrow, the Elf sent so long ago into the dark recesses of the bowels of Tyrra, is recognized. Upon closer inspection the Dark Elves are revealed as the Elves captured during Eth Ginaf. Although Rauin is among the tattered Elves, neither Joliviin nor Wesiin returned. Once physically healed and returned to their true Elven forms, they relate their gruesome tale.

Sylphin, captured by the Dark Elves numerous years before, can not recall much of her ordeal, except that she was captured when one of the Elves she was attempting to rescue betrayed her. The ensuing years were filled with torture.

The other Elves were taken to a magnificent Dark Elven city as slaves. For no apparent reason they were suddenly taken and race changed into Dark Elves. Shortly thereafter they were removed to a large square, ostensibly for execution.

During the short walk to the square, the Elves can hardly believe their eyes when Joliviin and three others Elves, weaving splendidly among the Dark Elves, managed to cut them free and secure their escape. Knowing they would be unable to out run the crazed Dark Elves, Joliviin, the three Elves who had accompanied him, and ten of the stronger refugees, remained behind to slow the pursuit and eventually fell to vile Dark Elven magic.

Sylphin eventually led the remaining Elves to freedom, emerging out of a small cavern in the Dragon's Fire Peaks and from there proceeding home to the North Wood. In honor of those lost and returned the entire ordeal is combined into a six volume saga composed by Empreth Roquill of the Soliinyar Harmae, entitled "*Into the Darkness and Back Again: A Tale of Honor*".

### 525

Things continue on as they always have in the North Wood. The wounds of the past scar over and heal as the wounds of the seasons cover the scars of nature with new growth. Several more artistic masterpieces are created, including a magnificent tapestry called *The Dance of the Dryads*.

The Eldrii Coquii declares a Time of Replenishing, upon which all contact with the outside world is cut off. Having studied the stars for over four decades, it has been decided that segregating themselves from the outside world would be the best course of action. Once again, a retreat to isolation is chosen as the safest path. A time of reestablishing Elven tradition, the Time of Replenishing is an opportunity for all Elves to reconnect with Tyrra and solidify their particular place in society. No outside influence, besides the creatures of Faerie, are permitted entrance into the forest, including any missives or declarations. The Elves eagerly embrace The Replenishing as an opportunity to return to their roots.

## 550

As the Time of Replenishing draws to a close, a strange uneasiness settles over the North Wood and the Coquii Eldrii turn to the stars to seek the source of the disturbance in their homeland.

Discovering that a war has been fought against goblin-kind during their tenure of Replenishing, the Elves realize they were correct in their choice, for the extended absence has brought together the unmannered Dwarves and the slightly superior humans. The Elves feel the Dwarves and humans have learned to stand on their own two feet without constant aid from the more learned Elves.

## 552-569

The source of the disturbance within the North Wood is revealed to the Elven people by the Eldrii Coquii. Apparently the Lord of the Haunted Wood, angered by the aid given to the Seelie creatures of Faerie, has cursed the North Wood with a King's Curse. The most powerful curse at the disposal of the Fae, the Lord of the Haunted Wood chose to aim his revenge not at the Elves, but at the venerated and ancient wood they dwelt within and would lay down their lives to protect.

The ancient trees of the forest, including those that are sentient, begin to wither and die. The varied and unique flowers, shrubs, roots, and herbs begin to wilt. To the horror of all, the Spring of Life becomes befouled and its tainted waters spread to other areas of the Wood.

Unable to counter the curse in time to save their beloved forest, the Elves turn to the Seelie Fae of Faerie for aid. Several Sidhe respond to the call, including Berieadine, a Sidhe well versed in the ways of Tyrra.

Berieadine tells the Elves of a Fae Door that leads to Faerie, or more specifically, the Maze of Convolutions. Within the center of the Maze is a small tree, The Tree of Whispers, that when planted within the North Wood will not only remove the Haunted Lord's curse, but will protect the Wood from all future curses of Faerie origin as well. Unable to become directly involved for unexplained reasons, Berieadine give the Elves a beautifully crafted key and bids them luck before returning to Faerie.

Several hundred Elves set off at once to locate the Fae Door, which is located somewhere in the Lanitian Highlands. Eventually discovering the door, all bravely enter the magical gate without hesitation.

## 570

Barely escaping the Maze of Convolutions with both their lives and their sanity, three Elves, Jaonisy Evertree, Glayiis Ravenclaw and Shoamin Redharp, reemerge from the Plane of Faerie with the Tree of Whispers. While returning with the delicate tree, the Elves encounter a Dwarven "patrol" at the Lava Gate Pass.

Patient as always, the Elves produce their writ of passage for the Dwarves, who insist upon searching the Elves packs. Shoamin Redharp, who carries the delicate tree within his pack, refuses the Dwarves, fearing for the safety of the little tree. The Dwarves, infuriated by the rebuff, refuse to listen to any further explanations and attack. Jaonisy and Glayiis are killed after acquitting themselves honorably, and Shaomin is able to escape back to the Wood, where the tree is planted without delay.

Alariya Pylarius III, upon hearing the details of the Lava Gate Pass incident, is irate at what he perceives as a deliberate attempt by the Dwarves to prevent the healing of the North Wood. The Coquii Eldrii withdraws to study the stars, to see if they somehow misinterpreted some miniscule star path which pointed to war.

Palinor Lorne, once under the tutelage of Alariya Pylarius III, arrives in the North Wood with the hopes of preventing a war, his human mind not understanding that all lay in the hands of the Coquii Eldrii. Soon after, Elonia, leader of the Alipostos Elves, arrives as well. It is the first time that an Alipostos has entered the North Wood since 420.

The Coquii Eldrii emerges and declares the present time is not the time for war. The Dwarves are met at the edge of the North Wood, whereupon they once again have the Elves sign a “treaty”, which says that no Elf shall again enter any Dwarven homeland.

### **579-586**

No word comes to the Erlunn Elves regarding the situation with Alipostos and his undeath. The Alipostos Elves, led by Avengarn Elonia, sends a detailed missive regarding all of their unsuccessful attempts at locating Alipostos. The missive is received with mixed feelings.

Throughout the years and their time abroad, the Alipostosian Elves regard of other races has been contaminated by close proximity to the heathen Dwarves, Humans, and Barbarians. Many Erlunn Elves feel they are no longer truly Erlunn at all and the cultural chasm between the two continues to grow, as does the tension between the two sects of Elves.

Despite this, many of the Erlunn greet the missive sadly, for Alipostos was much loved and all wish to see his body returned to its rightful Elven resting place.

It is also during this time that Garic Lorne, leader of the humans, passes and his son, Palinor succeeds him. Palinor, named Vasiiliar Elvaer by Alariya Pylarius III himself, is an honored and trusted friend of the Elves. The first human Vasiiliar Elvaer, Palinor spent several years within the North Wood and it is common knowledge that the aging Pylarius III regards Palinor as a son, given his courage, devotion, and the selfless manner in which Palinor aided the Elves, at great risk to his own life. Upon his crowning, several Atrayil Komitae attend, an honor to the young Lord.

### **587-599**

In 592 Vasiiliar Elvaer Palinor Lorne is brutally murdered in his bed. Alariya Pylarius III is greatly aggrieved, but the day is tinged with happiness as well, as the entire North Wood celebrates the birth of Qilir Erlunn, grand daughter of Raemir Erlunn I.

Palinor’s son, Balladan, succeeds him, but the tight bond between the Elves and Palinor does not pass to his son. The Elves are wary of the new human Lord, especially after making tighter, military allegiances between the humans and Dwarves.

During this time period a war begins between Tificaf, leader of The Dark Horde, and the Dwarves, Humans, and other sentient races of Dyllaria. It is obvious after many losses that the Dyllarian Army needs the help of the Elves, but the Coquii Eldrii are adamant that the time to enter the war is not yet at hand.

### **600**

The Coquii Eldrii announces that it is time to make their stand against the Dark Horde and Tilicaf. The aged Alariya Pylarius III dons his armor and sounds the Horn of Sarlarii. Leading the combined forces of his people from the North Wood, Pylarius III engages the foul Horde comprised of humans, barbarians, undead, green skins, and all other manner of evil creatures.

In what is known as the War of Resiitrae (War of Resistance) the Elves once again save Dyllaria by coming to the aid of their combined forces in the Battle of the Faliiak (Fallen). The Coquii Eldrii, still within the North Wood, come together to form a Circle. Together, they call upon the ancient magic of the Erlunn and magically forge together the North Wood and Forest of Shadows. Within a week the area directly north of the North Wood germinates a large, full grown forest, successfully joining the two forests and cutting of the march of The Horde.

The Elven forces, along with the Dwarven and Human Armies, engage and successfully defeat the Horde in the Battle of the Ridge. The blistering divide between the Dwarves and Erlunn begins to heal when Pylarius III, in an act of extreme empathy, wraps the slain Dwarven prince in his own cloak. The Dwarven King, Grell, realizing the foolish course of his people in regards to the Elves, immediately removes the Elven people from the list of Royal Dwarven enemies.

Despite the loss of over a third of their army, the Elves return to the North Wood in high spirits only to find the North Wood strangely quiet. Believing the quietness is due to the close proximity of the war, the Elves go about the business of engaging the remaining factions of The Horde and beginning the settling of the Forest of Shadows .

A scant week later, Alariya Pylarius III is summoned from his bed to investigate some strange occurrences just south of the North Wood. Discovering everything is in order, Pylarius III returns home to discover that all of his blood relations have been brutally murdered in their sleep, including the children, their bodies mutilated in the way of the Dark Elves.

Suddenly, reports begin coming in from all over the North Wood: the magical safeguards of the Wood have been breached and hundreds of Kentrein, elite Horde Forces comprised of Elven Murovi Vampires have entered the Wood. Easily bypassing the magic set to allow Elves to pass freely throughout the North Wood, the vampires penetrate deeper than any force before them, slaughtering all in their path.

Sounding the Horn of Salarii, the Elven Alariya Pylarius III desperately attempts to rally his people. Unprepared for an enemy that appears as one of their own, the Elves fall one after another, only to rise quickly and fight their former comrades as undead.

Enraged by grief for his loved ones and his people, Pylarius sees that his land and his people are in dire straits and he decides to use the Elven artifact known as The Heart of the Erlunn. Calling forth into himself the spirits of every past Erlunn Alariya, Pylarius falls upon the enemy. Gaining the strength, abilities, and wisdom of those Alariya before them, Pylarius III drives the Kentrein from the North Wood after two weeks of heavy fighting. With the weakening of his spirit each day since the activation of The Heart of the Erlunn, Pylarius III finally rests and allows the alluring whisper of The Heart to claim his spirit.

For the first time, the Erlunn Elves, without an Erlunn Alariya, are not truly the Erlunn.

## **601**

Bewildered, without guidance, and deep in the throes of grief, the Elves struggle to rebuild their shattered culture. The Coquii Eldrii, masters of the stars, are no fit rulers. Adrania Oakanah manages to discover a barely detectable path in the Erlunn family star line. Apparently Shaesir Yaesiil had been courting a young Elven female before his tragic death in the Dwarven tunnels. Quietly returning to the North Wood, Shiirilan Oakmore gave birth to a healthy Elven boy named Alarain.

The Elves immediately send several Atrayil Komitae to seek the young Elf out and bring him back the North Wood, despite the clouding of the stars as to the next ruler. Alarain reluctantly returns to the North Wood from his Waakiir Faetyr.

It is also during this time that the location of the undead Alipostos Erlunn is discovered by the Alipostosians. He is discovered to be in the lands of Galavast, trapped within a powerful composition of magic called Summoner's Rock. Understanding the need of his people for him, Alipostos negotiates with several Death Elementals for his return to the living. The Death Elementals agree to return Alipostos to the living, but the payment is high, for Alipostos will eventually become an elemental of death. Unable to perform the reversal of life and death without his spirit bottle, several heroes from Galavast, led by a Mystic Wood Elf named Kern Darkway, travel to the Plane of Fire and retrieve the vessel.

Returned to life, Alipostos Erlunn is disoriented and remains within the Galavast area for several weeks, hunting to satisfy the death lust which is the consequence of his gift. Eventually, he heads to the Forest of Tears and the Alipostos Elves. He then leads them out of the Forest against the remnants of The Horde and ultimately back to the Erlunn homeland, now generally called the Forest of Shadows .

Arriving in the Forest of Shadows on the heels of Alarain Oakmore, the Elves joyously welcome Alipostos Erlunn back. The Coquii Eldrii seclude themselves for several months and emerge, declaring that Alipostos shall rule, but that the stars have shown that the Erlunn line will

continue on through Alarain, for another remnant of Alipostos's ordeal is the inability to create life through procreation. After performing his honor bound duty, Alarain is permitted to return to his Waakiir Faetyr.

The settling of the Forest of Shadows commences in earnest after the Coquii Eldrii forms a Circle and casts a supremely archaic form of magic which creates several protective layers upon the Forest, including an extension of The Woven.

As a gift from The Lady through the Sidhe Berieadine, the Elves are given Thirteen Oak saplings, called Trentalais Relis (Trees of Remembrance) from the Plane of Faerie. Sentient trees magically enhanced to grow to enormous proportions; each represents one of the twelve main Elemental Planes, while the thirteenth represents the Plane of Faerie. Together, these trees are able to reflect changes in the elemental balance.

Upon the completed growth of the trees, the Elves immediately notice that Craul Oben, the Trentalais Relis emblematic of the Plane of Chaos, places itself in the exact middle of the Forest of Shadows, indicating an imbalance. The Elves, forewarned, halt almost all casting of Chaos magic.

## 602

Late in the year, with the main fighting of War of Resiitrae ended, Alipostos's death lust, previously satisfied by the deaths he caused during the war, returns in full force. Seeking a solution, the Elves approach the Arch-Mage Arianus, a human of unusual abilities. Eluding the sight of the Death Elementals, Arianus sends his apprentice, Eyin, in search for the cure, which he returns with late in the year. After his return to true Elven form, Alipostos is named Alariya Alipostos Erlunn III and slowly begins a transition away from the stringent isolationist policy held so long by the Erlunn. Eyin is given the thanks of the Erlunn people, and he is permitted access to the Forest of Shadows as a trusted ally and friend of the Erlunn.

## 604

Peace and tranquility flow through the Forest of Shadows since the return of their beloved Alariya, Alipostos Erlunn III. Happiness marks this period of time. That happiness and peace is shattered in October of 604, however, for a surprise attack occurs within the Forest of Shadows. Miydrandan Dark Elves, magically disguised as Erlunn Elves, attack the Forest of Shadows, lighting aflame the Trentalais Relis, known as the Cretiean Waelin and killings its Wilok, Lorinthien Greyskyie. This magical flame disguised the true aim of the attack: the murder of Alariya Alipostos Erlunn III, who was presently residing at Sumutrii Dardinaii, his private retreat. The Horn of Salarii was blown by one not of the blood, rallying aid but the inexperienced Elf was unable to control the Horn's magic to open enough portals. Many died, including the Alariya, in the ensuing pitched battles and the entire Forest was thrust into mourning. The Alariya rejoined his people and took firm control over the situation. It was uncovered that the Miydrandan were led by a Sarigriim Truiiryn of the Soliinyar Mistrien, whose name must not be written, a trusted friend of the Alariya. It appears that the Dark Elves infiltrated the Erlunn homeland hundreds of years ago and their magical disguise was well able for the defenses of the Forest, for even their blood appeared as Erlunn. The Coquii Eldrii and the Alariya closed the borders of the woodland realm on December 1, 604. No one may pass the Erlunn borders and no one may leave until it is determined the stars unveil the path to be tread and it is discovered if any other imposters remain within the Forest. Many return from the Waakiir Faetyr before the closing, unquestionably answering the call of their homeland.