

# HIGH ELVES

## The Caste System

Five is a fortunate number for High Elves.  
It is a foundation upon which a true society is built.  
The Laborers work the land.  
For them we give our boundless gratitude, for they are the strength of our spirit.  
The Merchants buy and sell, they hold our commerce and trust,  
They are the spine which supports our body.  
The Adepts alter and twist our fabric: they have our admiration.  
They are the beating heart that drives us.  
The Legion goes forth and protects. We owe them our undying loyalty.  
They are the blood that flows in our veins.  
The Templar's balance our skill and power.  
For them we give our deepest respects,  
for they are the light that shines in our eyes.

## The High Elf Society

Elves have lived for a very long time. Longer than most races that have seen breath in the world. Living for such a time has allowed them to make great changes in their culture, to become one. Unlike the cultures of humans or trolls, who allow their societies to become corrupted by money and brute force; the High Elves believe that no Elf is better than any other. For each and every Elf has a part to play in life. As a result an Elf would not be beholden to a leader within a city or community; they regard each other as peers and equals.

High Elf society is divided up into five castes. All High Elves fall into a caste when the potential for that caste is shown. For example an Elf that shows promise for the sword will join the Legion caste. If that same Elf later develops a skill for magic too, then they will be moved to the Templar caste. Belonging to multiple castes within High Elf society is uncommon, and is usually avoided due to confusion. Once a caste is joined, that High Elf is given a thorough education on how to perform their duties and learn how they contribute to High Elf communities and culture.

Druids are of the Laborer caste, for they dwell in the woods and land itself. Merchants are (rightfully) of the Merchant class. Many Merchants have skills of other castes (I.E: magic), but are always more proficient in the mercantile arts. Adepts are any High Elf that shows profound knowledge and skill for magic; whether it be Restoration or Evocation. The Legion is the military might of High Elven society. The Legion contains highly skilled and trained warriors and rogues. The Templar, who are usually the subject of human legend, balance martial and magical prowess. If the Legion guards the lives of High Elf society, then the Templar guard the spirit.

The spiritual nature of High Elves is always left up to the particular High Elf in question. As a society however, High Elves take great pride in their arts. Song, paint, poem, sculpture, the medium matters not; it's the passion in which it is performed that matters. Of these works there is one subject that is prevalent throughout: Air and Wind.

High Elves revere the element of Wind. Perhaps this is why they choose to live in the mountains; so that they may be closer to Sky and live amongst the Winds that howl. There exists one particular story, an old story, told through the generations regardless of caste.

The story of Aerodein, a white alpha dragon.

The story concerns the tales of the first race to crawl upon the lands. The titans created the majority of the races, but High-Elves were cut from a different cloth and it was Aerodein himself that blew breath into it. They were called Elf, and at the time there was but one race of Elf. Through the ages as other races began to appear as Elf would mix their blood with others. Those offspring would later go on to create other Elven races. The High Elves as we know them were not the same in thought of those that exist today. These Elves that resisted the allure of the other races began to set themselves aside from the mixed-blooded. They made their distinction known by referring to themselves as the highest, or true form, of all Elves. In present times most all Elves of the mountains are known as High Elves. The tale of Aerodein is all but unverifiable but tell that to a High Elf. Not only did they set themselves above all other Elves, but over all other races. To them, they were the first. Although they see each other as peers and equals, they most certainly do not view other races that way.

Long is the argument and grudge that plays between the High Elves and the Dwarves for Dwarves also claim to be the first race created by the old gods. The High Elves' position in this long-winded argument is that Dwarves were the tools of the old gods, they did not have the gift of will. Like tools each type of Dwarf was made for a specific purpose. They were not truly living, breathing, and fully autonomous beings until the spark of life was gifted to them. Certainly one does not view a garden spade as a race; there are many types and sizes of spades as well. Dwarves of that time were simply missing the spark of life as granted to Elf by the breath of Aerodein.

### **High Elf Houses**

Each High Elf City can contain almost any number of Elves. However, with Elves living roughly four hundred years, most of the cities are made up of Houses. Each House traditionally has a Lord and Lady. These titles are not given to put that Elf above any others, but because there must be someone to have the final say in the decision making process. Each has equal power to stop the other from ever getting too big an ego. These two Elves oversee the day to day responsibilities of their House.

During each day, there is a time when all the members of a House come together and share food and drink. This bonding time lasts about an hour, it allows each High Elf to share and talk with their brethren. The only exception to this is, any

High Elf between the ages of 8-60 who are in the Legion. The Legion eats all meals together, if not as a whole, then as a unit or platoon. Depending on the High Elf city, most if not all activity stops at a certain time so that each Elf may retire with their families; often referred to as Tea Time. Other meals, those not shared with family, may be spent with at least five to fifteen other High Elves in “dinner clubs”. This promotes peer to peer society and equality.

Elves that visit another High Elf city, or where they are the only representative of a House, typically congregate together at Tea Time. In many locations there are lodges and common areas where these lone elves congregate. In most cases food is provided for these lone elves at Tea Time by healers-in-training as the basic expression of caring for, and seeing to the needs of all.

### **The Crown and The Column**

Every society needs guidance and direction, especially once the populace grows beyond a small settlement. To give order to High Elven cities there exists The Column, a governing body comprising five elected representatives from each caste. The head of the Column is then elected by those 25 members. This High Elf is given the honorific The Voice. There is no time limit on how long one may serve on the Column, nor is there a limit on the number of times one may be elected to the Column. Each caste holds an election every two years on the same day, at the same time. Once the Column is filled, it has one week to elect a Voice. During which time the current Voice retains their duties.

In the simplest of terms, High Elven city government is a combination of senate and congress in perfect balance. Should certain issues take longer than expected, the Voice may impose a time limit or make a tie breaking vote. The High Elves like to believe they are above the issues that plague other governments, though as a whole The Column is free from corruption and greed. Problems can and do exist in High Elf cities, they just have a different appearance and effect most of the time.

Getting rid of any member of the Column is usually handled internally by the Column itself. Should a member be removed from office, then that caste will elect a new member as quickly as possible. Until a new member is chosen, the Voice will retain all of that members responsibilities and rights.

Fenmar is the only true Elven kingdom on the Prime and has the highest population of Elves based on area alone. The Kingdom has stood for 6500 years, perhaps longer though that history may have gone unrecorded. Since ancient time the Kingdom has been ruled by almost two dozen kings changing hands around once every 300 years. Because of the system by which the cities are run, the Kingdom follows a similar fashion meaning at in time any Elf could rise above. Applicants are often chosen from current and prior Voices that stand above the rest for their ability to govern or from the upper ranks of the castes. Growth and building for tomorrow are staples for the Elven nations success and often the candidate is sequestered by the age of 150 and groomed for the next several decades until the time of their succession.

After the formation of the Malin Empire the Kingdom of Fenmir had to change to survive. Since the High Elves only made up about fifty percent of the population their ways had to some as well. The kingdom was split into two Duchies and from there into many Baronies. Leaders were placed in stations based on population of the regions as well as what would be best for the time. From there the seats of leadership changed hands as time ran the course. During the first few hundred years after the formation, many of the Elves consolidated into the larger cities rather than spread out and mix themselves into villages.

## The Legion

High Elves that show promise with martial studies, whether it be with might or with finesse, are caste to The Legion. All High Elven cities share one army. Each city simply has its own core of The Legion. Training with in The Legion is always the same, no matter the city. New ideas and techniques approved by High Command (one of the five caste members that go to the Column and elected by the Column) are quickly shared and instituted across all High Elven cities.

Training can start at the age of 8 years old though this is not always the case, and it is rare to be caste in The Legion beyond the age of 15. Once placed in The Legion, The Legion functions much like your House until the age of 60. They eat, sleep, play, and train together. Platoons and units are reorganized from time to time; rotating members for maximum socialization and unit efficiency.

During a High Elfs dedicated time to The Legion, the practice of romance is discouraged. Should any particular High Elves have feelings for each other, they must go about that business in secret. Getting caught may result in those involved being moved to separate cities among other punishments. High Elves find romance wonderful and fascinating. However during their time, ones heart must be fully for the Legion. If your heart is truly for all in The Legion then you would not set any other higher than the ones who fight next to you. Should a member of The Legion be able to pursue their secretive romance, the command deems that it proves your devotion to both. You have proven to The Legion that you respect their importance enough to have hidden your affair and have proven your devotion to the other half by attempting such a risk in the first place. Those who surprise everyone at the age of 61 by proclaiming their love often obtain very high regards from their fellows.

When a High Elfs dedicated time to The Legion ends they return to their House. They are free to live their lives as they please for the most part. However, if at any time The Legion calls, they must answer. It does not matter what High Elven city they are in they will answer. Failure often results in exile, where the ear tips have a "V" cut in to them as a sign of betrayal.

There are ways to honorably separate from The Legion. Changing castes, joining an Order, and other life changing events like those are ways to exit without bringing shame upon yourself. For most though, once a member of The Legion, always... for as long as you draw breath...a member of The Legion. Those who die as a

member of The Legion are the only High Elf graves marked with any obvious distinction. The tombstones have a sword carved into the top of them. As if it were stuck right through the center of the top, down into the ground below.

## Festivals

High Elves like almost any reason to celebrate. Here is a list of holidays for High Elves and their real life equivalence (Celebrated during the real life time as well). In no particular order.

*Start of each season*- Solstice and Equinox. General celebrations with the warmer season parties being outdoors during the day, and the colder seasons inside at night.

*New Year*- This is performed like real life new year's parties.

*Bounty*- Thanksgiving. Many High Elven Houses come together for this one day celebration.

*Aerostide* - 12 days long, starting Dec. 12th. Christmas

*Fawning*- Valentine's day. High Elves are big on love and romance. On this day, there is no Tea Time. High Elves are encouraged to spend that time with those special to them.

*Dreaming* - On this day the High Elves make a variety of food and beverages based on their favorite food: Dream berries. Dream berries are an intoxicating berry that is a base for their favorite wines. On this day High Elves not openly wearing purple are pinched by those who are. Why? Ever heard the expression, "Pinch yourself to see if you're awake"? High Elves not wearing purple are reminded by the "dreaming parties" that they are awake. It's all fun and games. March 17th. (St. Patrick's Day).

\*Note: The Dreamberry flavor in liquid form is a combination of grape and tropical punch kool-aid.

*Eros*- A celebration of fertility. On this day, High Elves decorate eggs and hide them for loved ones. It is also a day of sweets and treats to celebrate life in general. If you are thinking Easter, you would be correct.

*Legion Games (Spring)* - May 27-29. This is a day of martial games. Mock combats and different events are held to show the High Elves of each city what The Legion has been up to. Like real life Olympics, but held over three days only.

*Legion Games (Fall)* - November 11 - 13. See above, but different themes.

*Hallos* - During this October 31st holiday, High Elves disguise themselves in costumes. There is an old myth about the Fae being loose in the world. On this particular day superstitions concerning the Fae were suspended (how this originated is unknown). With those restrictions removed the creatures were more likely to abuse mortals. These Fae, for no one knows if it was just one breed or if the Fae themselves were also disguised, would "prey" upon those outside their homes. The Fae would also petition those in their homes for a reward for leaving them be. Those who did not contribute had a prank played on their dwelling. The nature of the prank was always

different and not always benign. High Elves dress up so as not to appear mortal, thus being left alone by these mischievous beings; though no actual Fae marauding has been recorded in centuries. This fact does not stop the High Elves from “begging” for treats themselves while all dressed up. After all, who wants to run the risk of offending a Fae? This holiday is celebrated as per Halloween.

### **The Cities**

High Elven cities are most commonly found in the mountains. Those that are in the mountains are not entirely worked into the mountain. Rather, massive chunks of the mountain are leveled and cleared; then building begins. Outside of mountains, High Elf cities are always thoroughly planned out and set up for ease of navigation. In most cities the streets are wide and open to allow as much traffic as possible, but to also allow the movement of The Legion should it need to move in force. Below is a list of known High Elf cities available to you at character creation. There are more High Elf cities in the world, but your local plot needs the freedom to place those others as are needed or wanted. If your plot team tells you there is a High Elf city in an area, then you have several choices: Pretend you've known about it. After all, that city is more than likely, functioning like the ones listed here. Or, you can find it a wonderful surprise to be explored (or whatever your role-play would dictate).

**Tier Az'ier:** This is the most commonly known High Elven city. Located in the Shield Mountains at the area known as the Gilded Stair. It is an extremely large city.

**Tier Rynell:** Located in the Shield Mountains, at the southern edge of the Kingdom of Fenmin, south west of Lorston

**Tier Avalynn:** Located in the Shield Mountains south of Pryfoot. This is a medium sized city and is also the one lowest in altitude.

**Key Feature:**

**The Bridge of Stars:** A well constructed bridge that connects a rather large gap between cliffs in the Shield Mountains. It is at an altitude to be just above clouds. Being upon the bridge at night always allows for a wonderfully unobstructed view of the stars.



### Disclaimer

This racial package is here to enhance your role-play as a High Elf. Player characters can be different than what is described in this packet. However, when you encounter NPCs, they are more than likely going to follow the outline set forth in this packet. If you are different then expect roleplay from those who are aligned to the package to be different as well. While you are free to create small pockets of High Elves (8 to 15 in number) living in or about odd areas, you are not encouraged to create new cities of any size caliber. It simply does not fit the Fallen Empires world flavor for High Elves. Knowledge skills pertaining to High Elves are more than likely to reflect descriptions in this packet. Some portions of this information are general and vague on purpose to allow plot teams some freedom when it comes to High Elves; to expand as needed on those hidden areas of racial knowledge only accessible in-game. Make sure you are willing to wear the racial requirement of: Pointed Ears. If you are not willing to meet this requirement, then you should not play an Elf. As always, the specific types of pointed ears allowed is up to staff. We have seen a variety of pointed ears in the times that we have LARPed. An example: Leather ears put on a cord and then put around at hat that you always wear. While some LARPs may find this an okay thing to do...It is really not in the spirit of the racial rules. You get the abilities due a

High Elf because of the disadvantage of having to wear pointed ears. It is a disadvantage... not something to be dodged or viewed lightly. Certainly there are times when this rule may be altered by your staff (I.E: An allergy to latex). These will all be handled on a case by case basis and for that one player only.