

Elves

Origins

Elves evolved from [faeries](#) in the time of wild magic.

Elven Physiology

Tall, thin, not fast but graceful (they do have time on their hands after all). They usually appear to non-Elves to be thinking about at least 2 things at any given time. Skin colour varies with sub-race and weather conditions.

All Elves are tall, thin, and not as strong as Humans.

- High Elves have mostly gold tinged skin but other metals also occur
- Wood Elves are tan to black (including human "black" and pure black)
- Sea Elves range olive to green or blue, often with discolourations in patterns that slowly change with the tides
- Dark Elves are pale to white (including human albino and pure white)
- The Elven Council is made of a mixture of Elven races.

Culture

Currency

Each sub-race mints its own coinage.

Language

The High Elves and Dark Elves speak [Quenya](#), other Elves speak [Sindarin](#). Family names are Latvian

- [elves](#) for days, months and families

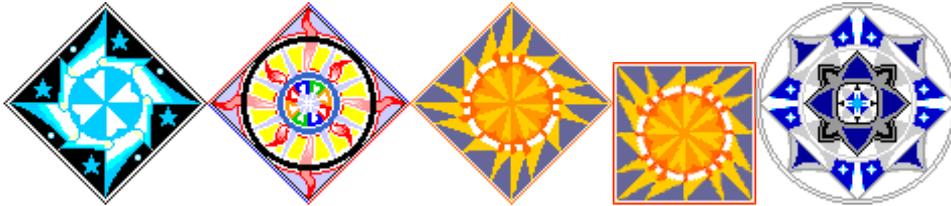
Heraldry

From <http://forodrim.org/gobennas/heraldry/heraldry.htm>

The Elves had formulated rules or principles for the shaping of heraldic devices, which can be summarized in the following way:

- Devices for males were placed within a lozenge.
- Devices for females were placed within a circle.

- Devices for families, houses or countries were placed within a square.
- The rank of the owner was shown by the number of "points" reaching the outer rim of the device (see below). Four points signified a prince, six to eight signified a king. The oldest of the Elven kings, like Finwe, could sometimes have as many as 16 points.



Elven Superstitions

On Birth and Death

- An Elf will never sleep on the ground, for to do so is to invite death. Likewise, they will never wear white unless in mourning for a loved one, because that's the color of death.
- Elves bury their dead in the earth, near the deceased's home. They have an elaborate ritual of mourning in which the one nearest the deceased stands vigil over the grave for a period of time that can range from days to years. Death is considered a very private matter, and only the family and (sometimes) closest friends are allowed to participate in the mourning rituals; the rest of the community ignores the proceedings, and will never again mention the name of the deceased.

Elven Religion

Elven Religion is a very simple concept. Everything in the Universe comes from one source, and one source only, called Entropy. This source, however has many subdivisions. The Elves decided that it was easiest if divided into fives. The various sub-races emphasize different paths of this religion - High Elf = Entropy (the total sum of everything), Justice, Magic etc. Wood Elf = Good, Life, growth etc. Dark Elf = Evil, Death, decay etc. Sea Elf = Chaos, War, intelligence etc. Elven Council = Order, Peace, instinct etc...

Entropy has 8 major divisions. Each major division has 5 subdivisions. The first division is the most powerful and the sum of all those below it, and so on. In order of power and importance, the major divisions are these :- The Forces, The Avatars, The Academics, The Physicals, The Great Powers, The Elements, The Personifications and The Manifestations.

The Forces - Entropy - Good, Evil, Order, Chaos.

The Avatars - Justice - Life, Death, Peace, War.

The Academics - Magic - Ethics, Politics, Physics, Probability.

The Physicals - Nature - Growth, Decay, Instinct, Intelligence.

The Great Powers - Fate - Love, Hate, Duty, Impulse.

The Elements - Spirit - Water, Fire, Earth, Air.

The Personifications - Imagination - Morality, Lust, Will, Emotion.

The Manifestations - The deities of other races.

The Manifestations are what Elves class other races' gods. When another race has a religion based on

usually one or more humanoid gods with personalities and faults representing one of the Elven divisions of Entropy, it is called a Manifestation. This is the major difference that causes Elven magic to be more powerful than other races. Mages also use forces rather than manifestations, so their magic is more powerful than Clerical miracles.

The Elven holy symbol is a pyramid (square based).

Sub-Races

- [council elves](#)
- [dark elves](#)
- [high elves](#)
- [sea elves](#)
- [wood elves](#)

Religion changing Sub-Race

As Elves are magical creatures, they are more affected by magic than other kinds of creatures. Magic is changed by thought and belief. It is entirely possible for an Elf of one sub-race to become an Elf of a different sub-race later in life if they change their beliefs. However, as Elves are effectively immortal and prone to have longer views on everything - this may not happen within a mortal's lifespan. Adventurous Elves (i.e. player characters), being a highly unusual kind of Elf, may change their sub-race more frequently as they are more prone to hasty thinking. This could be a gradual shift in beliefs - or the spontaneous result of an epiphany.

A change in sub-race by an Elf includes all physical markers of that sub-race. From their Faerie ancestry, this is the last vestige of shape-changing magic - the subconscious minor changes to their physical form to reflect their philosophy on life.

Notable Elves

The Elven Council

- Findecáno Elen Dwesel héri - Lady of the council
- Aldaríon Elen Augli-Weetu héru - Lord of the council
- Táranis Morben Slingkis Elen - Dark Elven Council member
- Meneldur Morben Pullkeems Elen - Dark Elven Council member
- Angrod Tawarwaith Nokaut Elen - Wood Elven Council member
- Singollo Tawarwaith Leezeneex Elen - Wood Elven Council member
- Maeglin Golodhrim Jadahwena Elen - Sea Elven Council member
- Oronar Golodhrim Eelickta Elen - Sea Elven Council member
- Amras Calben Linley-Graen Elen - High Elven Council member
- Telperiën Calben Wahrds Elen - High Elven Council member

The Morgúl

- Tirenél Morben Dacham Valasairon Morgúl - Dark Elven high sorceress

The Golden Age of the Elves

- [alternate timeline elves](#)

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