

ELVEN HISTORY OF NARHEIM

Houses of Elves

Vuldure

The Vuldure are the common elves who work from day to day in the kingdoms and places where elves dwell. They are sometimes referred to as green elves due to their fondness of the forest and earthy colors for their clothing. This house is by far the most populous of all the houses and populates all of Narheim and can be found on all the continents of Gaea.

The Vuldure normally defer to their Ulthurean rulers and nobility as long as it does not interfere in their pursuits. When there are no Ulthure to rule them they will often devolve to whom ever desires the position of King. The saying "As the King of the Vuldure" is often used to represent a transient position of limited power and respect.

The Vuldure are much more likely to listen to a skilled craftsman or one of their elders. The eldest Vuldure on Narheim are Uria and Desmond, Vuldurean lovers who have kept court in the southern forests of Narheim since before Sudia was founded. Many of the Vuldure of Narheim differ to their judgment and they are well respected amongst the Ulthurean courts.

The average Vuldure will be found as a merchant or craftsman in forests surrounding human cities. They are able to trade their incredible works of wood for more mundane items that the humans produce such as food, worked metal items and domesticated animal products. Vuldurean wood products and clothing are often of magical qualities and seem to endure ages without showing any wear. They have a means of harvesting and polishing wood so it becomes translucent. This process is called Wattering amongst humans and Iouli amongst the elves. A Wattered item often costs three to four times as much as a standard item.

The common language of the Vuldure is Vellurean and is a debased form of Ulthurean although it has its own unique character set for representing sounds. This has often annoyed Ulthurean scholars and nobles as they see all elves should use the Ulthurean

characters. The tension between the Ulthure and the Vuldure is often only on the side of the Ulthure. Vuldureans will often adopt the attitude that if the Ulthurean insists that they do something the Vuldure need only fade into the forests to return to society when things have changed. The Vuldure have a very transient view of the world and its affairs and have a level of difficulty in taking such things seriously.

Gryvere

The Gryvere are elves who love the sea and all things about it. They have a king but their first loyalty is to their captain then their ship and if they get around to it the king. The king rules from the ancestral home of Gaule. Humans have settled it but that makes no difference to the Gryvere and they share the island in peace and with a great deal of friendship. The humans of Gaule have prospered and become master of human shipping through the tutelage of the Gryvere.

A Gryvere may well spend his entire life at sea never once touching land. Ships are inherited by crews and if the entire crew dies then the ship is destroyed. This seldom happens since the crew will fight to the end for the ship and in such battles if the crew fails the ship is most likely destroyed.



The king of the Gryvere is chosen at the Fete de Bateaux and rules for one year. He may be elected again for as many years and he can win the votes and for as long as he is interested. The king functions as a supreme arbitrator and as an ambassador with other races. It is he who will often secure port rights for Gryverean ships. If the king dies in between elections then the lord of the port will take his place for the remainder of the year.

The average Gryvere looks on the world as too small and is always looking for the next horizon, the next island or the next port. Seldom are they content to dwell in one spot for long. They may move amongst ships if they wish to meet others of their kind. Of all the houses they are the least concerned with race and are often found in dealings with other races or crewing with other race's ships. They are sometimes drawn to land to see what is there and are often disappointed. It is a commonly held belief amongst the Gryvere that all evil comes from land. The sea is



the source of all good and only when it touches land does any evil come of it. To this end, a Gryvere returning to his ship will wash their feet with seawater to cleanse them before they touch the deck.

The Gryvere speak Vellurean most commonly but often will know several trade languages. They also have a secret nautical language in which they write their charts. This language is only taught to navigators and captains.

Ulthure

The Ulthure are the nobles of the Elven people and they know it. They feel it is their sacred duty to help, protect, and rule their less gifted cousins. They populate the few Elven cities on Narheim and surrounding islands. As well as the ruling class, the Ulthure also administer many of the higher positions in government and at temples. This is not exclusive but is usually the case since most other houses are disinterested in such positions. The Ulthure inherit their rank, something no other Elven house does. This can cause problems at times due to the millennia that some elves live and the large number of children which are produced. Often, this is resolved by abdication or self enforced exile.

When the Ulthure take their rank it is a festival of the highest form. Nobles from all races will be invited and the shortest of such festivals lasts a week. The festival include many presents for the guests and usually involves a great amount of singing. Often, the young lord or lady will be betrothed on their festival day but this is not always the case and does not always mean betrothal to another noble. If it is to another noble then one of the nobles must forfeit their title and lands to a relation. There are complex rules involved that has led to the saying "simple as an Ulthure wedding".

The Ulthure are the source of the first writing of the elves as well as the elven currency. The Ulthurean language is called Ullurean and is not as common as its simpler form Vellurean. The Ullurean alphabet is made up of 47 characters and 8 diacritic marks. Most non-elves prefer to learn the simpler 21 character Vellurean alphabet. The Ulthurean money system is made up of 5 different denominations and two different ranks. The five denominations in increasing worth are the Tiri, Asieux, Mitterin, Geston, and Prime. The Tiri is about the size of a dime and the Prime is the size of a silver dollar. The two ranks are the Ordinaire and Soverain. The Ordinaire is dropped when referencing the denomination and Soverain is inserted before the denomination; i.e. Soverain Prime. Ordinaire are made of silver and Soverain is made of gold.

The average Ulthure will be full of themselves and quite confident that they can meet and defeat any

challenge. They will often wander the lands looking for a challenge worthy of them. Sometimes they will seek to accomplish quests or to set right the wrongs of the world. Of course, that is right and wrong as defined by them. In all, many Ulthure do not live to see their second century because of this tendency.

Sylvere

The Sylvere or Silver or White elves are the most magical of all the houses. In the times before the Foncee La Guerre the Sylvere were sages and researchers of magic. They studied alchemy and sorcery as part of the Fyrdyrean House. It was when the Nyfere split from their house and attempted to enslave all other elves to their will that the Sylvere distinguished themselves. The Faithful remained loyal to the Ulthure and the Fyrdyrean king and protected the elven hosts for the Nyfere spells. It cost them dearly and they thought their line destroyed when Aru rewarded their bravery with The Gift. The Sylvere and all their descendants would have the ability to cats the Greater Realms. This opened new realms of exploration for them but with The Gift came the mark of pale golden hair and pale blue or gray eyes.

The role of the modern Sylvere House is that of magic research, protection, and the general improvement of the life of elves everywhere. Most of the houses have a positive view of the Sylvere but think of them as naïve and in need of protection. They often are too gentle when dealing with other races and very curious about magics and magical ability. They often run afoul of magical beasts while trying to deal with them.

They live near Fyrdyrean and Ulthure settlements but can be found living amongst men. Only one Sylvere city is known and that is Tolydrah in Banquer. They make a living as sages and mages providing services to other races and houses. They are noted for their fine alchemy and are considered masters of wands and rings. In fact, much of the fine jewelry of the Fyrdyrean house finds its way into the Sylvere workshops.

The average Sylvere will be looking about trying to gain the capital to fund their own lab. This will often lead them to the guilds where they will practically indenture themselves for the chance to use the guild labs. This means these new guild members are often sent out on missions for the guild in the hope that they will be gone for a while allowing the more senior guild members the time they need to accomplish their work. This does not mean that all Sylvere elves are mages but it is a natural path for them. The mundane tasks of merchants, warrior, or other profession is looked down upon within the house as a knuckle dragging occupation. If a Sylvere wishes to gain the respect of their peers they must distinguish



themselves in the field of mage craft or as a sage.

Fyrdyre

The Fyrdyre are the master craftsmen not only of the elves but of the world. Few of any race can match them in their work with jewelry except, perhaps, the Dwarven people. Still, the Fyrdyre embrace a wide range of metal crafts and jewel craft and over the millennia have brought it to a level seldom seen on this plane. The Fyrdyre are one of the most reserved of the elven houses and stand by the Ulthure as the rightful rulers of the elven houses. They do not keep a king but a council of craft masters who handle what administration is needed. Mostly, this takes the form of mining and mineral rights negotiations with other races. The Fyrdyre are on good terms with all of the Dwarven mansions and many of the other races as well. The Fyrdyre have some difficulty with gnomes since both races compete for the same resources and markets. Still, there has never been open warfare between the two races.

The Fyrdyrean's main dwelling is at the Citadel of the Green Mountain Dwarf. This is their ancestral home and it has been shared with the Green Dwarves for time beyond measure. The Citadel has become a mansion of beauty and grace combined with the dwarvish engineering to make it last forever. The Tower of Jade is famous all around the world for its height and enduring beauty. The Tower is perched on top of the peak of Iris outside Shadazar and is made of pure jade. At night it glows with a soft light beckoning to far off sailors and is often used as a navigation point in the seas south of Narheim.

The average Fyrdyre will be of any profession but most likely will be connected to the mining, jewel crafts, or metal crafts in some way. Even so, often you will see the Fyrdyre in professions of all types.

Nyferé

The Nyferé or Dark Elf is a disgraced house of elf and will garner nothing but ire from any of the other elven houses. This goes double for the Sylvere house who are their sworn enemies. At one point in their history, the Nyferé were a part of the Fyrdyrean house and worked with the artificers of that house, the Sylvere elves. Soon, the Nyferé saw the potential that the Sylvere were sitting on and moved to grasp it. They started the Foncee La Guerre and forever cast their lot against the other elven houses. The war was long and hard fought but in the end the Sylvere cast a terrible spell binding their enemies to the dark regions under the surface of Gaea. They are strong allies of the Necromancers of western Narheim.

The Nyferé are ruled by a complex rank of Sages with their leader being the Sage-King. Only the most

powerful are able to rule and they only attain this post through a series of duels. Strength and knowledge are the keys to ruling the Nyferé and they have crafted a kingdom under the Green Mountains. Its capital is the Crystal City, Oise. It is a feared place and they are a feared people. Their contact with the outside world is limited and only occasionally do slaves escape to tell the story of darkness and pain. Their children are raised on cruelty from an early age and taught the secrets of torture and warfare. Failure is not an option for them and they are severely punished when fate deals them such a cruel blow.

The average Nyferé will be in disguise so as to avoid being recognized and lynched. They are masters of disguise and use short missile weapons. They will receive training in the light crossbow but will be reluctant to use such weapons on the surface since it is a sure sign of their origin. When on the surface they will be acting as agents of the Sage-King and seeking ways to increase their presence. Every Nyferé seeks the Roche Limitent, the Binding Stone, used to keep the Nyferé from returning to the surface in force. If they were to find this stone it would mean they could break the spell and return to their efforts to conquer the elvish houses.

General History of the Houses

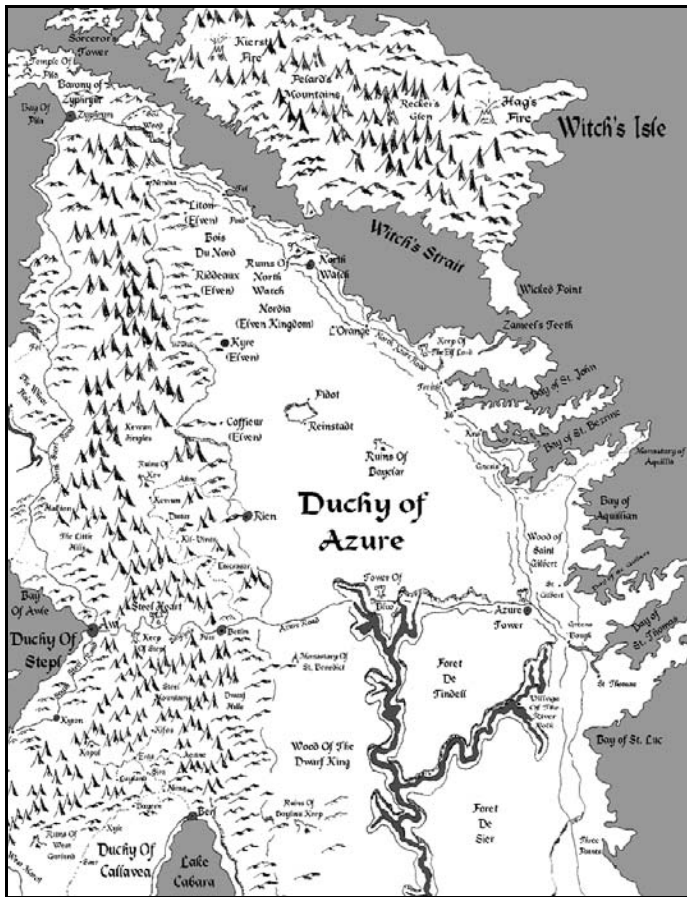
Before Humans

The times before humans were not as peaceful and golden as some scholars would have you believe. In the early periods of the first Ulthurean King, wars of succession were very common. The Fyrdyreans often would have tangles with the dwarves over mineral rights. The Vuldure were in constant danger from the less savory creatures of the primeval forests. The Gryvere battled with the wide unforgiving sea. Still, the arrival of humans changed things and marked the beginning of struggle and misunderstandings. In these times, the Ulthurean King ruled all the elves. This is not to say that all the elves listened to him but they did acknowledge him.

During the Wars of Idril

The Wars of Idril, called by humans the Necromantic Wars, the Nyferé openly declared themselves and sided with the Necromancers. The elves fought the Necromancers only because they were the allies of the Nyferé, and the humans, when they finally got in the fight, fought the Nyferé only because they were the allies of the Necromancers. The Wars of Idril were horrible and in the end destroyed so much of the innocence of the elven peoples. Many of the elves





faded from this world others turned their backs on civilization never to be seen again. In the end, the Sylvere had banished the Nyfere to Deep Rock, under the surface of Narheim.

Kingdoms

Northern Kingdom (Nordia)

The elven Kingdom of Nordia has always held a vast number of Vuldure elves in its population. For centuries the Ulthure who ruled the kingdom made peace with other races when they were even noticed. Nordia, for the most part, was the childhood of the elves in Narheim. To the south, Sudia served as the guardian of the roads to their kingdom, the borders and their peace. Nordia's innocences would be shattered in the coming of the humans and the wars that would follow.

The Eifen-Guerre (War of Azure)

In 68 King's Reckoning of Narheim Prince Ireaux de'Irompt of the elven kingdom of Nordia carried a protest to the Duke Redisi of Azure. It pertained to

the lumber operations that were going on in the Valley of the Three Rivers which were in direct violation of the treaty of 42 K.R.N. The Prince was ambushed and his entire party slain except for a young elven maiden who was the Prince's maid servant. She returned to the Elf Lord to report the attack by human rangers. She described an attack which was both ferocious and without mercy. Thus began 128 years of intermittent warfare between Nordia and the Duchy of Azure. The King of Narheim only became involved in the last three of the battles in 169-170 K.R.N.

The Battle of Azure Tower in 169 K.R.N. pit 4000 elven knights and soldiers against 9000 Azure militia and 2000 of the King's Men at Arms. The battle took 4 days and it was a type of fighting that the humans were not prepared for. The elves used lightning fast cavalry charges combined with druidic summonings to disorganized and dishearten the human forces. In the end, to deny the cover, the commander of the King's forces ordered the forest to be lit. This desperate act forced the elves into retreat. The humans had lost a third of their forces and the elves close to half but the war was not finished.

The king immediately dispatched 2000 heavy cavalry and another 12,000 infantry. In addition to this force the remains of the army from the Battle of Azure Tower and several companies of human rangers marched to Irosa Hills. Here, in late fall, the elven army surrounded and besieged the ill equipped human force. The initial battle lasted 6 days but the elven lines proved too strong. The Knight Commander and the Marquis de Gris who commanded the Kings force advised waiting for the relief column which should arrive any day. The commander of the Ducal forces, Tirisi Azure, the Duke's third son, advised breaking out of the siege and returning to the south to regroup. The disagreement grew until it could not be tolerated and Tirisi and the Knight Commander duelled. In this duel Tirisi was mortally wounded and died that evening. The whole time the King's men kept proclaiming that they would have victory as soon as the relief column arrived. They did not know that the column battled incimate weather and elvish raiders every step north. The Siege of Irosa Hills lasted 42 days and cost 14,000 lives. When the relief column finally arrived the elven army melted into the forest and all they found were the gaunt, starving army and the stinking remains of Tirisi. Although there were rumors of cannibalism, it was never proven conclusively.

In 170 K.R.N, King Hiris Tenor, fearing that humans will be driven from Narheim if he does not prove himself against the Elf Lord, assembles an army of 30,000 infantry and cavalry and equips them with cold iron. He moves this army by sea to the small village of



Tul. Elven ships sight the human fleet before it is able to land all its troops and report to the Elf Lord. The Elf Lord, moving quickly, puts all his strength against Tul. The Battle of Tul draws out for 18 days and involves both sea and land. In the end, the human forces are victorious but it is a pyrrhic victory. King Hiris lies dead on the field along with the flower of Narien nobility. Late in 170, Queen Sira Tenor signs a treaty with the Elf Lord and aggression between the two kingdoms is ended.

The Eifen-Paix (Peace of Azure)

Queen Sira Tenor and the Elf Lord signed the Eifen-Paix in the year 170. It assured that the Kingdom of Narheim would not take arms against the kingdom of Nordia. The peace held for over 200 years and in fact the Narien government has never taken up arms against the elves but the Duchy of Azure has maintain vacillating levels of violence towards its neighbors. In 374 K.R.N. a company of Rangers, later known as Le Couer d'Honneur, began a series of raids of homesteads in northern Azure. These homestead were in direct violation of the Eifen-Paix and the elves had demanded their removal from Nordia. The protests fell on deaf ears and never reached the King. Soon frustration turned to hatred and distrust. Many elves remembered the Battle of Azure Tower and the atrocities done to the dead elves. The rangers were also on the frontlines and saw the changes being wrought to their beloved homeland and felt action was needed. The resulting Ranger War has lasted on and off to this day and it is still thought to be one step away from the grave to be human and encounter elven rangers in Azure.

In the modern day, the Eifen-Paix is observed reluctantly by both sides. There are still conflicts along the border which are compounded by the ambiguity of the actual political border.

Elves of Note

The Elf Lord is the current ruler of Nordia and one of the most respected nobles of the Ulthure on Narheim. King Richard and the Elf Lord have had many meetings in attempts to repair the damage wrought by centuries of skirmishes and conflict. The current Duke of Azure is open to reparations as well and the Elf Lord has shown his wisdom in welcoming the overtures by the young Duke. The Elf Lord is thought to be more of a position than a person. No one is sure if the Elf Lord of today is the same as the one who marched with the vanguard at the Battle of Tul.

Eressa Tond is a healer of great skill and is noted to be the first non-gnome to study the techniques of the White Hand Gnomes. She has had great influence in resolving many of the conflicts between the humans

of Azure and the elves of Nordia. She has taught occasionally at the University of Dulum over the centuries but has never taken a residency there. She maintains her estate and laboratories in western Azure.

Odir Kirrinde was the lord who commanded the elven forces throughout most of the Eifen-Guerre. He was wounded in the Battle of Irosa Hills but still fought in the Battle of Tul. He hates humans with a passion which has estranged him from many of his more easy going brethren. He has involved himself with the radical group Le Feu-dur which is dedicated to the destruction of the human presence on Narheim. Odir has estranged himself from his once close friend, the Elf Lord, over not pressing the humans when he believes they had the chance.

Southern Kingdom (Sudia)

Sudia ceased to exist as a kingdom shortly after the Wars of Idril. During its time it was far more magnificent than its poor cousin to the north, the kingdom of Nordia. During its height it was known for magnificent works of art and science. Within its borders the Sylvere elves had their beginnings in research of magic. Amazing creations were lost with its fall, including: the Observatory of Isolde which allowed Sudian sages to peer into the depths of the planes; the Gates of Dinar which allowed travel to other planes; and the Okris Lens which allowed the focusing of inter-dimensional energies. All of these lie in ruins due to the pride of one family and the will of one woman.

The Dyrdere (Shadow Elves)

There is a myth amongst the elves of Narheim that when Sudia fell and the destruction of these noble elves was imminent, Arborea, their patron goddess, visited them and gave them the gift of forest mists. They became as wraiths in their forest home and no living thing could discern them. To this day, any elf entering the ancient borders of Sudia will bow their head and say this prayer.

"We few who walk these lands pray indulgence,
We few who walk this world still beg you pardon,
We few who stand on this threshold ask passage,
Arborea grant grace to the Dyrdere."

The Dyrdere are a house of elves who remained in the south after the fall of Sudia but remain so secret that their very existence is in question. In 1725 K.R.N. an elf was found wandering in the Green Mountains who did not remember his name or what had happened to him. He was wounded when he was found and brought to a nearby village. His armor and all his



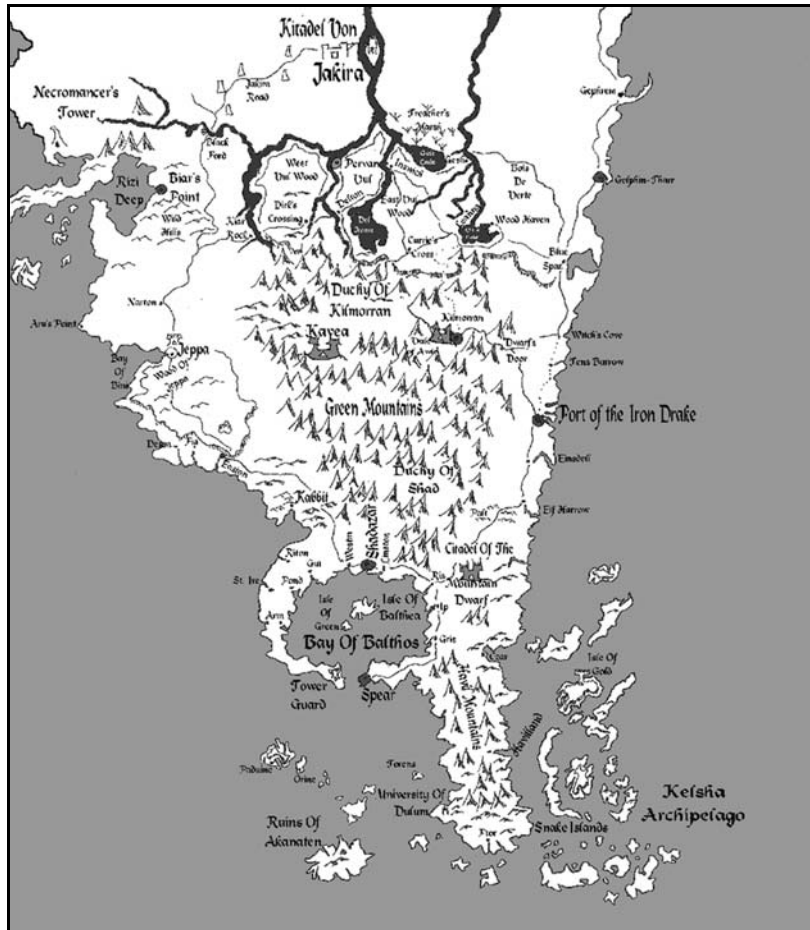
equipment was of a style and material never seen before. It all seemed to blend perfectly with the background of whatever it laid upon. He never recovered consciousness again and after several days died. An amulet was found on him which seemed to describe a route to a city. The amulet and all the other belongings were presented to the king.

The Hidden City of Dyros

The king then took these items and gave them to the leading scholars of the day to decipher their origin. The only possibility seemed to be Dyros, the mythical city of gold and platinum which the Dyrdere had founded after the Wars of Idril. The king was more than a little intrigued and ordered the formation of an expedition to Dyros. It was to be headed by Thomas Watanis, the leading archeologist of the day. With Watanis went his assistant, Abrim Galliphinn, Lilia Evereaux, an expert on elven history, and ten of the Royal rangers as guides and guards. The expedition started in spring of 1728 K.R.N. and regular reports were sent in until the party entered the Green Mountains proper. After that no word of the expedition was heard until 12 years later when a halfling claiming to be Abrim was found near the Port of the Iron Drake in western Shad. He seemed quite mad and would alternate between screaming about the expedition and how he would not fail Watanis to near coma like periods of silence. No further attempts were made to discover the city and it remains a modern mystery to this day.

The Fall of Sudia

Sudia was at the height of its power and had opened trade with all the races of Narheim. Even after the wars between the humans and Nordia, Sudia still maintained friendly relations with the human government. Often this was difficult and many of the actions of the humans brought censure but during this time the Sudian Elves were battling the Keklyn Dwarves over a vein of Endenimite which had been found in the Green Mountains. Then the wars of Idril began in 544 and lasted until 590 K.R.N. and the feud was forgotten as forces were joined to battle the new Necromantic and Nyferean threats. The battle soon told on the population of Sudia as never before seen horrors were unleashed on the wilds. The Sudian King, Gefan Oisaunt, fought a losing battle. He



pleaded with allies to send aid and troops. His pleas fell on deaf ears until in 581 K.R.N. the battle of Gate's Den was fought and lost by the Sudian armies. Suddenly the humans and the populations of northern cities are exposed to this grave threat and there is a desperate scramble to organize resistance. In 585 Callavea, the city, is sacked but the telling point is when the Trade City of Steel Heart is destroyed. Suddenly, the Steel Dwarves are hardened for war and revenge.

The Betrayal of Isolde

In 511, the family of Isolde came upon the Okris Lens in the ruins of an ancient buried city. The head of this family, Eris Isolde, immediately saw the potential from the engravings on the walls. In the tomb which the Lens was sealed were depictions of immense power to fold space and create permanent maintainable bridges to other dimensions and other places on this dimension. In effect, allowing for instant and cheap transportation to anywhere on or off Gaea. Eris kept this find a secret although many of the family were concerned with the other engravings depicting destroyed worlds and blasted landscapes. Eris devoted over 30 years to the



discovery of how the mechanism functioned. In the end he was killed in a hunting accident and the lens forgotten for another 40 years. Then his daughter who had been studying with the Sylvere found the Lens in Eris' laboratory. Eileah Isolde was fascinated by the Lens and immediately began applying her knowledge to it. Instead of discovering the transportation qualities of the Lens she uncovered its ability to cast objects and people into other dimension. At first it was an accident but then the power began to grow on her mind and she soon found herself using it to gain rank and privilege. She found she could pull things from other dimensions into ours such as precious metals and gems. Her control was less than perfect and she sometimes had to deal with her mistakes but the benefits far outweighed the risks.

In the last battle of the Foncee La Guerre, Eileah came forward to crush the Nyfere with the Lens. In her pride and ignorance, she unleashed the full power of the Lens and as it began to take effect she heard Gaea groaning under the strain. She tried to close the Lens but it was too late to cancel the effect. She instead redirected it inward but again, in her ignorance, she did not realize the effect would not be contained only to her but spread to all elves. The mages present were able to mold the energy into the curse but not before many elves were pulled into a transdimensional warp. The kingdom of Sudia was hit the worst and many of the Sudian elves failed to see the next sunrise on Gaea.

In the aftermath, the Sylvere elves were born, the Dyrdere were hidden and the Necromancers cast down.

Elves of Note

Eris Isolde found the Okris Lens in ancient ruins in 511 K.R.N. and brought it back to Dyros. He studied it for 30 years before he died in a hunting accident.

Eileah Isolde discovered the Okris Lens in her father's laboratory in 581 and learned one of its uses, dimensional portals. She used its power to build her fortune until in 590 she used it to destroy the Nyfere but died in the backlash.

Gryvere

General History

The Gryverean history is spotty and told from the perspective of other houses or races. To the Gryvere history is what happened yesterday and of no use for today. Tomorrow has not come yet so do not worry about it.

Legends

Iril And The First Boat

Iril was tending his catch in the Ocean when a gull came to him. As he worked his net he noticed a great golden carp struggling for release. As he approached the carp said, "Release me for you have many fish in your net and surely you will not starve!"

Surprised at the tartness of the carps tone but not intimidated Iril replied, "I am not a rich elf and you have offered me nothing more than what I already have. If you can do no better then you shall end up in the village pot tonight."

"I will give you the gold of my scales! That will make you richer than any other in your village", the carp said hopefully.

"I am poor but do not need gold. One cannot eat it and it is most likely the source of your neighbors troubles."

"I will give you my coat so that you will always be safe."

"I would look silly in your coat and I have no enemies to protect myself from."

"I know, I will give you a boat! I am so clever and should have thought of it first off. Yes, a boat." And with that the carp swished its tail and blinked its eyes and a small skiff appeared before the stunned Iril. He quickly climbed aboard and saw that he would be able to go much further to sea and a fire rose in his heart to see what was beyond the next headland or over the next wave. He thanked the carp and set him free feeling he was the richer of the two.

The Fish And The Gull

A story of the Gryvere tells how a sailor, Dulcie, was returning to his home port. Dulcie found that he was lost in the Far Ocean, and his crew and he were afraid for it was said that no one ever returned from these waters to tell the tale. Thusly, they drifted aimlessly for two days, when Celshal, the helmsman, called out that he saw a flight of bumble bees over the bow. Quickly Dulcie rushed forward and addressed the bees, "Please, Sirs, show us the way to land". The bees buzzed assent and flew into the sunrise, and were eaten by a flock of sea gulls. This hurt the morale of the crew but Dulcie was not daunted, he merely pleaded with the gulls until they agreed to do it provided that they be given fish. This was easily done since Dulcie was the captain of a fishing vessel. But no sooner had the gulls gotten their fish and turned into the sun then a sea serpent leaped out of the water and ate the gulls.

"NOW, I SHALL DEVOUR YOU ALL AT MY LEISURE!", growled the serpent. However, Dulcie



stopped him with but a few words, "I think not, O Great Serpent, for now we have a bearing on the shore and you have eaten the gulls which, in turn, ate the fish and the bees."

"SO?", queried the serpent.

"The fish were poisoned." And with that the serpent fell dead.

The Landing of Gaule

The Landing of Gaule is when the first port was established for the Gryvere to take on water and food. Shortly there after the first drydock was set up and timber began to be taken from the forests on the island. The quality and amount of wood that the island supported soon made it a favorite destination for ships and settlers.

The Fete de Bateaux

The Fete De Bateaux takes place in the Duchy of Gaule during the month of Elai or early spring. The festival lasts two weeks during which time a frenzy of boat building and feasting takes place. This is the most important holiday for the Gryvere and commemorates the Landing of Gaule. The Fete is over 3000 years old and humans have only added to the fete with their own particular vices. Many humans think that the fete is to honor the God of Water, Balthos, and the elves do not disabuse them of this notion.

During the Fete, teams set out to build ships to qualify for different categories. The only rules are that the ship must hold the crew that built it and stay afloat for one day and one night. Some of the usual categories are biggest, smallest, most beautiful (the source of more than one riot) and lightest. At the end of the two weeks the ships are beought to the bay and set afloat with their crews.

Royaume D'Argent (The Silver Kingdom)

Fyrdyre History

The Fyrdyre have one of the richest and well documented histories of the elven houses. The

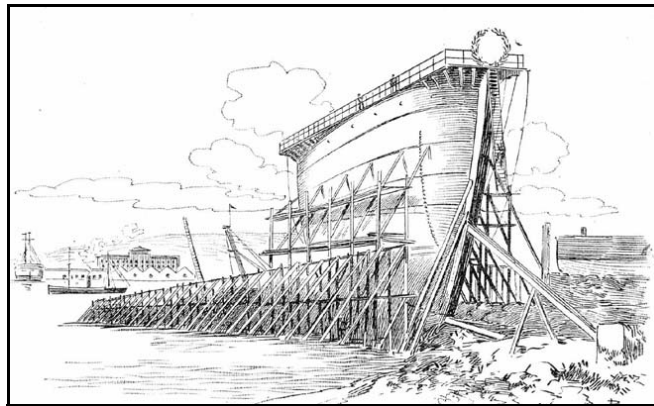
Fyrdyre were the ruling house in the distant past but it was said that King Fysoli, last of the Fyrdyrean kings, had a dream in which he saw seven houses burning down while he danced to the sound of the merrily crackling wood. The sages of that time interpreted this as a sign that if the Fyrdyrean house continued to rule the elves all the elven houses would be destroyed by it. A grave omen, the Fyrdyreans have not had a king to this day.

Fyrdyrean Culture

The average Fyrdyre are craftsmen above all else. They may dabble in other professions but they will always be trained in at least one craft and most likely it will be several. The family is very important to the Fyrdyre and many times the craft house will be formed around a family as a core. The craft house helps the craftsmen acquire goods supplies as well as find a market for what they produce.

Foncee La Guerre (The Dark War)

The Foncee La Guerre was fought during the same time as the Idril wars but on a magical level. The battles took place between entire legions of mages on either side. The goal and tactics changed from trying to banish an entire House of elves to creating magical plagues which ravaged the lands for centuries. Most other races were entirely unaware of the Foncee La Guerre and usually regard it as a boast by elves of their importance in the Wars of Idril.



Fyrdyre of Note

Hirun d'Guan

Hirun is the acknowledged expert on rings. He is an artisan of the highest caliber. He is known for his use of exotic metals and is proud of his history. It is said he never forgets a ring he has made. He was once asked to make a ring to commemorate the 8th birthday of a young duke. In response he taught himself to bake and made a ring shaped cake. At other times, he has been known to show up at a peasants wedding to present the bride and groom with a set of wedding bands worth a king's ransom.



Lisele Iphoun

Lisele is famous for her relations with dwarves and her ability to secure access to raw materials the dwarves would never think of parting with. She has become quite adept at convincing dwarves from any mansion to cooperate.

Of Fydyre and Dwarves

The Fyrdyre have formed their kingdom near the Dwarven mansions to allow easy trade of skills and material. Of all the elven Houses, the Fyrdyre are the only ones who can do this. Since the early conflicts between the elves and dwarves, dwarves have been suspicious of the elven peoples but even the most conservative dwarves can see profit in the relationship they maintain with the Fyrdyre. In The Fydyrean capital is near Citadel of the Green Mountain Dwarf, the Green Dwarf Mansion. The capital, Citeur Argent, was founded in the distant past and its exact location is kept a secret. Any who try to violate this secrecy are dealt with severely. The Green Dwarves are the only outsiders who know of its location and they are sworn to secrecy.



Of Fydyre and Nyfere

The Fyrdyre are embarrassed that the Nyfere sprang from their House. It is a constant source of irritation and the Uoise Sect, the Fyrdyrean secret police, are always at odds with the Rakuta, the Nyferean agents. This battle takes place all about the common people of Narheim but always in the background and without their common knowledge.

En Pierre Le Royaume (The Stone Kingdom)

Nyferean History

The Nyfere were a large sect within the Silver Order of the House of Fyrdyre. They dedicated themselves to the study of the universe and its mechanisms. Over

the millennia this study became an obsession. Combined with this obsession came a slow growing belief that elves, being the first peoples of Gaea, were the superior peoples. Built on that belief it was no major step to assume that the Nyfere were first amongst the superior. After all, they had studied the workings of the universe and pursued the Universal Model, a model which would show how it all fits together and the way to manipulate it all. After the Fyrdyre renounced their rule of the elven people, the Nyfere could not stand it and hatched a plot to take control of the Houses through whatever means were necessary. When political plot after political plot failed or was thwarted by the Fyrdyre elders they turned to violence.

Idril is their leader and he saw the opportunity to use the new rats (what he called humans) to his advantage. He made an alliance with the Necromancers (a human magic brought to Narheim) and sought to weaken Sudia and Nordia, the only two kingdoms which he thought could and would oppose him. Idril did not account for the Necromancer's desire to rule the Human kingdom and at the crucial Bataille D'Argent. Here the beaten forces of the Necromancer's fled leaving the Nyfere at the mercy of the Sudian host. Quickly dispatched, the Nyfere force begged mercy.

Nyferean Culture

The Nyfere live a hard life of discipline and warfare. They live in the midst of some of the wildest and most ferocious areas of Deep Rock. Every Nyfere learns the art of combat from the age of 4 and will practice combat drills every day of their lives. This said, they prize learning and quiet study above all. The entire people are dedicated to their return to the surface and the creation of the Universal Model. Their work on the model is said to have been recreated in Oise as the centerpiece of the main citadel. No one believes they are close to completion but it is a point of pride for the Nyfere that despite all the misfortune they have suffered they are still able to continue this most important work.

The average Nyfere will spend their day in gathering food, study or to a lesser extent crafting. Nyfere craftsmanship is the lowest of all the Houses as much as their sagecraft is some of the highest. About 4 in

every 10 Nyfere are warriors or related to the support of warriors. They do not allow women to serve as warriors since they are so prized and are often with child. This is not to say that they are not trained to defend themselves but the men do not want to risk the women in warfare.

Oise (The Crystal City)

Few outsiders see this city and live to tell the tale. Oise is said to be made of multicolored crystals that sparkle with an inner light. There is an underground lake called the Mirror of Twilight which catch the light from the crystals and reflect them up onto the roof of the cavern. The cavern itself is over ten miles in length and one-half mile tall. It is said that Idril has a throne carved of diamond from which he commands the kingdom.

Bataille D'Argent

This battle took place a year after the human's claim of victory over the Necromancers in the year 591. Idril was cornered in the Southron Mountains of Callavea and his force was wounded and out of food. The Necromancer's force wanted to disperse and fade into the mountain passes as they had before but Idril's Pride would not allow the Nyfere to break and run. They stopped in a vale called Feri D'Argent and prepared to meet their foes. Little did they know that the Fyrdyrean force was equally wounded and depleted of stores. Their supply lines stretched back over the Dark Mountains to depots near the Dwarven mansion of Kavea. Still, the Fyrdyre host outnumbered the Nyfere by 5 to 1. The fighting was quick and brutal and in the end there was a silver flash which caused the Nyfere to quail and seek the caves in the surrounding mountains.

Soon, Idril realized what was done and knew the only salvation for his people lay in descending into the earth. After months of climbing and searching they came to the Oise Cave where raw materials and highly defensible. Times were hard and building a life for themselves difficult but they succeeded.

Soon, thoughts turned to returning to the surface but when the first expeditionary force neared the surface they screamed in pain at the light of the sun. It was soon discovered that only 1 in 100 Nyfere could tolerate the direct sun. These became the Rakuta and functioned as the agents of Idril on the surface. Their highest priority is to seek the Roche Limitent, the binding stone which maintains this spell on the Nyfere and return it to Oise.

