

GUIDEBOOK : ELVISH NATION

WRITING: DARREN PEARCE

RULES: SEAN PATRICK FANNON

EDITOR IN CHIEF: CARINN SEABOLT

EDITING: GAYLE REICK, CARINN SEABOLT

ILLUSTRATION: BIEN FLORES, ALIDA SAXON, CARLY SORGE

DESIGN: AARON ACEVEDO, JASON ENGLE & ALIDA SAXON

LAYOUT: ALIDA SAXON

LINE MANAGER: GAYLE REICK

CONTENTS

Sun, Moon and Star	2	Beliefs	6
The Elvish Nation of Shaintar	2	Government	8
An Overview of the Elves	2	Notable Families, Clans, Leaders	8
Blood and Iron	2	Law	9
Architecture	3	A Call to Battle	10
Names	3	Elf Cities	10
Physical Description	4	The City of Evensong	11
Clothing	4	Where is Evensong?	11
Food	5	What does Evensong Look Like?	11
Drink	5	Imports And Exports	13
Social Life	5	Fragments of the Stars	13
Art and Culture	5	Elven Edges	15
The One True Elf	6		

version 151125

This product is copyright Savage Mojo Ltd 2015. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.



We Bring Worlds To Life

www.savagemojo.com

SUN, MOON AND STAR

"It is known to me that you are a servant of the Flame, and no matter your power, you will perish on this day here in the forest. I have been hunting you for a long time, demon." ~ Ashanti Silverbranch, Evensong Ranger

THE ELVISH NATION OF SHAIN TAR

Welcome to the sourcebook for Shaintar's elves. Elvish Nation takes you deep into the forests of these proud and magical people. Here you will find details and an overview of the Alakar and Eldakar, their recent schism and the subtle war between old and new traditions as many of the younger fae begin to cast off what they see as cultural shackles.

As the oldest race in Shaintar, they have amassed a wealth of knowledge, a deep understanding of the natural world, and an incredible mastery of the forces of magic. You'll get a deeper glimpse into the home life of the elves, their beliefs, their relationship with the forces of Nature and Life in this book, as well as a closer look at a city of the elves known as Evensong.

You'll also glimpse some more information about the elves' greatest forest, Landra'Feya, and discover their deeper connection to the natural world through it.

AN OVERVIEW OF THE ELVES

At once both benevolent guides and naughty teachers, the elves of Shaintar can be classified into two branches from their family tree. The Alakar or 'New Blooded' as one might say in Galea are the younger of the two, the Eldakar 'Old Blooded' are the oldest, wisest, and most learned of the fae races in Shaintar. The Eldakar gave Shaintar much of the culture, language, and customs which have been adopted, altered, or otherwise used by many of the other races to this day.

Most elven folk are attuned to magic, making them some of the most skillful practitioners thereof in Shaintar. Coupled with their grace, beauty, and impeccable manners, their skill as hosts is without peer. Visitors to their kingdom soon find themselves transported into a realm where their needs are catered to in abundance.

The Elvish Nation contains settlements, villages, towns, and cities including the jewel of Eldara, the capital. New communities swiftly grow, becoming part of the Elvish Nation as a whole yet remaining separate with each containing its own elders, laws,

The Exodus of the Alakar: Tradition vs. Transition

The Elvish Nation seems to be in decline, it's a sad fact the elves try their very hardest to conceal from everyone - the most observant outsiders might spot the tension in the elves' genial façade when visiting an elven community. The younger Alakar are at loggerheads with the older Eldakar over tradition, and while the younger elves won't actively do anything to harm the older or their traditions, they're beginning to leave the established ways behind and forming their own communities that are further and further afield or joining established non-elven ones. In the opinion of most Eldakar this is odd behavior for those who are so in tune with Nature and Life, and it could require investigation about who - or what is influencing the younger Alakar.

government and boundaries - so it's possible for new fragments of the Elvish Nation to appear almost anywhere in Shaintar and not just the Southern Kingdoms and the forest of Landra'Feya. Once the elves establish a new community, they usually use diplomacy to keep on good terms with nearby communities surrounding them, though of late they've found themselves more embroiled in conflict from the war in the north as battles can spill over into their lands.

While external war threatens the elves; there's a cultural skirmish brewing which erupts between the Alakar and the Eldakar, the perceived new and old traditions, causing them to butt heads more and more as time passes. The argument at its heart is about which race contains the most purity - who is more elven? Their positions have become set and some have been known to indulge in theatrical display in order to further some point within the overall argument. Once, many elven scholars, almost exclusively Eldakar of course, suggested that their dissention may well see the doom of the whole race. They pointed to the population disparity (80% Alakar and 15% Eldakar) as a sign of this decline in a population of nearly 1 million. This tension is something that the current Quo-Unias (the elven ruler) is keen to abate and could provide a whole sub-set of interesting roleplaying opportunities as heroes become embroiled in events surrounding the potential of an Alakar exodus from Eldakar society.

BLOOD AND IRON

All elves are deathly vulnerable to Black Iron and Blood Steel, though the Alakar are less affected than the Eldakar. Consider it an allergy that causes a variety of painful symptoms that can lead to death if the person is not removed from the vicinity of

the Black Iron or Blood Steel. A more severe case would require the druids to perform a healing. Many scholars have postulated that perhaps because the Alakar are slightly farther from the true fae bloodline compared to their longer-lived cousins the powers of Darkness and Flame do not affect them quite as much as they do the other. It's true the Eldakar have a stronger connection to Shaintar and the powers of nature; perhaps this is why Blood Steel and Black Iron cause them so much more pain.

ARCHITECTURE

The elves are not like the other races when it comes to building things, they take craft work to a whole new level. They're incredible artisans, creating wonderful objects of art and combining their patience, flair, and understanding of design with peerless form to create cities, villages, towns, and settlements within the forest or other natural elements. These living places are designed to be a part of nature while set apart.

Beauty has her way, so an elven saying goes.

The elves ensure they build their cities to a design which includes nine separate sections, each one functioning as a hub for its various inhabitants and groups. Nine is a mystical number of great significance to the elvish folk, with nine drops of sap to consecrate the lintel of a new dwelling, and nine councilors in most elven councils. At the center of each city is always an important building, usually given to Quo-Unias or Unias of the elves, the rulers of the community in the case of the former, or the oldest and wisest elf in the case of the latter.

There are usually nine windows in an elvish house, or multiples of nine for larger buildings. Elves have an understanding of form and function, with their buildings composed of gentle curves and smooth dome-like structures grown around the cores of large trees, or in and around the path of a burbling stream.

Intricate wooden platforms allow easy access to the upper tiers of the settlement and provide a quick means to transport people. The platforms also offer a superlative view of the surrounding forest and provide a great platform for elven stargazers to study the heavens.

Various symbols of nature also find their way into the architecture, cut into the glass of a window or formed into the surface of a table for example. Alakar communities may still share this design philosophy or they might fly in the face of tradition to adopt more human-style designs, with an elven flair of course.



NAMES

The elves have a habit of taking names which have softer sounds, such as S, J, V and N. They are fans of multisyllabic names, with much in the way of fancies and curlicues. If you're after a couple of watchwords to use when making elven names, graceful and fancy should be at the top of the list. You can also add flowing and ethereal to many of the names as well.

Some of the more rebellious Alakar have begun to eschew the traditional naming conventions of their people and begun to take names from those cultures around them, so sometimes you'll encounter elves with decidedly human names, there are also rumors of a few elves who've taken human surnames as well.

The Eldakar and more traditional-minded Alakar take surnames which are often descriptive, Starborn, Starseeker, and Willowbark.

Male

Andalius, Arverian, Cenessus, Cendrellien, Darjian, Develian, Elosius, Evoran, Favendolas, Ferriander, Gailus, Hallivander, Inniseleran, Jentellian, Joliaster, Jovander, Leandron, Levonnes, Maressione, Melessian, Nessius, Novassian, Ophellianus, Ovestros, Phaidus, Quentian, Quissantrus, Rendolan,

Rhovelius, Sojornios, Seremela, Therellen, Tar-jai, Ursanistrel, Vallindran, Vesserian, Yaverrandros, Zerustra, Zolovian

Female

Aleressia, Arianna, Clairen, Cyria, Dessevia, Doreena, Elodia, Estellia, Faesa, Failia, Fayshona, Guvellia, Havelissa, Illandria, Isalinnia, Jenessa, Julania, Lavillia, Lisennia, Majelisia, Monallia, Natheriah, Nelenna, Ovessiana, Perelessa, Quisella, Ralinessa, Rhocad, Sajerialla, Sulevissa, Tanavienna, Thelissa, Urelianna, Valessia, Vielannia, Yaserra, Zerenelia

Surnames

Dimerian, Eridor, Falassion, Hawkclaw, Mohdri, Moonsinger, Silvermist, Starborn, Thay'thia,

PHYSICAL DESCRIPTION

The Alakar are shorter than their Eldakar cousins, slightly shorter than an average human with skin tones that are similar to those found on humans. The Eldakar are the opposite in height, taller than an average human and willowy. Alakar hair and eye color can be quite dramatic and with tones not found among the non-fae races; while the Eldakar have a more alien cast about them, with a more vibrant variety of different colors for their hair and eyes, and range from moon-white to deep forest brown for their skin.

The M'adukar and Korindians tend to have more muted hair and eye colors than the Alakar and can even be mistaken for human if they cover their ears, but you'll find out more about them in the upcoming Korindian guidebook.

The Alakar mature at the same rate as humans, living around twice as long as their human counterparts. The Eldakar are true immortals, old age takes a long time to come to them and most die of other causes well before a thousand years even begins to show on their perfect complexions. A few crow's feet on an Eldakar can take a couple of thousand years to appear, and even then one would have to look so closely to see them they'd be able to see their own reflection in the elf's eyes.

Many elves, male or female have come to rely on subtle shades for their faces, using natural cosmetics made from a variety of local sources. A Kohl-like substance is quite popular for the women who have paler skin, especially around the eyes and mouth. They also cultivate a wide array of elegant and graceful hairstyles, usually kept quite long and flowing like a river of gold, silver or copper.

Some of the younger Alakar have begun to experiment with shorter, partially shaved hair or even tree-resin to spike and style it more akin to the humans. This upsets some of the Eldakar, but they know their words will have little effect as the discussion of whether tradition really matters subtly continues.

CLOTHING

The elves love grace and beauty when they're not fighting or hunting, so their garments reflect the nature of the work they do. If they are engaged in government, social, or otherwise formal occasions then they wear incredibly detailed garments sewn with silver and gold thread, set with tiny gemstones, and designed to create a balanced appeal to any onlooker.

They choose to avoid displays of skin, preferring to seem modest at all times though a lady might display a bare arm or neckline with a formal gown. The same is found with her hunting attire, form and function are paramount to elves even when designing their clothing and like their names, graceful, ethereal and flashy come to mind.

Elven clothing comes in many shapes and sizes, for the men it's usually long flowing house-coats and for the women, highly embroidered and detailed gowns. Of course, the elves also spin this concept 180° and the women attire themselves in the same garments as the men, wearing the trousers, tunics, and cloaks of a hunter with just as much style as their male counterpart. You'll find there's no gender differentiation with their clothing styles as they're not bound by human morals and hang-ups.

Bearing in mind the elves predilection for the number nine it's often possible to count the number of adornments on their dresses and outfits. Gemstones are placed in patterns which echo this cultural design philosophy.

You'll also find symbols of nature in elven clothing designs, stars, moons, leaves and various vine designs are popular among both Alakar and Eldakar, though for reasons of the cultural civil war more with the latter than the former. The more rebellious (like human teenagers) of the Alakar may eschew these designs completely, wearing clothing which is fit for humans or compatible races.

Children's clothing tends to the simple as the Eldakar maintain that as the child matures, so does their understanding and connection to the mystical number - so their growth will reflect this and their clothing will change as they do spiritually.

Food

Food is a rather formal affair to the elves. They love the presentation and the art behind cooking is as much a joy to them as the cooking itself. To this end they have a complex relationship with the culinary arts and love to create incredible dishes for their guests to enjoy. They prefer meals themed around fish and vegetable dishes, though they have been known to put game on the menu.

They have also created systems, both mundane and magical, for getting the best out of their crop farming methods - some of these crops are grown high in the trees and exposed to sunlight and moonlight, the elves claim the latter is a great way of enhancing the flavor of certain seed pods which grow in their forest gardens. There's usually at least one very large greenhouse platform set aside in their settlements for growing and maintaining crops.

DRINK

When you live as long as the elves you can take your time on things, wine and spirit creation is as much of a craft to the elves, as making fine beer is to dwarves. The long life of the elves allows them to watch their creations mature as time passes, carefully husbanding the product until it's reached peak perfection, maturing to something which is both a delight to the eye and a glorious taste upon the palette.

The elves have become expert vintners and produce some wonderful wines, heady meads, and spirits which echo their homelands. They pick from the best fruits and keep a careful eye on their honey bees so they produce honey to exacting standards. Again, the elves view all this as just another part of a beautiful circle of existence, the true wonders of a natural life.

With their mastery of magic they've also created some magical wines, some of which sparkle under moonlight and others which can induce pleasant dreams. Rumors of other more powerful wines exist but are denied by all when confronted directly.

SOCIAL LIFE

Beauty and Life are paramount in this culture, so formal meals and gatherings have become the lifeblood of their society as a way to display such beauty. These occasions can happen between family members, groups of family and friends and large scale celebrations which are usually officiated by the Unias (One) of the settlement.

In times of great celebration in the capital city of



Eldara, the Quo-Unias (High One) leads the people there at the beginning of these celebrations, which is truly a sight to behold and one of the most magical things one can view in any of Shaintar's cultures.

Outside of the formal meals, the elves indulge in elaborate social parties, where the high born of the society, the Eldakar, truly shine. Alakar still attend these functions, but some of the younger and more rebellious of the society are finding them increasingly tedious. The best way to describe many elven gatherings is by considering them performances, they're elaborate social plays which gain even more flourish when outsiders are involved, the elves desire to reinforce their superior social and cultural status comes through subconsciously here.

ART AND CULTURE

The elves are creators, the Eldakar are true masters of the craft of art, sculpture, song and more - their creations have a mystical life all of their own, working with many natural materials and incorporating magical methods they've honed over thousands of years of study and craft work - has given birth to some of the greatest cultural landmarks in Shaintar, physically, linguistically, and socially.

They prefer working with wood, and other

natural materials, honing and refining a design over centuries to produce a one of a kind pieces. No two elven artworks or creations are the same. To the elves each is beautiful; even those which have a blemish or are considering beautiful in their own way. Humans may look at an old man or woman and see the imperfections, the age and the decay, but elves see beyond the superficial to the light and beauty still there.

As long as you can understand the concept of Beauty in All Things, you can get along with an Eldakar or Alakar and be thought an ally to the fae. Elves see the beauty in a child's smile for example, or the dazzling smile of a gorgeous person. They see the beauty in the beaming smile of a nearly toothless old human woman when her grandchildren visit.

Life is Beauty, Beauty is living and so the tree grows. Elves have come to see dance as graceful, but a dance between two lovers under the bright moons after taking the Life Bond is Grace defined. Another well-known saying is: Moments of Beauty which cannot last are treasures to cherish in the heart, whilst truly beautiful pieces of art are shrines to defend against all who would tarnish them.

The elves' greatest strength in this Beauty is also their greatest weakness; for they fear Beauty is leaving the world and fading away. Like a star which no longer shines as bright in the heavens (and elves have seen these stars fade away to dim lights) they witness their natural world being eroded. This tames the Eldakar's soul; they feel their very culture suffers for it.

The elves find gender inequality amongst the other cultures ludicrous; the fae are not bound by such things and impose no restrictions upon how any elf may serve his or her nation or community. They find the differences between the genders to be celebrated as part of the wonderful diversity of Life. Families often had children who followed in the quiet footsteps of their parents, never faltering from the path. Over the last couple of centuries this has, perhaps brought on by the younger elves' rebellious natures, changed and continues as a trend which seems unlikely to reverse, more and more children step away from the direction their parents followed.

THE ONE TRUE ELF

Central to the society of the elves is their hierarchy, not only of government and rule, but of the racial purity. This value is held more by the Eldekar, who believe in the *sulur-neh* "trueness" of the blood. Rather than just a matter of cultural understanding, the quality is something which can be sensed by all

Eldakar innately, though those of the Alakar blood will eventually develop the ability. They'll get it quicker if they train in spiritual or arcane arts.

The Eldakar have seen to it that only those with a certain level of *sulur-neh* can serve in the higher leadership roles of the Elvish Nation. In times past they also constructed barriers to other areas of fae society thanks to "trueness" of the blood, such as the trade guilds, artistic groups, and military. The Alakar balked against this and have thoroughly shattered these barriers, overturning the various practices and forcing sweeping cultural change. There are a few Eldakar who hold to the old ways in that regard, but they are widely regarded as throwbacks to a prejudiced era.

The road to leadership in government, however, remains firmly in the grip of the Eldakar, who refuse to budge on this last 'great' tradition of power in their society.

BELIEFS

Nature and Life are at the core of all elven belief systems in the modern day, revering Landra the Soulfinder (sister to both Vainar and Saiderin) above the rest of the Ascended, regardless of their connection to 9 and its mystical influence in their lives. They see Landra's touch in all things natural, from the veins in the smallest leaf, running like rivers throughout the green surface, to the symmetry in a snowflake upon a frosty winter's morn.

An elf could spend years in contemplation of these and how they reflect upon Landra, and her realm of the Eternal Forest within Corelisia. Even the sound of a quietly babbling brook is of intense interest to elves, for within the sound is the harmony and key of natural magic for them. It's no surprise then to find their rituals are derived from their understanding of the natural world, the balance within it, and the connection they have to Shaintar.

Those elven druids who have the deepest connection with Landra, with the *essans-vold*, and the world around them are often granted a glimpse at Landra's realm. They witness a forest so beautiful, so perfect, and so lovely it can take them years to recover from an encounter like this – if they recover at all, those touched by this vision often go on to become the leaders, teachers, and guides of their people.

The elves also have a wide array of ceremonies in their culture which share these natural motifs; a few of them are outlined as follows, amber is a common material used in many elf rituals.