

High Elves



Summary

Considered direct descendants of the Fae, High Elves are the oldest mortal race. While all elves are known for extreme longevity and wisdom, High Elves embody the pinnacle of this reputation. Due to their long lifespans, High Elves tend to be much more cautious and thoughtful, taking ample time to analyze decisions, particularly when those decisions would lead to action. This behavior has reaped both rewards and punishments throughout history, but the High Elves continue it nonetheless.

They have a very clear social structure and tend to honor that closely. Crime is essentially nonexistent among their own kind in High Elven cities - due to their long lives, the necessity of living peacefully among themselves, and their incredibly strict penal system. High Elven forces and generals were key in defeating the Drow during all three of the great wars. To many people in the new world, they are seen as a source of stability. Their long lives incline them towards perfecting themselves, their surroundings, and their crafts.

Costume Requirements

Note: In order to play a High Elf, a player at Lands of Exile must follow a few costuming requirements. Optional costuming is NOT required to play the race, but rather a suggestion based on how High Elves look in this world.

Required Costuming:

- ♦ **Long Ears:** 5 inch or longer Elven ears. We suggest buying the anime elf ears for all of our elven races from these companies – [Aradani Costumes](#)

Optional Costuming and Aesthetic:

- ♦ **Decorative headpieces:** High Elves are partial to wearing headbands, tiaras, intricate leather wraps, and other formal headpieces.
- ♦ **Finery:** High Elven clothing often incorporates filigree, lace, soft shapes, and flowing fabrics that are beautiful, though often not conducive to manual labor or fighting.
- ♦ **Demeanor:** When playing a High Elf, keeping your head tilted up and maintaining a self-assured, confident posture will significantly contribute to your roleplay. High Elven movements are very fluid, precise, and domineering. High Elves, even above their elven brethren, are known for dramatic gesticulation when speaking.

Physical Description

Average Life Span: Presumed indefinite, but mortal

High Elves are one of the more noticeably self-assured races of Elves, as, before the Age of Fire, many spent much of their time in leadership and military service. They maintain an air of pride and poise, and it's said that some High Elven tongues are pointed due to the sharpness of their wit.

Elves reach maturity at the same rate that humans do. They possess impeccable posture and radiate presence when in a room. In the old world, they were the ruling class, and that memory continues to influence their behavior and how they present themselves to the world.

TEMPERAMENT

Social mobility was rare and discouraged in the rigid social structure of the Empire. High Elven society functioned as a plutocracy, where the land and wealth earned by your family determined your standing. Much of this land and wealth was earned through war with the Drow, where the estates of enemies and allies alike were appropriated. While the elves may not have fought in the war directly themselves, they took agency over the conquered lands. Of course, this is widely written about as a selfless act done to preserve the functions of these estates.

As a culture, High Elves are very militaristic and thrive on rigid and set procedures. The High Elves full heartedly believe that they are the leaders of the Empire; while the High Elves allowed other races to participate, they considered High Elven influence vital and necessary for the continued peace and prosperity of all people. Many other races merely tolerated the idea of the overarching Empire, but would never speak openly about their grievances until the Age of Fire. The benefits of having access to High Elven trade networks combined with a healthy fear of High Elven armies persuaded the other races to remain part of the Empire. What rebellions did occur were either crushed, ignored, or quietly silenced by a series of tragic accidents. The regional rulers of various governments voluntarily associated with the Empire with taxes and lip service, knowing that the High Elves would lend aid in dissipating rebellions.

High Elves see magic as a science instead of an art. This had the societal level benefit of producing a larger quantity of magically capable individuals, but the greatest mages would learn to overcome this rigid, academic mindset.

High Elvish society evolved to its authoritarian and militaristic state due to recurring conflict with the Drow. As the most powerful race of the old world, High Elves came to

expect others to naturally defer power and authority to them. If there was a position of leadership or comfort, High Elves believed themselves entitled to it. Many retain this mindset in the Age of Fire, but others have learned varying amounts of humility.

CURRENT & PRESSING CONCERNS

The High Elves' need to control has been shattered by the dragon apocalypse. Their Empire and its great works were destroyed, and their people killed, scattered, and exiled. This has led to tensions in the new land - amongst themselves, no clear leadership has emerged from the exiled remnants, leading to tense treaties and alliances just to survive. Additionally, their perceived authority is being questioned by other races for the first time in millennia, angering many High Elves.

Still, it is instinctual amongst High Elves to lead, especially when their mortal enemies - the Drow - are the most pressing threat. And while only a shadow of the Empire's former might, the Elendari and Elvish fleets still represent a major power among the Exiled Lands.

Establishing control and expanding the habitable region of the Exiled Lands is the most critical concern for those High Elves who reached the Exiled Lands, either as refugees or part of the Elendari. If the borders collapse, they believe that everyone will be subjected to Drow rule once again, something none are keen to see. The fleets serve the dual roles of ferrying the trickling flow of survivors from the Homelands and maintaining the Allies' tentative naval superiority along the coast.

Culturally, the High Elves have been thrust into an existential crisis, both as a people and as a nation. The success of their Allied Empire (also known as the Alliance, or just the Empire) and the Grand Alliance Military after the third war saw them enjoy seven centuries of almost total peace and stability. Society was stable and bent towards producing a population of talented and necessary individuals. Now in a strange land, individual High Elves who could rely on the structure of their Empire and go decades without experiencing a death close to them find themselves haunted by memories of countless deaths.

With the constraints of the Empire stripped from them, the exiled High Elves have more freedom than any of their ancestors from the Empire - whether this is a boon or a bane remains to be seen.

GOVERNMENT STRUCTURE

The High Elves maintained their Empire by sending diplomats throughout the lands. Through the centuries, turmoil between mortals, primarily Drow and the Elvenkin, caused three bloody wars. After the Allied Nations won the Second War, High Elves formed their Empire and Grand Alliance military. Most of the exiled races became extremely rare, but many Grehloks and Half-Orcs had been forced into service to the Drow and were not subject to the same punishment as other former foes. This was not uncommon, but many allied citizens retained strong feelings towards Grehloks and half-orcs, leading to significant tensions during the reintegration. The High Elven Empire brought stability and prosperity to the Homelands. Realms and cities, as recorded on the Homelands Map, were formed to provide a sense of organization. Even still, many regions were permitted to self-organize in the name of efficiency.

The High Elven Empire, concerned with keeping the Homelands healthy and their peoples prosperous, would rarely have a hand in the day-to-day life of most Allied citizens, though it could be felt more in larger cities. Peacekeeping and investigations into illegal activities were the primary function of the Empire's reach, ostensibly in order to prevent a fourth war before it began. This included creating incredibly strict laws against blood magic, necromancy, and other practices that were believed to threaten the natural flow of mana or damage the magical environment.

High Elves believed that capital punishment is inherently harmful to a reasonable and moral society outside of the necessities of war. Unwilling to budge on their moral code, the final years of the Third War continued to push the Drow west on the continent until they were against the shore.

The Empire gave the Drow a choice: Sail or die. At the time it was unknown that there was another continent, and there is now a cultural saying of telling someone to "sail west" as a threat of killing them or referencing assassinations – the Empire gave the Drow three months to prepare for their exilation. With the Drow and their sympathizers exiled, High Elves implicated their incredibly strict law system across the Empire, the penalty for committing crimes often being incredibly stringent. The reign of the Empire was one of peace and prosperity for most – but there was a price.

Though the peace under High Elven rule was undeniably stable, rumors circulated that the ruling High Elves had grown tired and bored of it, and that they were assembling a fleet to sail westwards and conquer the rumored exiled lands. True or not, the Elendari fleet was reinforced by hundreds of new ships, now used primarily to ferry refugees.

RELIGIOUS BELIEFS

Religion is a way for High Elves to remove themselves from the rigidity of their society. Giving up material wealth and land ownership is seen as a display of piety, something not typically valued by their culture. This had the added benefit of allowing these individuals access to the secret or specialized knowledge some priesthoods possessed, such as deep expertise in art, medicine, or some forms of magic. High Elven society did not place high value on art and creativity, and becoming a priest was one way to explore those facets of themselves. To the High Elves, art needed a reason to exist - murals, statues, and other works would have been seen as a waste if not made for religious purposes.

The religious beliefs of High Elves were not as universal as their government or morality – in fact, these beliefs were often regional, more resembling local customs than organized religions. Many High Elves seek enlightenment through meditation and study, often leading them to revere more than one Eldest. This belief in balance, growth, and perfection led many to focus their worship on Ordin.

LEGENDS & CULTURAL PRACTICES

To have a High Elven child was not something done lightly - many relationships would last centuries and only produce a handful of offspring. Having a High Elven child was rarely done before the sixth century of life, which parents saw as having time to prepare for the responsibility.

From the outside, High Elven society seems to run itself. However, it is built on a complex system of hierarchical interactions based on caste, education, longevity, and prowess. This complexity creates constantly fluctuating dynamics of power, but those who achieved positions of authority rarely lost them. High Elven society, though always rigid, lacked enthusiasm for conquest and authority before the First War. As the eras of history ticked by, the need for military strength and harsh punishment guided the growth of the Empire, turning it into the well-oiled machine it became.

The stories presented here are commonly known High Elven stories. You can believe that they are legends, factual history, or complete myth, and your relationship to them might vary from studying them, to treating them as sacred legends.

Luvon Lurathian was one of the foremost leaders in the first war, which began as a surprise offensive by the Drow and their forces. Luvon was instrumental in rallying disparate groups of allied forces and transforming these pockets of soldiers into a true fighting force. His descendants would later carry on his legacy of military leadership in

the Second and Third War, winning enormous swathes of land for their family.

The second war, fought from beneath Drow oppression, required different tactics for a successful start. Hope had become a precious commodity, but one person - or perhaps a group, some believe - took it upon themselves to inspire the populace towards liberation. The **Hand of Ordin** created murals and artwork that inspired common citizens to take up the mantle of soldiers and give themselves to the cause. These gatherings and minor rebellions were ultimately key for destabilizing the Drow rule and damaging their infrastructure, weaponing anarchy against the Drow and turning the tides of the war.

In the third war, the chief general of all Allied forces was **Tetullin Amakir**, a brutal strategist who decimated Drow forces throughout the war, winning bloody victory after bloody victory. The feeling of invulnerability, even inevitability, that this gave Allied forces was palatable, and many agreed that Tetullin's prowess would allow for a nearly complete victory which would destroy Drow resistance forever. By the end of the war, before the final strokes of destruction could fall, a midnight raid by the Drow captured Tetullin and they were subjected to the Grehlok curse. This event shook the Allied leadership, leading them to negotiate banishment instead of execution for Drow forces.

ADDITIONAL INFORMATION

The High Elven language, though now dead, was once the alphabet of choice for all writings of importance and over time was replaced with K'ojin as the choice language for academia. It is known to many scholars today, though rarely known outside of these academic circles. [Link to the Ancient High Elven language.](#)