

# The Legend of Elf-King Uhlmar

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## In the beginning

Elves believe they were created by the Immortal Ordana, many millennia ago. In antiquity, they lived in a virtual paradise, protected by Spirits of the Forest. As Elves began exploring the world outside the woodlands, they encountered other races. Only Fey Lords maintaining relationship with the Forest Spirits. During the time when the first Thonians settled the North; King Uhlmar was ruler of the (Northern) Elves. Uhlmar sought to befriend the Thonians, and for centuries the two races prospered.

## Innocence lost

Throughout this time a great evil slowly rose in the North. Breeding a dark army which constructed a formidable stronghold upon the site where the Immortal Temrin is said to have been banished. The stronghold was known as the Temple of Id. This dark cult, worshipping a deity known as Thanatos, threatened both Thonian and Elven ways of life.

King Uhlmar had witnessed many Thonian Kings born and died since first encountering this menace. He proposed an alliance between Elves and Thonians against the Cult of Id. Aquassiru, Uhlmar's close companion and General of the Elven armies, advised the king be wary. Thonian enthusiasm had waned; and the current ruler not as honorable as his predecessors. Nevertheless, Uhlmar had faith the humans would hold their end. However, as the Elven army marched upon Id, the Thonians (withdrew/retired); leaving the Elves to fend for themselves. General Aquassiru's worst fears had been realized. The fate of the Elven race lay in his command. Unsheathing his sword, Aquassiru charged the enemy with such intense ferocity, all Elven warriors were inspired. The Elves emerged victorious, the Temple of Id (toppled/destroyed). Yet the victory had taken its toll. Many Elves lay dead or dying. General Aquassiru had suffered a fatal wound. On his death bed, the General bade his soul be (instilled/infused) within his sword, so his spirit might serve future generations as a relic of Elven power. The sword was then christened Tel'Aquassiru, or Feyhold.



## elven decline

The aging King Uhlmar, was gravely saddened by the death of his friend. Many Elves now turned against the King, blaming Uhlmar for putting his trust in humans; and Aquassiru's death. King Uhlmar was even more overcome upon learning the leader of this faction was his own beloved daughter, Princess Ceridorne. The Princess had secretly loved the handsome general. The Princess declared herself ruler over Elves in the West. Her followers calling themselves the Westryn, and vowing never to treat with humans again.

As a young prince, Uhlmar had been one of the first Elves to venture beyond the forested shores of Evergrun. In the twilight of his reign, Uhlmar now observed the Elven race's decline. Old age was taking him. Feeling betrayed, he never forgave Ceridorne. Upon his death bed, Uhlmar cursed his daughter and the Elves of Westryn; a blight that plagues the Elven race to this day.

King Uhlmar's son, Noris Ithamis, became his successor. King Noris was leader of those Elves remaining loyal to Uhlmar, now known as the Cumasti.<sup>[1]</sup> Becoming royalty of Tribe Elylmyria.<sup>[2]</sup> Noris' wife had also recently given birth to a son, Menander. To help further the royal bloodline. King Noris; however, does not wear the True Crown. It had been lost with Uhlmar. Rumor says this Crown may well hold the secrets of restoring the Elven race to glory, but most young Elves today dismiss this as legend. There was a time when every young Elf sought to gain the crown, dispersing the Elven race further across the globe before the Great Rain of Fire.

Ceridorne, was now known only as the Black Queen of Westryn, a vast forbidding isle laying off the Western Shores of Evergrun, and ruler of the Cursed Race.<sup>[3]</sup> Ceridorne let dark things slither into her withering forest realm, losing all concern for life. Spirits of the dead begin haunting her halls. Today, paths to the City of the Black Queen are all but lost. This is perhaps...for the best.

[Image Source](#)

--Havard

<sup>[1]</sup>The Cumasti are the largest clan of Tribe Elylmyria.

<sup>[2]</sup>A Tribe or "Chieftdom"/Great Clan (Super-Clan) with Sub-Clans (Minor Clans/Bands)

<sup>[3]</sup>The Westryn perhaps later sail North. [Near the vicinity of Blackmoor?]\*

[Note to Havard: The footnotes above relate to them inhabiting Evergrun. Those below if living on Skothar.]

<sup>[1]</sup>The Cumasti are the largest Sept of Tribe Elylmyria.\*

<sup>[2]</sup>A "Chieftdom" or Tribe/Super-Clan with Sub-Clans

<sup>[3]</sup>On the Western Shores of Thonia/Skothar. [Or could be the Eastern Shores or the mainland?]\*

\*Where did you place them, and Ceridorne's forest realm?

\*Assuming Jennifer Guerra's & Joseph Setorius' Clan names are used.

Below are some interesting facts concerning population. I have always been interested in Ekistics, and am putting together some material to put up on Vaults & The Piazza later this year.

### Organizational Terminology:

Person .....	1
Union  Couple  Mates  "Dyad" .....	2
Family  Immediate Family  House.. ..	4 6
Kinship  Kin Group  Extended Family  Consanguinity  House {Homestead}	
Band  Holding {Homestead} GreatHouse [2-4] Extended Families .....	100-200 (100-500)*
Sub-Clan   [4-8] Holdings  Sept*   Minor Clans .....	200 400-600
Clan   [8+] Holdings   .....	600 800-32,000 members
Tribe <b>OR</b> [Great Clans] "Super-Clan" with Sub-Clans (Vyalia) .....	32,000 64,000-100,000 128,000 members
<b>OR</b> many Clans without Nation or Statehood Institutions [Could also be referred to as the Vyalia Realm][Chieftdom]	
Kingdom/Nation/State	
Land(Lands)/Empire	
League/Alliance	

\*As brigand or military unit.

\*Clan or family members who bear the same surname and inhabit the same territory. The word "Sept" is most accurate in referring to a subgroup (sub-clan) within a large clan; particularly when that group has taken up residence outside of the clan's original territory. A Sept may be a single holding, or constitute a few holdings in the same area.

The fact below is a nice coincidence, "reinforcing" what Steve Perrin & Frank Mentzer list as numbers for elven strongholds in the *Alfheim Gazetteer* (**Strongholds, Page 32-33**), and *Masters Set* (**Strongholds, Pages 22-24**). A similar number appears in the *Rules Cyclopedia* under Demi-Human (**Stronghold Retainers, Page 138**). Though the *Cyclopedia* lists it as being (1d6x30; or 30-180). I might have gone with 1d5x30; giving a Holding 30-150 members. Coincidentally, I made a note to this effect sometime between 1987 & 1994.

**Dunbar's Number**— By using the average human brain size and extrapolating from the results of primates, it is proposed that humans can only comfortably maintain 150 stable relationships. Proponents assert that numbers larger than this generally require more restrictive rules, laws, and enforced norms to maintain a stable, cohesive group. It has been proposed to lie between 100 and 250, with a commonly used value of 150.