



SIDHE RACIAL PACKET

A game resource for the Tales of Valor LARP
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Of all the races of Jhoril the sidhe are perhaps the least understood. This is compounded by the fact that the sidhe are really many sub-races that share a common culture. Sidhe are the closest descendants of the Fey, as such all sidhe bear the pointed ears of their heritage. Sidhe also live longer life-spans. Barring warfare and sickness a sidhe can live to two hundred years old, though most only live to 170 or so. The 8 major sidhe sub-races are called the tuatha. All others are known collectively as the túan, though obviously each sub-race has its own name it goes by. The túan are usually rare lines of Sidhe, either due to the fact that they live in isolated areas, that there simply aren't many of them, or because the line cannot breed true due to various reasons. Many of the other races, if they do by chance meet one of the túan, usually mistake them for a tuatha.

THE TUATHA

The tuatha are comprised of the daoine sidhe, pixie, dryad, bodach, satyr, far darrig, phouka, and kierda. While communities consisting wholly of one line do exist, they are usually small and isolated. For the most part sidhe live in mixed communities. Individuals may not get along but as a whole the tuatha cooperate together in their various roles. Aside from the kierda, a sidhe's loyalties lie more often along House ties than line ties.

The Daonie Sidhe (theena she)

Noblesse Oblige/Arrogance

The daonie sidhe or high sidhe are the most prevalent of the Sidhe lines. They look the most like humans among the sidhe in general, with no distinguishing markings. Many hold some important position or title within the Court. The young are trained quickly in the responsibilities to their fellow sidhe and they often strive for excellence and perfection in whatever they do. All daonie sidhe are aware of their noble heritage and act accordingly, with the spectrum of best and worst traits of the nobility varying with the individual.

Pixies (pik see)

Innocence/Overconfidence

Pixies have bright coloring around their eyes. They have an insatiable curiosity towards the world and often get themselves into a world of trouble due to it. It probably doesn't help that they know very little fear and often overestimate their own capabilities. This usually lands them in more trouble than they can handle on their own. They are fascinated by things that sparkle and shine, tend to dress in bright colors, and are never without some sort of bauble or decoration. Pixies are loyal companions as long as they are treated with respect. Their reputation as pranksters is well founded- particularly among those who treat them poorly. Yet some would say that it is more dangerous to befriend a pixie than to have one as an enemy!

Dryads (dri ad)

Protective/Hidebound

It is rare to find a dryad outside a woodland setting. Even when in cities the dryad residences are usually open air and are contained within a grove of trees, as are any

structures often frequented by this line. Dryads have a very earthy appearance, often dressing in leaves or natural materials. They have coloring around their eyes that typically represents the season in which they were born, are in, or their relative age. Dryads are very defensive of what they see as under their protection, especially their forests. They go to great lengths to exact vengeance for harm done and have long memories. Aloof beings to begin with, the majority of dryads belong to House Calenfaroth and its minor Houses and don't often interact with outsiders.

Bodach (boe dak)

Industrious/Stubborn

The bodach are the artisans and crafters of the sidhe. An industrious lot, they are usually busy either creating something or planning some wondrous creation. Their faces are marked with brown and gold around the eyes and they tend towards large sharply pointed ears. Bodachs dress practically for all occasions and tend to plan ahead. They live almost exclusively in cities and have no problem working and trading with other cultures and races. While usually subservient to those of higher station when talking about something they believe in their realm of expertise they are quite stubborn about the right and wrong way to do things and will express these opinions at length.

Satyrs (say ter)

Passionate/Irrational

Satyrs are often seen as a strange people, given to solitude and wandering in the woods they call home. They are a fierce culture and often allow their emotions to overcome their rational thoughts for good and ill. Satyrs have small horns and fur covered legs. Of all the sub-cultures, they get along with the dryads the best, understanding their concern for their woodland homes. They do nothing in halves but throw themselves headlong into their goals, with a focused determination that is almost frightening to see.

Far Darrig (fear dearg)

Stalwart/Vicious

The most misunderstood of the sidhe the "red men" or "red caps" as they are known are often misjudged due to their appearance. Far darrig have gray skin and red, sunken eyes. Many also have pointed teeth. It is said that the Far darrig stain their hats and/or hair with the blood of their fallen enemies to intimidate those they meet. While it is true that the far darrig often do so it is for far less malicious reasons. The far darrig believe that by taking some of the life's blood of the foe, they are able to absorb some of his attributes as well. Taciturn and abrupt in temperament they are quick to anger. Yet of all the races and cultures surprisingly enough the far darrig set great store by honor and deeds done. Debts, while not always addressed in a manner expected are always repaid in like kind.

Phouka (poo ka)

Adaptable/Shortsighted

Phouka are readily the most diverse group of sidhe. Each phouka is associated with an animal. They tend to look like that animal with similar markings and features. They also tend to have certain similar characteristic traits as well. As a whole they tend to have a lively nature with a nose for trouble and a distinct streak of self-preservation. Friendly to a fault they are one of the most widely traveled of the sidhe and can be found

in many of the major cities. Due to the variety of traits they can possess it is hard to fit them into any one category. It is usually wise to judge each individual separately.

Kierda (Keer dah)

Knowledgeable/Disquieting

Kierda are the one line who give loyalty first to each other and then to their Houses. Also known as the Host, the kierda are a secretive and withdrawn line, even to their sidhe brethren. They are often mistaken for undead by those unfamiliar with sidhe. Kierda have pale skins and dark, sunken eyes. Some also have small fangs, and none talk in anything louder than a whisper by preference. Some have said that their speech is incapable of rising above this level. But those who know anything about them know that they prefer not to talk louder than a whisper due to their belief that when they speak it is only something that is worth saying and if the listener does not hear then that is their own fault. They love secrets and knowledge and share such with each other. This is why it is expected that the kierda's loyalty will always lie with each other first. They are often found as advisers to high ranking sidhe who prize the kierda's tendency to know current events almost before they happen.

THE HOUSES

The sidhe are split into commoners and nobility. A commoner is simply someone without title, be they laborer, merchant, or craftsman. All sidhe belong to a House. A House is a group of sidhe related by birth or service. Each of the present Houses, while comprised of many different type of sidhe, are characterized by the jobs and tendencies their House often fulfills. It is not unusual to find a smattering of all the tuatha in each of the Houses, but they do gravitate more towards those Houses that honor principles close to the heart. While obviously individuals are more than welcome to follow whatever path they choose, often traits show through no matter their course. There are six Major Houses and numerous Minor Houses. All Houses have a healthy percentage of daonie sidhe. All Major Houses are ruled by daonie sidhe. A sidhe may change Houses with approval by their old House's nobility. Of course the new House must accept them as well and usually require that fealty is sworn to the House and its nobles.

House Calenfaroth (Greenwalker)

Heraldry: Green field with brown tree

Those of House Calenfaroth tend towards a healthy respect for nature and all its creatures. Members of House Calenfaroth are usually found in roles as guardians and caregivers. They also spend the most time of the sidhe in the pursuit and study of the magical arts. The House is comprised of Daonie Sidhe, Dryads, and Satyr.

House Khelelfia (Iceheart)

Heraldry: Light blue field with white broken heart

House Khelelfia is one of the pillars of the sidhe community. Known for their strength of arms, members of this House are often found in the military. House Khelelfia has had a troubled past. Perhaps it is because of this that its members work so hard to follow the

path of chivalry and honor. Regardless the House is scrupulous about its duties and about the courtesy due to everyone. This House is comprised of Daonie Sidhe, Far darrig, and satyrs.

House Silimarth (Shining Truth)

Heraldry: Yellow field with grey scales

The members of House Silimarth are often called to help with disputes regardless of their occupation. Yet it is no chance that finds most positions of justicar and magister filled by members of this House. It is a rumor that those of House Shining Truth can tell no lie. While this is not true it is a fact that the sidhe of this House prize their reputation for being fair and honest in all situations and take care to uphold their good name. They are zealous in the pursuit of law and order. This House is comprised of Daonie Sidhe and Far Darrig.

House Melsarn (Starfell)

Heraldry: Dark blue field with white shooting star

House Melsarn is often pictured as the black sheep of the major Houses. It is certainly the youngest of the Major Houses. Its members love exploring and travel the world in search of various quests. When an ambassador is needed it is more often then not a member of House Melsarn that is called upon to fill the role. Still, they need no reason for their journeys other then wanderlust. Some call this House useless and lazy, but those same voices choke back their insults when knowledge gleaned by a traveling member is needed. Unsurprisingly Daonie Sidhe, Phouka, and Pixie make up the majority of this House.

House Kisair (Coldflame)

Heraldry: Red field with black hammer crossing

The work of the artisans of House Kisair is prized throughout Jhoril. Famed for their artists, members of this House are welcomed by all. Be they smiths of wondrous weapons, or simply potters or weavers of plain rugs, members of this House find themselves hard pressed to deny their love of crafting. Crafters, servants, and merchants as well, all have a place that revolves around creating lasting pieces of work. This House is comprised of the Daonie Sidhe and the Bodach.

House Lethian (Lightweaver)

Heraldry: White field with blue book

The members of House Lightweaver tend to be seen as quite mysterious by the other Sidhe. Granted it is the chosen House of the kierda, which may have something to do with that reputation, for all that it (like all the houses) boasts a number of daonie sidhe as well. The members of House Lethian can usually be found pursuing knowledge. Scholars and arcanist, more valuable then gold or jewels is fact and information to one of them. When a sidhe has a question about history or lore to ask it is to a member of this House that they turn. As such they usually act as advisors to the higher ranking nobles. They are also tasked with preserving the history and stories of the Sidhe.

NOBILITY

The sidhe have long held to rule by monarchy. After the Restoration War and Prince By-Tor's corruption the structure of the sidhe changed quite a bit. No longer separated by the Seelie and UnSeelie court system, titles of nobility had to be earned rather than were hereditary. Also several of the major Houses perished in the fighting and chaos marked much of that period. In turn other Houses had weathered the storms and gained much status.

The current ruling system is that of enlightened monarchy. Each King and Queen appoints a successor from many capable candidates. Often the successors are promising young sidhe who are then taken and taught by the sidhe's best at various subjects. The sidhe are currently ruled by King Valerian Calenfaroth and Queen Ilanthra Lethian. The next level of nobility is the Archdukes, the heads of the major houses. After that the Dukes/Duchesses are the appointed nobles of major houses or unique individuals outside of the noble houses. Barons are the heads of minor houses. Lords are the next level with Sir being the first step up from commoner. The King or Queen may appoint any title of nobility, other than that the title must be conferred by a noble of at least one higher station.

THE KINGDOM

The sidhe kingdom, also known as Teir Meranthas, is known for its naturalistic feel. The sidhe pride themselves on residing with nature and build around nature rather than over it. Their cities are cosmopolitan works of art, each unique in its own way. Teir Meranthas is covered in temperate forest. It is bordered by the Drearwood to the east and the Fomor mountains to the north. The southern edge borders to the Wasteland, an area heavily patrolled by the Firbolg. The west is shoreline to the Vast. Despite the amount of forestland, farming and herding is a staple for the sidhe. They lean towards extremes when it comes to community and prefer either small villages or the large cities instead of medium sized towns. The sidhe's major import is raw material, ores and gems. Their major exports are fine goods, liquors, and other luxury items. Below is a description of the major cities and other places of interest.

Caer Meranthala

The City of Stars has been the capital of Teir Meranthas for over a thousand years. Located in the northeastern lands of the sidhe it is noted for the beauty of its buildings. Crafted from metal and stone they seem elegant but otherwise mundane until viewed in the evening, when the sun has set. Then the City of Stars comes alight with thousands of lights as its mirrored surfaces catch and reflect the starlight above. Blue lights usually adorn most buildings as well.

The Palace of Aegis

Located in Caer Meranthala the Palace is one of the oldest reminders of sidhe history. Harkening back to the time of the UnSeelie, whose capital the Caer once was, the Palace is a stronghold situated in the heart of the capital. Built to withstand a prolonged siege against its very walls it is a veritable fortress. It combines the cold steel and practicality of what the UnSeelie were with the gossamer beauty of sidhe art.

Caer Baratha

The City of Water is located on the central shore of the sidhe lands. Second in size only to Caer Meranthala it is the trading port of the sidhe. Access to Teir Meranthas is restricted to either the trade route through the North, via the Spahiem, or sailing around the south and coming to the port of Caer Baratha. As such it is a place of much import and one of the few places in Teir Meranthas that sees many foreigners. It is a melting pot of races and the architecture shows a myriad of influences from other countries. Yet its multiple foreign designs all carry the sidhe overtone forming an interesting integration of style that is unique unto itself.

Sojourn's End

This tavern is famed for its rough and ready style of entertainment. Anyone and everyone are welcomed to Sojourn's End. Located in Caer Baratha it is considered a point of pride to visit this two story building. Indeed it is said you have not truly experienced the Caer if you have not spent the evening listening to the plethora of tales sprouted to any who would listen. Many minstrels and would be bards seek to make a name for themselves here, listening and telling of fantastic stories from across Jhoril.

Caer Thoulondar

Caer Thoulondar is also known as the City of Thorns. It is famed for its roses, which cover many of the buildings giving it a gay and festive air for most of the year. The southernmost of the cities it is the youngest and one of the most carefree. Its artists are prized for their magnificent creations and are noted throughout Jhoril for their capabilities. Home to House Kisair, it is a joyous retreat from the squalidness of reality and is visited by many yearning for a change. It is rare when there is not some party or festival taking place.

The Waypoint

This abandoned village lies just north of the southern border. Little is known of its past history. Legend has it that a great battle was fought there and the ghosts of its inhabitants guard a great treasure lost there. Few dare the legend to find out if these tales are true.

The Drearwood

An old and oppressive forest it was swallowed by the Wasteland during the Shadow War. Now its edge marks the boundary between the westernmost of Teir Meranthas and the Wasteland. The Firbolg who patrol this section of the boundaries often find themselves hard pressed for the forest often seems to have a mind of its own. For certain it is filled with Goblane, bandits, and hideous monsters. A mysterious race known

as the moreadin has recently shown signs of activity. Little trace of them, or any of the other marauders can ever be found. The sidhe of the area aid the Firbolg as they can and deal with those monstrosities that do venture from the Dreadwood's domain.

Caer Lathendria

The City of Stone is of the simplest design of all the cities. Located the closest to the Wastelands to the West it is a hard place, though not without reason. During the Shadow Wars it marked the boundary of Sidhe lands conquered by the Shadow Prince. It too almost fell in the year -18NE yet at the last moment, for unknown reasons, the Shadow Prince's attention was drawn elsewhere and his armies left the besieged city. It has long been inhabited by those sidhe brave enough to cultivate the surrounding land, which is often plagued by attacks from the Goblane inhabiting the Drearwood Forest. The sidhe can often be found helping the Firbolg of the area. Rumors in the other cities hint at rising troubles and increased activity coming from the Drearwood though.

A BRIEF HISTORY LESSON

In the past thousand years the sidhe have removed themselves from the political play area of the world. Located as they are with only Spahiem to the north as their neighbors, surrounded by the Wastelands on three sides, this has not been a difficult task. There are several important events in the history of the sidhe that have shaped how they are today. The most important two are the Restoration War and the Shadow Wars. Both of these wars occurred over a thousand years ago.

The Restoration War started twenty five years before the Grand Convocation and the start of the New Era. It started when the UnSeelie King, Auberon, betrayed the Seelie Queen, Tatiana, and removed her from power. Her brother Prince By-Tor quickly gathered armies for the rightful Queen and many battles ensued over the following three years. In the end Prince By-Tor was successful with the help of his human allies and the King's forces overcome but only at a very high cost.

At the end of the Restoration War Prince By-Tor, called by some as Savior, others as Betrayer, fell to the Shadow. His corruption sealed the fate of House Tor who also all disappeared at that time. They are rumored to have been destroyed by his hand. Known as the Shadow Prince, he raised an army of darkened and elementals from the rifts caused by the previous wars fighting. He proceeded to conquer half of Jhoril's mainland with his army. The Shadow Prince destroyed Caer Solondria, which now lies near the heart of the Wastelands, and drove the sidhe back to the shores of the Mer Omeranth. All of the bordering nations felt the claws of his army as he invaded land after land as none could stand against him. It wasn't until the Alliance of Light was formed between the nations of Jhoril that any hope prevailed. Even then it would take 14 long years before the Alliance's army and the Shadow Prince's forces would meet in one final confrontation.

The war was finally won though and the Shadow Prince slain by a band of brave adventurers. It was at this time that, right before the Grand Convocation, that sidhe history was altered to its present state. A gathering was called and all who could answer did, traveling to the capital of Caer Meranthala. The remaining nobles met and a decision was reached to abandon the ways of the two Courts and instead stand united as a single kingdom. It was agreed that from then on King and Queen would be called from those individuals of worth, who display the best of character and capability. No longer would it be hereditary. The first King and Queen of the Court were elected that evening. King Landrig Silimarth and Queen Phan'tyr Kisair were the first two rulers of the sidhe with the dawn of the New Era. They were known for their wisdom and tenacity during those first trying years of rebuilding a torn and broken nation.

Thus the King and Queen met with the other leaders of the nations at the Grand Convocation. The world remained much changed from the Shadow War. A large chunk of the interior of Jhoril remained feral and dangerous to any who went there. It became known as the Wasteland and the brave Firbolg agreed to become its Wardens, patrolling its boundaries and keeping those horrors that remained contained to its heart. Much of the sidhe land remained in the Wasteland. Yet over the years of peace, prosperity reigned once more. Ten years after the New Era is declared the Archmage Ll'ren Calenfaroth, hero of the Alliance of Light, gathered all of the teachers of magic that she could and founded the Collegium Magicas. Time continued on its path peacefully enough for the

sidhe until the year 1000NE when war broke out between the Tærus Empire and the Dun Kingdoms. Twenty-three years later the sidhe officially enter the Realm War on the side of the Dun Kingdoms. Eleven months after sidhe knights and mages appeared on the field against the Tærus Legions, the Emperor sued for peace.

Out of this peace comes the rumor of a new endeavor; the founding of a colony just beyond the boundary of the Wastelands. The first step to creating a road through the Wastelands to once more connect Teir Meranthas with the world as once it was. The first step towards reclaiming the land lost to the Darkened. It is said that the Brightwater Company will take on any adventurer brave enough to face the dangers. But many misgivings still seethe in the air. Rumor of Darkened activity has increased. Few have forgotten the Tærus ambition, despite the peace that reigns. Fewer still have forgotten those dead of a generation.

LEGENDS

The Archmage Ll'ren Calenaroth

The Archmage while a famed hero of the Alliance of Light during the Shadow Wars was best known for creating the Collegium Magicas 10 years after the wars end. The Collegium are dedicated to the various studies of magic and many mages petition to join every year. The Archmage herself disappeared without a trace in the Year 25 of the New Era.

Sir Ezekial Solaris

The first human to ever bear a Sidhe noble title, the knight was a noted hero of the Alliance of Light. Along with his compatriots it was his hand that felled the Shadow Prince. He is credited with founding the knightly order that bears his name.

The M'ryn

It is said that in times past the sidhe did the barbarians a great wrong, though little is commonly known now as to what or why. Yet the M'ryn or oath is still honored today and it is a point of pride that sidhe aid a barbarian in need.

King Landrig Silimarth and Queen Phan'tyr Kisair

Famous for their wisdom and diplomacy Landrig Silimarth and Phan'tyr Kisair were first King and Queen of the New Era. They were the first Sidhe rulers chosen for their ability instead of their family lines.

Lord Llandar the Wise

Llandar Silimarth (270-326 NE) founded the Knightly Order the Knights of Llandar. He is famous for helping to mold the Knightly Orders into their current incarnation.

The Moreadin (more din)

Rumors state of a race of beings with skin as black as night and hearts as dark occupying the Drearwood. Legend states their name but tales hold no other knowledge of them then that. None know where these beings come from or what their purpose is but legend and current activity shows they have no love of the sidhe. They only time they are seen is when they attack and few survive to tell of them.

The Shadow Prince

Once known as Prince By-Tor, the Shadow Prince was the leader of the darkened armies during the Shadow War. Also known as the Betrayer the Shadow Prince was finally defeated by the Alliance of Light in -1 NE.

THE SIDHE REGION

Most non-sidhe who come from Teir Meranthas bear the mannerisms, if not the look of, the sidhe. The majority of non-sidhe who come from the Sidhe Region hail from Caer Baratha. This trade city is the closest thing to a melting pot the sidhe can boast, and while all races are welcomed to Caer Meranthala, the sheer nature of Sidhe architecture makes it far too alien for most to be comfortable with it.

In particular the Firbolg have close ties with the sidhe around Caer Lathendria and many from that border and the Drearwood have taken to adopting Sidhe customs and practice. Yet these warriors have lost none of the tenacity of their forebears, they merely have adopted a more philosophical bent on life. Freilan, Drakkon, and Humans can all be found to a lesser or greater degree in the sidhe kingdom. There is a great deal of respect for non-sidhe traditions and those who reside in the sidhe kingdoms are welcomed for their differences.