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10/12/2019

Runedar Lore Write-up 2, October 12th

The Land of the Elves (Needs a name relating to the canopy and the water):

So, one of the things Blade mentioned in his comments on the last document was that not all Obelisks are located in city centers. But, as part of Argon's quest is investigating the Obelisks, he's going to focus on the part of each country where its Obelisk will be found. As such, I was thinking that we can get a little more creative with how each nation handles its Obelisk, and show players that they aren't just getting a world where every group drops a capital onto the rock and calls it a day.

The Elven home seems like a grand opportunity for that, especially if it's Argon's first stop. To explain what I've got in mind, I'll start with the place the Obelisk was activated and the environment around it, then explain how the elves further modified the area. After that, I'll tackle how they decided to use the Obelisk and build around it, then how the area looks *now*. So, let's begin.

Location

The Elves Obelisk, luckily for them, was located right in the middle of their rather sizeable heartland. Further from the other nations and you'll get more mountains, thick, untraversable jungles [see below] and "dark" terrain (unexplored places that never see daylight), while closer to the other nations the jungle starts to soften out into something more approaching a forest.

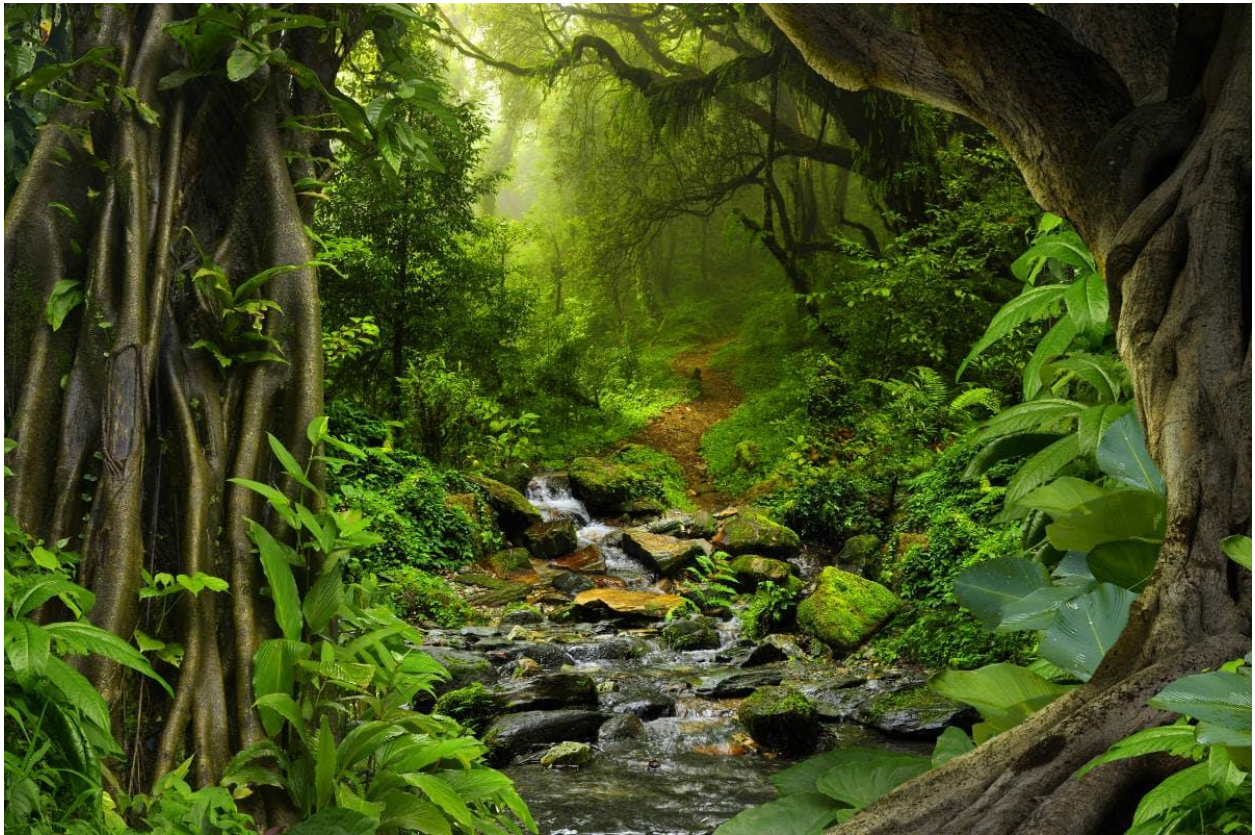


Here, though, we have all the staples of the amazon rainforest: daily rains, a thick canopy, endless underbrush, a lush and diverse ecosystem, and uncountable [smaller rivers](#) and marshy areas.



See the pictures at the bottom of this segment for an example. I was also thinking that we could have some wider trees, too, like the [Kauri](#). The area surrounding the Obelisk is fairly “calm:” we don’t have a whole lot of rock or stone, nor any drastic, mountainous changes in altitude. What we *do* have is water, and a lot of it. In fact, when the rains get heavy enough, the place floods, sometimes under as much as ten feet of water. It winds up looking a lot like [this video](#) (sorry about the Yahoo link, by the way, couldn’t find it on Youtube).

The Obelisk itself was half-buried in a sort of clearing, as its “roots” made it difficult for bigger trees to develop useful root systems. But, courtesy of the flooding and comparatively “calm” landscape, this location seemed much more manageable for development and farming. As such, the Elves came up with a plan.





Modifications and a Bit of History

The Elves took this land and, first and foremost, cleared out the area around the Obelisk. First, they dug out the earth around it, possibly for hundreds of feet all around, and nearly as deep, creating an artificial lake. They paid attention to the land as they did, and carved out channels from this giant hole, all while using that dirt to build levees and berms around these channels and around the edge of the lake. Meanwhile, they used the thick canopy to build a network of treehouses and bridges high above the ground, complete with a nice, encircling viewing balcony around the Obelisk.

Now, when the rains came, the water filled the lake and flowed out through those channels, from which they carved deep-water irrigation paths in which they planted wetland/water crops like [Azolla](#), Maize, Tomatoes, Rice, or anything else you can think of. If you want, we can make the Elves vegetarian. Otherwise, they could also use some of these channels for fish.

This lake-and-channel network stretched out like a tilted spiderweb and ran for *miles* around, and the treehouse-and-bridge city above grew with it. In time, they even began to hollow out some of the Kauri and turn them into vertical homes, some of which stretched *under* the ground. The end result was an enormous city that, from far off, could still be mistaken for part of the jungle, populated with great architects, scientists, magicians who want to study the Obelisks, and maybe even other academics. Up to how “dense” you want this place to be. As for a name? I figure we can stick with something simple and believable, like “Obelisk Lake,” or the Elvish-

language equivalent. Either way, I figure it'll be where Argon spends *most* of his time in the Elven lands, due to its proximity to the Obelisk.

But... it's not the capital.

A Bulwark City

No, the Elvish capital is actually deeper in the jungle. Not far off, I'd think, but closer to the mountains, in an area that seems a bit more vertical. They may even have some stones built into their architecture. And, to the people in the Capital, Obelisk Lake is their most reliable bulwark against the outside world.

See, I was thinking that, between the natural disasters the elvish people faced during those old famine years (which included fires), and a lack of metal and stone, the elves may have seen themselves as performing poorly during the war. Up to you, Blade, if you want that to line up with reality. Either way, they developed a healthy respect for the dangers of invasion and, as a long-lived species with a penchant for magic (assuming you want to keep those traits), they decided to think *very* long term for their architecture.

Obelisk Lake and the Capital are located in such a way that, in order to reach the Capital from any of the other countries, you either have to cross *extremely* harsh jungle, or pass through Obelisk Lake. After Obelisk Lake's agriculture and canopy city were built, the outskirts were turned into what appears to be a kind of circular garrison city. I don't picture Elves as a particularly "militaristic" culture, but this is as close as you'd get, for them. It's where a good chunk of the nation's standing army can be located, and they handle anything from bandit threats to dangerous critters, aided by their central location. They may have even extended those channels into the bigger rivers, so that these soldiers can quickly get to other places within the Elven kingdom, if needed.

Either way, though, the *original* idea was for Obelisk Lake to be a bulwark against the other groups. The thought was that *this* was as close to the Obelisk as the elves could get, meaning that they could fight any potential invaders both on their own turf, and enjoying the benefits of the Obelisk. And, if the city ever *was* captured, the invaders still have a lot of rough jungle to trek through, and they're trapped in a city that will leave them at their weakest, likely after just having fought a very difficult battle.

Realistically, they've never had a chance to really *use* this idea, because the Obelisks were created specifically to deter such actions. But, the extended period of peace, combined with the importance with which the Elves see Obelisk Lake, has resulted in it being a gorgeous masterpiece of nature meeting construction, and of agricultural and intellectual life meeting military mindsets.

Anyway, that's what I've got for now. Let me know what you think.