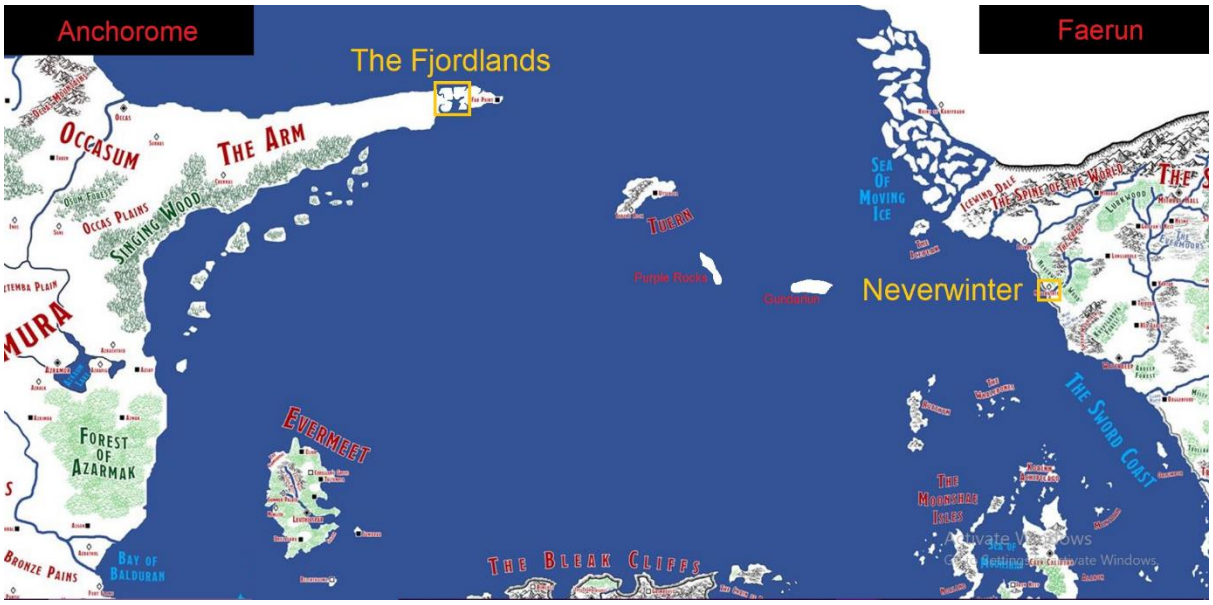
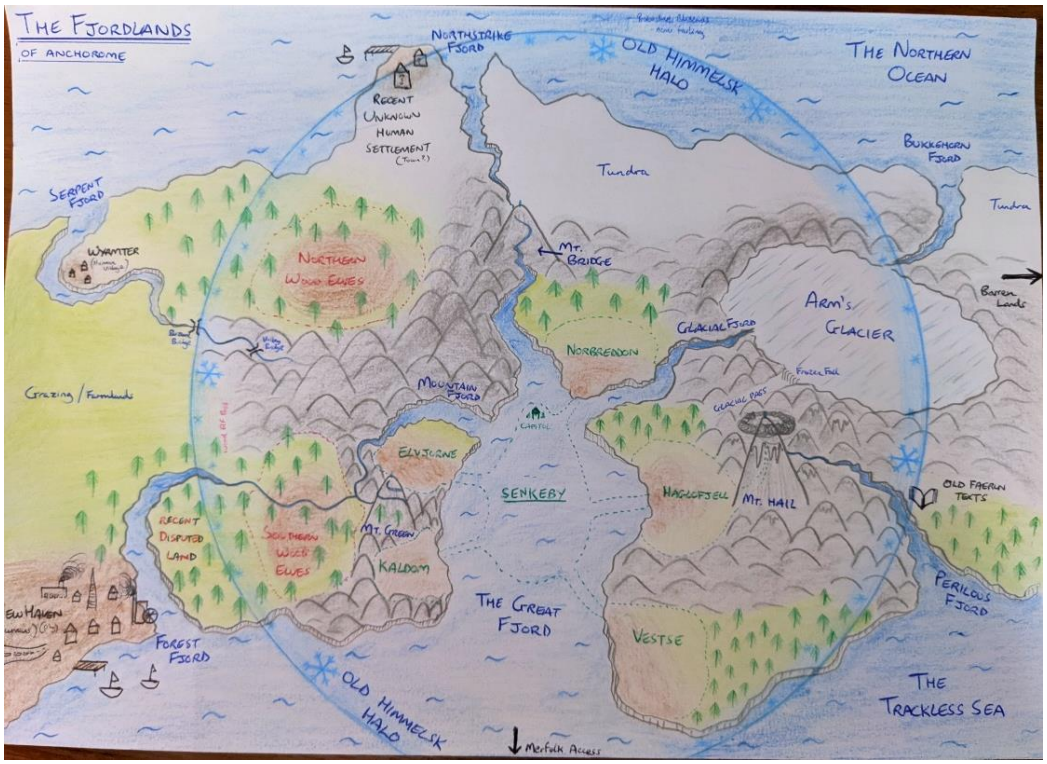


Geography and History Overview:

The Fjordlands can be found towards the eastern end of the Arm of Anchorome. Here a group of Sea Elves live that, to the few people that know of their existence, are known as the Senkebies. Senkeby is actually the name of the underwater city, at the bottom of the Great Fjord, that connects the five land provinces. The sunken city houses most of the population's activity. Therefore, to the few recent land visitors to the Fjordlands, the Senkebies seem a small, unthreatening, disjointed, and technology-poor, society. Visitors are new to the Senkebies, as other than a couple other neighbouring Fjordland Wood Elf tribes, the Senkebies have been largely undisturbed for centuries due to endless blizzards that seem to protect the Fjordlands. However, these have weakened and lessened in recent times. Sometimes the visitors have been lone travellers, cartographers or students, other times large groups have come through, some pleasant, some have been hostile, and used weapons and magics not known to the Senkebies. Some have even started to settle in the North Fjordlands. Their activity, as well as that of the also relatively young settlements in the West Fjordlands, has disturbed the environment and upset some natural balances. Nature is a vital value to the Senkebies. People migrating up north and bringing their industry potentially might have caused the change in weather patterns that originally protected the Senkebies; though there are other theories too.



The following paragraphs have been taken from my character's backstory as they set up additional lore for the Fjordlands.

Sea Sorcery and Magic

Magic users are revered in the tribe, and are offered high places in society, although due to their rarity there is little in the way of tutelage, and most remain low level. The fins of Sea Elves with Sea Sorcery glow when they activate their powers. Sea fins vary in colour depending on the current known spells. Those with a proficiency for cold/ice-based spells or manipulating these elements often receive more attention as northern Sea Elves must deal with ice and snow more regularly. Other forms of magic are scarcely seen or known about in the Fjordlands at this time. However, a tattered tome was found that the Senkebies dubbed "The Old Faerun Texts", learning that this was the book's origin. Unbeknownst to it is the remains of the official Quandrix College curriculum, abandoned by Quandrix Student explorer who ventured across to Anchorome but wasn't prepared for the bitter blizzards and Perilous Fjord.

Aldrismelte

Around the Fjordlands, strange crystalline minerals exist. While they appear icy, being cold to the touch, they faintly glow a pale blue, are extremely tough, and never melt in summer. They have come to be revered as the stones that create the protective blizzards as they seem to increase ice-magic abilities, in the areas they can be found in. Sea Elves that show proficiency with ice-magic or cold spells are allowed to wear one, mined from the sea floor, to help hone their skills. All pieces of Aldrismelte found on the land are strictly left in place, untouched, believed to be in a vital position to keep the weakening protective blizzards going. Small wooden shrines are sometimes built around them. For there is a legend that a deity of Ice Magic – Himmelsk – lived in the Fjordlands, when the first Sea Elves settled. They revered and worshipped him, and in return he set up the blizzards to protect the first generation of Senkebies. It is unknown why Himmelsk left, but it is believed it was he who created Aldrismelte, in the hopes of keeping them safe through the eternal blizzards, until his return. This is why the old perimeter the protective blizzards created was known as the Himmelsk Halo. (In its prime, the Halo was a 300m thick circular wall of constant impenetrable blizzards that went from sea level to the height of the 3 mountain peaks. This meant access underwater and by flight was still possible, and sunshine and other weather systems passed over Senkeby as normal.)

Maktstein

The Maktstein is a golden sphere, initially given as a peace offering from Northern Merfolk – the only race to have a true allyship with the Senkebies, discovering their sunken city not long after the first generation settled. A myth suggests that it can amplify Sea Sorcery abilities, a trait that Sea Elves and Merfolk share. Evidence for this has been light, but the tradition holds strong, and it is kept in the Capitol building of Senkeby. Or it was, until one day, it was found missing. And in its place a piece of Aldrismelte. One that had been removed from the land. This could be identified as the ones mined form the sea have smoothed from erosion. This was an outrage, as all Senkebies know it is law to leave all land-based Aldrismelte in place. Many Senkebies wish to see the return of the Makstein as they believe the myth and that it could be key in reinstating the Himmelsk Halo, as some believe the failing blizzards were powered by Sea Sorcery in some way. Even those who don't believe this, want its return so they don't insult and lost the allyship of the Merfolk, whose support might be needed as human settlements continue to encroach.