

The NERO™ LARP NOTARI Culture Handbook©

A NERO Live Action Role Play (LARP) Publication.

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I. Description of the NOTARI (Wild Elves)

“Wild Elves live in nomadic tribes like barbarians and share many barbarian traits. Wild elves are distinguished in-game by their furs and other barbarian clothing, even though they have pointed ears like all other elves. Wild elves are not treated as “real elves” by most of the other elven races. There is no outright warring going on, but the wild elves often feel as if they are second-class citizens even though they generally have the right as any other citizen. The wild elf society places an emphasis on hunting and tracking skills.” (from the NERO® Rule Book©)

The Wild Elf culture is loosely based on the Huron Indians of the fifteenth century. They hunt, they farm, they wander, and they kill goblinoids with a vengeance! Wild elves have unique ceremonies to honor the living and the dead, and they also have a unique system of justice. They have elders, shamans, sages, warriors, healers, war mages, scouts, thieves, and rogues – just like all of the other races. Wild elves do not go around saying, “How!” and calling stone elves “pale-face”. And they do not scalp.

II. Appearance

Notari (naw-TAR-ee), or wild elves, are a very basic people. They generally have the distinct delicate lithe features of all elves, but their bodies have a very athletic, almost muscular appearance. Their skin tends to be a much darker shade than any of their pale cousins, usually a light olive to a deep swarthy tan. Most wild elves tend to have deep brown eyes, but green, amber, blue, and hazel are not uncommon. The hair color is mostly brown to black, but again, other hair color is not uncommon. Some Notari tend to dye their hair in many different colors. Most of the elders do so for ceremony or seasonal reasons, while some of the younger ones dye their hair because it looks really cool.

Most of the wild elves that remain in the clan tend to stick to very basic dress. Usually it reflects that of 1500’s American Indians. The colors they wear reflected very basically their surroundings. The Notari that dwell in the mountains usually wear basic grays, those that live in the forests wear dark greens and browns, and so on.

There is no real set type of clothing a Notari wears, they usually find some fashion that strikes their fancy and adapt to it. Notari do not believe in wasting anything from the animals that they kill for it would be a great insult to such a noble creature. Therefore, almost all of their clothing is made from leathers, furs, cottons, and silks. The jewelry the Notari create from the animal bones is usually very exquisite, not at all like the gnarled bone jewelry of the barbarians. Wild elf clothing is usually well made so that it stands up to the wear and tear of battle and the elements.

Some of the clothing they wear consists of deerskin shirts, breechcloths, leggings, skirts, and moccasin shoes. During the winter when it is cold, they use fur to trap in the extra heat. The Notari are very decorative with their clothing. They often use a lot of painted designs and fringe the edges of their leggings, skirts, and shirts. They also use strips of fur as additional flare. When they paint their faces, they use vegetable and mineral dyes mixed with sunflower oil or bear fat in order to produce the colors red, black, violet, and green.

Tattoos are also a common wild elf adornment. Tattoos range from scare embellishment to tribe crests to mimicry of animals they admire. Depending on the personal preference of the elf, the tattoo

could be a small rune on the cheek or it could be tribalish marks covering the entire body. Not all Notari have tattoos and they are by no means mandatory in any way.

III. Personality

The Notari are most noted for their liberated behavior, which is how they received the name ‘Wild Elves’. Their elven cousins see this as a lack of discipline, something developed from their constant wandering. As they are so different from the rest of the elves, the other races see them as barbaric. Of course, nothing could be farther from the truth. Years of traveling back and forth across Tyrra taught them a great deal of humility, honesty, and respect for themselves and the land.

The years of freedom also taught them a profound respect for it. Their chiefs are simply guides, the elderly are revered for their wisdom. No one rules the Notari, they are free to choose how they live. They do not dictate who protects, who rules, and who labors. All Notari lend a hand in the everyday life of the tribe in where ever their talents may lie. No one Notari rules and no one rules the Notari. The Notari bend knee to no one.

Wild elves respect each other, and therefore protect each other to almost an extreme. They learned the hard rule of ‘only the strongest survive’ while traveling across the land. Using whatever strengths and superior talents they have, they will do their best to intimidate others. They do understand the ‘civilized’ laws and courtesies of the other races and will heed the bare minimum ‘courtesies’ while in their ‘civilized’ areas. Of course, their true nature cannot be so easily subdued and anytime they feel threatened or in danger a Notari will show just how free they are.

Another major defining trait of the ‘Wild’ elves is their straight-forward bluntness. They are not meaning to be intentionally rude, but why beat around the bush? Say what you mean, and mean what you say. No need to flower your words, just get your point across as plainly as possible. The Notari see the way most races speak foolish and unnecessary, more like they enjoy listening to the sound of their own voices than actually communicating!

Wild elves tend to be very watchful. It generally gives others the wrong impression, sometimes leading a tavern keep to believe they are scouting the place for robbery. Yet, all they are doing is simply observing. The Notari have learned that is better to watch than to act in a non-threatening situation. It gives them a chance to see others in action and prepare themselves for any circumstances.

For thousands of years the Notari have roamed across Tyrra. Wanderlust is bred into their very spirit. Not many wild elves will stay in any one place for very long. They move around a great deal, and can sometimes have a hard time sitting still while in the stifling confines of cities or villages. Wild elves are restless unless they are out in the open country where they feel less like a sitting target and more in control of their surroundings.

IV. History

The Notari were once part of the Quentari nation many thousands of years ago. Even then, the Quentari were set into their customs and way of life. Several families of Quentari were tired of the way of life that nobility had structured and became very interested in travel, which flew in the face of the Quentari tradition. Eventually, these families began to set out on their own for periods of time to explore the surrounding world.

Every now and then these families would return to Quentari to visit friends. Yet, they would begin to feel claustrophobic in the confines of the cities and were almost sickened by the ridiculousness of the political hierarchy. Before long, they would set out again to explore more of the world. Their Quentari cousins named them, Colhonman, those who leave. Each time they left Quentari, they would be gone for longer periods of time. Each time they returned, their demeanor and attitudes would seem to change drastically from who they once were.

Living outside of Quentari changed their lifestyle dramatically. They began to see the circle in which all the creatures of Tyrra live. It gave them a new view on the world, and their own lives. Things they had taken for granted now shined with importance. Gold and silks were useless, status and politics were silly. The rich complexity of the land and the creatures that lived there are the true values.

Eventually, the nobles decided to invite the Colhonman for a feast in order to have them renew their fealty. This feast did not go well as the Colhonman would have no lord. They had tasted the freedom that the wide world had to offer and no lord would control their lives again. After the feast, they decided to make this their last visit to Quentari. As the Colhonman gathered their things to leave, their cousins inquired as to when they would return home. Very plainly, they told their Quentarii cousins that they were going home.

With that declaration, they had closed the door on trade with their cousins. Therefore the Colhonman had to learn how to live completely on their own. For the most part, this was not a problem as they had taught themselves a great deal already. With no direction and no need to stay close to Quentari, some found that following the herds would be the best way to feed themselves as well as give

them a path to follow. Yet, they had thus far built several temporary villages in which they skipped between during the seasons. In following the herds, they would have to create mobile villages.

Seeing how different they were from the Quentari, and how their needs and goals had changed, they threw off what little Quentari influence that was left, and developed their own language. They rid themselves of the name Colhonman, and each tribe developed their own name. Yet, some of the Quentari traditions were so ingrained into their lives that many stayed with the wild elves, being slightly transformed into new traditions.

When these elves eventually crossed paths with other races, they were mistaken for barbarians and that gave birth to rumors of a tribe of elven barbarians. The rumor soon traveled back to the Stonewood Forest where the Kyrila lived. Curious to investigate these rumors, several groups of the Stone elves set out to find this 'tribe', and one group never returned. When they eventually encountered the elves, they sent back word of 'wild' elves, with no assembly or discipline. This report found its way to the Quentari Nation and it was quickly realized who these 'wild' elves were. The Quentari saw these elves as structure-less creatures who seemed to hold no boundaries and have no one to lead them were no true cousins of theirs. These foreign elves were indeed Wild.

There were two tribes that settled in Central Avalon, One called themselves the Notari, meaning nature's protector, the other were known as the Shiari, meaning supreme warrior. The Notari were content to live off the land and support themselves with what nature offered them. The Shiari, however, believed that 'might makes right' and took whatever they needed from others. This led to a long war between the two tribes that still continues.

The first Notari encounter with Human traders was very profitable. These Humans found a proud and powerful race who generally had good relations with their other tribes. The Notari's life long enemies, the Shiari (she-are-ee) were, however, the exception. The Notari entered into an alliance with the Humans against the Shiari who were raiding Human villages. After many battles, the Humans and Notari defeated the Shiari. Following this victory, the Notari signed a trade agreement with the Humans. They soon became the preferred trading partners of the Humans because of the superior quality of their furs. The Notari soon became the intermediaries between the Humans and the other trading tribes. When their own fur supplies became limited, the Notari traded with tribes further west for furs.

War between the Notari and the Shiari continued. Eventually the Shiari overran the Notari, killing many and forcing the survivors to flee. From there the Notari joined the Humans during a war which stemmed from bad trades of fox fur with the Barbarians. However, they switched allegiances to the Barbarians when they discovered that the Humans had not been covering their end of the trade bargain with the Barbarians.

Many years later another war broke out between the Shiari and the Humans and again the Notari sided with the Humans. The Shiari were randomly raiding the Human villages for anything of value and then setting them to torch. By the end of this war, the Notari were reduced to only about 100 warriors.

Following the war with the Shiari, the Humans began moves to take as much of the Notari land as they could. The Notari joined a confederation of tribes under the leadership of the great leader Tecumseh. The Notari managed to defend themselves against the Human invasion of their lands and hold their boundaries.

Unfortunately, the Notari were no match for the Shiari who took advantage of their weakness after their war with the Humans. The Shiari attacked them mercilessly for aiding the Humans and chased the Notari into the Blackspire Mountains. This war took a heavy toll on them as today there are about 800 Notari in central Avalon.

V. Society

The longhouse family is the basic unit of wild elf society. Households, or blood lineages, are projected into clans, clans into tribes or nations, and nations into confederacies. Kinship and locality are the bases for political life. Each community had its council of adult elves, who guide the village chief or chiefs. The wild elves are not fond of meetings and spending considerable time in council. Groupings for council are determined by locality, age, and the specific question at hand; and each has its own protocol and devices for gaining consensus.

The Notari are divided into exogamous clans, each are headed by a clan chief; all of the clan chiefs of a village form a council, which, with the village chief, decide civil affairs. Villages are grouped into bands (each of which has a band chief and a band council, consisting of village chiefs, to deal with civil matters affecting the entire band), and all of the bands constitute the Notari tribe. A tribal council of band chiefs and their councils deal with matters concerning the whole tribe.

Notari Clans:

Silver Buffalo: A member of the Silver Buffalo clan is usually easy to spot in a fight. They enjoy brawling and horse-play, but they rarely take it seriously. For the most part, the Silver Buffalo are friendly and humorous. Yet, they enjoy the rush of a good fight. Their favorite food is, of course, buffalo. Although, they enjoy all meat as long as it's dead from natural causes or over population. The Silver Buffalo travel the most out of all the Notari, to follow the herds. They do have several set homes where their longhouses are built. Yet those permanent habitats are few and far between. They are by far the largest clan of the Notari, with three settlements throughout south central Tyrra.

Black Coyote: The Black Coyotes are second smallest clan and they are the darkest clan of the Notari tribe. They tend to be suspicious of other races, and sometimes other clans of their own tribe. Their clan was diminished the most by the Human and Shiari wars. Other than holidays, the Black Coyotes keep to themselves. With each other, they are open and friendly at home. Outside, they speak only when necessary and do not make friends easily. By no means are they openly rude or hateful to anyone, as they generally see no reason to state the obvious. The Notari are far superior to other races, as they have learned to live in harmony with Tyrra.

Grey Goshawk: (Gaws-hawk) These Notari are the smallest elves in the tribe and are efficient killers. They fly through the forest, weaving skillfully in and out of trees, and sometimes dash through treetops. They destroy their prey with ranged weapons, mainly bows and throwing axes. A Goshawk is so adept to the forests that they are known to kill their enemies without a sound. They are also known for raising falcons to help them hunt. Goshawks make their homes, made of cob and leather, in the treetops, which they refer to as nests.

Golden Cat: The Golden Cat clan, often referred to as Golden Garbe by the Sarr, is found southeast of the Baddira Gorbe sanctuary. These elves hold good relations with the Sarr as they live in such close contact with them. They dwell in generally dense tropical and sub-tropical forest and tend to be nocturnal. Little is known of the golden cats outside of the Notari and Gorbe, for they are isolated and private. Their diet is usually made up of large rodents, small deer, reptiles, birds and amphibians. The Golden Cat clan is thought to be under threat in much of its range from deforestation and loss of habitat and this coupled with the pressures of illegal poachers in their territory has led them to be listed as the smallest clan of the Notari.

White Bear: The white bear clan was created in the wake of the obliteration of the War Elf tribe. In the past, there had existed elves that had split from the Stone elves to pursue a different way of life. Due to the changes in Tyrra's nature and magics, most died out. Some lost their stark coloring and suffered great illness. These elves that survived were inducted into the Notari tribe, as their demeanor and temperament were so similar. Due to their aggressive attitude, the 'war' elves found it hard to intermix with the other clans, and settled for one of their own. (NOTE: This clan may only be played by those who's characters were previously a DFW 'War' elf).

Justice:

The Notari have a system of justice that is very unique and harsh. For example, it is customary for a convicted murderer to be tied to the corpse of his victim and allowed to starve to death. If one is accused of a crime, it is brought before the council, which consists of the family elders and the chief. In this instance, the chief is simply an advisor. The elders hear the voice of the accuser and the accused. They will sit and discuss the matter until they reach a unanimous verdict. As Notari are not fond of these discussions, they generally do not last long. Once the elders have made their decision, the accused will either be set free as the situation did not occur, or they will face the punishment. The elder's decision is never questioned, as they are the oldest and the elders are also considered the wisest.

Notari Laws:

Do not take life from the young and innocent (animals, elves, or anything else)

Punishment: Starved for 5 days, and then staked out in the elements without protection, given superficial wounds that allow the scent of blood to carry, and then left to die at the hands of nature.

Leave Tyrra as you found her.

Punishment: Must walk behind a horse for 3 days. You can eat or drink whatever is in front of you, and behind the horse.

Do not take belongings of others without consent.

Punishment: Dragged behind a horse at full gallop for 3 miles and then left at that very spot in banishment.

Do not take life from any tribe members

Punishment: Tied to the corpse of the victim (or that of a large deceased animal, in a successful resurrection) and allowed to starve to death.

Take care of your belongings

Punishment: Belongings will be divided up among family, and banished for 3 days.

Do not slack on your duties.

Punishment: Not allowed to move, talk, or eat for 3 days.

Do not use the magics against Tyrra (no chaos).

Punishment: Removal of tongue, starved for 5 days, forced to stand on hot coals during the entire five days, hobbled at knees and ankles, until dead.

VI. Culture

Wild Elves are not at all what other races might think. Their way of life is simple, not because they do not know any better, but because it's the best way they want to live! They have no need to build cities, which scar Tyrra, they have no need for boundaries which exclude other living creatures of Tyrra, and they have no need for invaluable hunks of metal. The Notari value life, freedom, and balance.

The land is just as much a living creature as any wild elf that walks across it. It breathes through the plants, it drinks through the soil, and it knows all of the creatures that eventually become part of it. The Notari will use the land for their needs, and when they leave then they will give the land what it needs to replenish itself. Remains of dead animals that are buried feed the land, compost piles are spread to enrich the soil, and water is sprinkled to bring life to the plants. Wild Elves firmly believe in the circle of life, and if they do not give in return for what they take then the land will find revenge in its own way. It's a balance of life, a fairness of nature.

The Notari that live in villages reside in shelters, sometimes palisaded, consisting of large, bark-covered dwellings that can house several families who are related through maternal descent. Elm bark is used for sheathing these houses, as well as for making such containers as dishes and barrels, and for building canoes. The Notari practice agriculture; males clear the fields, which are then planted, tended, and harvested by the females. Crops include corn, beans, squash, and sunflowers. Hunting and fishing are of lesser importance.

There is no superior sex among the Notari. Each Notari knows his or her strengths and weaknesses, and they share their talents with others. While the males tend to be physically stronger, they do not see the women as inferior for they know very well that the females strength lie in areas that they lack. As well as the females will share their strong traits and find no shame in accepting the help of the male strengths.

The Notari take great interest in how they care for their children. They know that their children are the future of the tribe. Taking full advantage of this notion, the children are educated at a very young age. They take the older children to go out every once in a while with the hunters and learn how to hunt and gather food, while the younger children learn how to plant crops, store food, cook, sew, make pottery, and weave baskets and nets. When the children are babies, mothers care a great deal for their health and made sure that they can chew and swallow their food. In order to make it easier, mothers of the tribe chew the food first to break it down, and then give it to the infant to digest easier.

Notari do not marry in the sense that most other races do. There is no noble to officiate the joining, no parental consent, and no public promises. Simply, the two Notari know when they have found their match that will challenge them and inspire them to the last of their days. When both Notari realize this, they invite all their friends and family to share in their good fortune, known as the Choosing. A party is held that last well into the night, after which the two Notari know each other intimately for the first time. Promiscuity is needless to the Notari, for they know when they have found the one that they will share their life with. Therefore, the two Notari will only know each other intimately.

The Notari celebrated their dead. When a member of their tribe passes away, they hold a feast for relatives and friends. Wrapping up the corpse in furs, they place it on top of a litter inside of the village and mourn. After a day has passed, the corpse is set on a pyre and burned at evenfall. A celebration is held around the pyre until the last ember dies. What bones that can be found are pulled from the ashes, cleaned, wrapped in animal skin, and buried.

Every ten years, the Notari hold a Feast of the Dead. During this feast, people will bring remains of their dead relatives back to the village, scrapped the bones clean, and burn all of the remains to ash. After this is done, as a tradition they feast, tell stories about the dead, play sporting games, and give presents to their young.

Holidays:

January 21st - First Moon

The events of the year are recounted by tribe's storytellers. Each family has a telling of honor, in which they voice the events of the year and actions of family members in terms of honor.

March 30th - Windsong

The fields and herbs are planted, and the seeds of wild flowers are thrown into the winds outside of the fields to beautify the landscape when they bloom. This is a popular time for 'Choosings'.

May 1st - Sun Festival

The blossoms which are on the trees and plants are collected. Their oils are extracted, they are pressed for dyes, and put in hair. The major warrior competitions are held on this day. The Families will bring a food dish to share with the tribe.

June 30th - Feast of the Sun

Notari who have grown to maturity are recognized as adults on this day. From this day on, they are responsible for tacking their own acts of valor. The now-adult elves will choose which part of the Tribal society they wish to pursue solely.

August 1st - First Harvest

The harvest of fruits, vegetables, and berries is begun. Herbs are gathered to dry in the sun for winter storage. It is also known as Corollary Day, for although the days grow shorter, it is the warmest time of the year. It is a reminder that consequences may linger long after any action, and so one must think before acting.

September 21st - Second Harvest

Fields that were planted in the summer are harvested for grains, corn, and the vegetables. Wood is gathered and stored to last through the winter. Baking competitions are held.

Rites:

Notari Ceremonies are very primitive. The rites are performed to remind the elves of their own primitive core. While they advance in many ways, they use the Ceremonies to bring back who they once were. It allows them to get in touch with Tyrra and the 'child' inside of them.

Dawn of Life: The Dawn of Life is a rite performed when a child is born into the clan. Once the labor is complete and a new child takes its first breath, the elders of the clan gather with the child to present it to the tribe. The child is placed on a bed of seasonal foliage and furs. The elders stand in a circle around the child and chant the song of life. Then, each elder adds their own verse to the chant, which is a wish for the future of the child. Then, the child is bathed in fresh water by the babe's father. Finally, while the child is passed around the clan, presents are presented to the child's parents that will help in rearing the child.

The Rite of Adulthood: This rite is performed when the child shows signs of adulthood. The child is singled out in the middle of their family and given a challenging task that befits their talents, be it weaving, planting, hunting, herding, or some other talent. Once the child completes the task, his/ her parents present the child with a gift befitting their talent. The entire family chants the song of youth, adding a final verse about the strengths of the child. Once the child receives his/her gift, the family then celebrates the child's coming of age.

Tyrra's Gift: This rite is performed when preparing for a formal Magic Spell. Once the outline of the circle has been laid and the components are set in the center, the Notari caster then calls upon the Tyrra and her creatures for help in the success of the Formal Magic Spell. With a small flame, or torch (can be phys-repped with a dimmed flashlight or orange liquid light) the caster dances around the inside of the circle chanting the Song of Success. At the end, the caster adds a verse concerning the specific nature of the Formal Magic Spell. Once this Formal Magic Spell is performed, the caster then begins the formal casting. It is forbidden to consume intoxicants during this Formal Magic Spell.

Rite of Victory: When the Notari are preparing for war, they first perform the Rite of Victory. Not only is it used to call on Tyrra and her creatures for help in Victory, but it also promotes pride and courage in the Notari warriors. The Notari clan gathers around a bonfire and each warrior displays his or her best combat move. All the while, the rest of the clan cheers them on. Finally the elders begin to chant the Song of Victory. As the song continues, the warriors began to take up the chant as well. By the third time around, the entire clan is shouting the chant and helping the warriors prepare for battle. It is forbidden to consume intoxicants during this Ceremony.

Spirit Weapon: Each Notari warrior earns a special weapon that is bonded to their spirit and their totem. Once the elf feels the time is right, they will find a shaman (one who casts formals) and request the Tasks of the Spirit. The shaman will meditate with Notari for a day, while their totems communicate

with one another. The shaman will be told what weapon best suits the Notari by the totem. Once the mediation is broken, the shaman will send the elf on a series of trials to retrieve ingredients to create the weapon. Once all trials have been completed, the shaman will perform Tyrra's gift, using a pint of the Notari's blood. Once all formal are completed, the Notari will meditate for 2 days with their totem and their Spirit Weapon to complete the bond.

Legends:

The White Stag- The white stag is a creature of legend for the Notari. He is said to speak the ancient language and bears mysterious markings. To touch him can give everlasting life, to attack him is to bring death to all. To simply see him, even at a distance, is said to be good fortune.

The Skinwalkers- In ancient times, there was a tribe of Notari elf known as the Skinwalkers. Their affinity with nature was so close that they could become their personal totem at will. It is said that the Skinwalkers still exist, but they hide in their totems preparing for a time of great trouble for their Clans.

The Lupine Tribes- It is believed that wolves are powerful and ancient creatures that have a great effect on the balance. Wolves that are dove gray or white protect nature and all that is good, while wolves that are charcoal or black desecrate nature and spread the seed of evil. These tribes are always at odds, never able to affect each other directly. So they use the Notari and other sentient beings in their struggles.

The Shadow Kin- These creatures have the ability to not only walk in shadow, but become part whatever non-living object is casting the shadow. The Kin devour any life that crosses their path and they are indeed skilled hunters. While they are not necromantic or chaotic in nature, they despise all living things. It is believed that they are some sort of evil fae sent to destroy the Notari harmony with Tyrra.

Totems:

All Notari bare a personal totem, a natural creature that represents their true spirit. It is a choice made at different times for each Notari. When the Notari feels the time is right, they will travel a great distance from home and spend 3 days and nights in meditation with nature. On the third night, the spirit of the Notari calls out to his/her totem, and the totem will appear. Then, the Notari will find the solace of sleep. When they awaken, the Notari will tattoo their totem somewhere on their body. Some Notari will openly display their totem, others may feel that their totem is a private thing and place it somewhere that is easily hidden. Either way, from that point on, they will revere their totem.

VII. Abilities

Notari, like their elven cousins, possess special abilities. They have an uncanny ability to shrug off charming effects from other creatures. In addition, they are able to oppose attacks that may put them to sleep. All Notari are able to perform these feats, some more than others.

As elves, the Notari are very adept with bows. It is a natural talent they have that allows them to learn the art quickly. However, due to their smaller stature, the Notari find it hard to direct large weapons that require two hands.

VIII. Age

Notari early aging is similar to that of the Quentari. However due to the stress and fatigue they place on their lithe elven frames, they begin to age quicker as they grow older. It is almost unheard of for a Notari to live past middle age.

Notari Age	Stage	Human Equivalent	
0-3	Infant	0-3	
3-5	Toddler		3-5
6-8	Child	6-8	
9-11	Youth		9-11
12-14	Pre-Adolescent		12-14
15-20	Adolescent		15-20
21-200	Young Adult	21-30	
201-300	Mature	31-40	
301-450	Middle Aged	41-60	
450-600	Old	60-80	
601+	Venerable		80+

IX. Language

The Notari language is based on the Iriquois American Indian Language. It is a very strong and language. It is **not** necessary for you to learn this language in anyway. It is simply a tool to enhance your role-play and your history if you so choose to use it. The following are some examples of the language.

Common	Notari	Phonetic
Yes	Vi	Vigh
No	Tla	Tlah
Thank you	Analihelignv	On-uh-lee-hell-ee-guv
You're welcome	Ulihelisti Nihi	Oo-lee-hell- ee-stee Nee- hee
Please	Howatsu	Ho-waw-juh
Excuse me	Adaligolvdanedi	Ah-lees-golv-dah-neh-dee
Hello	Galvladi	Ga- loov-lah-dee
Goodbye	Didayolihv Dvgalenisgv	Dee-die-oh-lee-huv Dov-go-lane-is-guv
So long	Kaganvhida	Caw-gone-nov-hee-duh
Good morning	Osdv Sualei	Oh-sdav Suh-naw-lay
Good afternoon	Osdv Svhiyeyiditlv	Oh-sdav Sav-hee-yea-ee-deevt
Good evening	Osdv Svhiyeyi	Oh-sdav Sav-hee-yea-eh
Good night	Osdv Svnoyi	Oh-sdav Sav-no-ee
Nice to meet you.	Osdv Ditlohisdi Nihi	Oh-sdav Deet-low-hees-dee Nee-hee
How are you?	Hialgo Dis Nihi	Hee-lah-go Dees Nee-hee
Good	Osdv	Oh-sdav
Bad	Uyoi	Oo-yo-ee
Fair	Anadagonadvdisgv	On-uh-dah-go-na-dav-dees-guv
I	Ayv	I-yav
We	Itsula	Ee-ju-lah
You	Nihi	Nee-hee
You (Plural)	Itsvsas	Ee-cha-sa
They	Unvsa	Oo-nav-sah
Wife	Usdayvhvsgi	Oos-die-yuvs-gee
Husband	Asgahah Aninela	Os-guy-ah On-nel-uh
Daughter	Uwetsi Ageyv	Oo-weh-jee Ah-gay-yav
Son	Uwetsi	Oo-weh-jee
Mother	Unitsi	Oo-nee-jee
Father	Adadoda	Aid-doh-dah
Friend	Unalii	Oo-nah-lee

X. OOG

Wild Elves are a great deal of fun to play. The easiest study for roleplay references would be “Dances with Wolves” and “The Last of the Mohicans”. While these are good references to get into your roleplay, you must follow the guidelines in this handbook.

The following are specific points that you should keep in mind when playing a Wild Elf in NERO:

Do not use antiquated stereo-type roleplay. That is just bad B-movie melodrama. Be creative! Have some fun! Pick up skills to flesh out your roleplay; Archery, first aid/healing arts, OC Tracking, OC Animal Lore, armorsmithing (leather), etc.

You can speak normally. The Notari language is just a tool for you to use while roleplaying. You need not speak with an accent, nor do you need to pretend that common is a hard language for you. The Notari language is basically what the ancient elders speak. You, as a PC, are much worldlier and the Native tongue is just something your grandparents speak.

Dress the part. Wild elves wear clothing that is more suitable to the task rather than what is fashionable. They also use the entire animal, including skin for clothes and housing. Try clothes in shades of brown, and leather if you can afford it. Add feathers and bone colored beads to an artfully cut t-shirt. Slit the sides of your tan jeans or trousers and thread them with brown laces or leather. Mind you, while they do wear clothing that fits the task, they won't wear Sarr furs in the winter or go nude in summer. Common sense and proper etiquette when needed are not beneath a wild elf's understanding.

Respect nature. Wild elf philosophy surrounds the balance of nature. Use that in all aspects of your roleplay. Suggest alternatives to slaughtering living creatures, comment on the wasteful habits of others, take deep pleasures in natural views (sunsets, full moons, deer crossing through town, autumn trees, etc), save what animals you can, and so on. Again, show it in your dress by wearing a costume that resembles the fur and hides of animals you have hunted to eat.

Wild yes, rude no. While wild elves do not bend knee to collar or crown, they are well aware of what rude disrespect will get them. When among other wild elves, be democratic and contributive. Speak your mind but also listen to others. By all means speak your mind to others as well, just remain respectful of them as you are in their lands. Your attitude and demeanor will be observed and noted by other tribe members. Dishonoring your tribe by being insolent will not only get you in trouble with those you disrespect, but your tribe as well.

Play by the spirit not the letter. It obvious what this handbook calls for when playing a wild elf, and there is an obvious American Indian spirit to it. Please keep this in mind when you are roleplaying your wild elf.