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WILD  
BUT NOT  
SAVAGE ELVES

T&S fiction written by Isaac "nox.fox" Fosty

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[Publisher's note]

This reasearch book was originally published at the very end of the third Era during the late events of the conflict that opposed the Mage's Guild to the reborn Necromancer's Guild. Though the content is supposed to have been approved by the Mage's Guild some say it's impossible that the words of the author could be throughly verified. Leon Vilmont was part of a group of scholars rather known for their foolish theories in this period and I can't guarantee the truth of the information provided here, it may be complete crack,

an attempt of the author to get attention and fame, or it may be true and then it's up to nowadays scholars to prove it again. But I can in no way be held responsible for spreading false information if it ever proves to be wrong.

[Author's note]

I want to dedicate this book to my colleagues, Velinus Marinus, Tarpus Argentius and Tumindil, and especially to Celus Faenus who was killed during our investigations and never had the chance to know our greatest discoveries. His soul was trapped in Coldhaven for his greatest misfortune.

Wild but not savage elves  
by Leon Vilmont

Ayleids, also known as the Heartland High Elves, are among the most intriguing mysteries a geologist as me could think about. Geologist, yes. If you think it is an odd subject for a scholar dedicating his life to the analysis of stones and gems such as me then you have probably never seen any Welkynd or Varla stones or even the least stone fragment of any Ayleid ruin. There are even less chances that you've walked across the mystic as deadly halls

and corridors of one of those...  
but for your chance you have the  
opportunity to learn more than most  
savants even know, to discover the  
secrets of these incredible stones and  
unravel many mysteries about the  
Ayleids, right now, just in this book  
you hold in your hands.

To begin with I will say simply that  
most scholars who study the Ayleids  
are idiots, and the ones who are  
surprised that so few information  
can be found about them, are twice  
this idiot. The only lesson my father

actually taught me would resume  
this simply: History is written by the  
winners and men were the winners  
after Alessia led the rebellion  
that drove out the elves up to the  
foundation of our great and beloved  
Empire. Sadly back then humans  
were as stupid as most still are in  
some places I won't name and they  
merely destroyed about everything  
that could give us any clue about the  
Ayleid civilisation they so loathed.  
They kept only what seemed good  
to them, they took the White Gold  
Tower, they settled their quarters  
in what was now the Imperial City,

unaware of the might of the place,  
never even minding about the  
purpose of such a construction...

So what is left to us to study are  
mostly stones and a few artefacts  
for those lucky enough to find them.  
Sadly again most people putting their  
hands on such marvels of the ancient  
time are too stupid to make any  
good use of them, to give a chance to  
History to resurface...

But back to stones. Stones were the  
first key to understand the Ayleids.  
Here I will tell about Welkynd and

Varla stones, and about those large  
white stones used by the Ayleid to  
build their cities. You will learn much  
more in this book than in Magic from  
the Sky if you know this ...book.

Welkynd and Varla stones are  
commonly found in Ayleid ruins. The  
first ones being much more common  
than the rare later ones. Welkynd  
stones, to the profane, look like blue-  
green crystals infused with pure  
magical essences, most mages use  
them to refill their own Magicka  
but then the stone loses any glow

and turns into a semi-mineral dust. Varla stones are those pure white crystals, marvels shining in the light of stars, usually used by mages for enchanting, or by adventurers and likes to refill their enchanted items. Then again by doing so the light faints and the stone turns to dust.

Should I say that all the people who did such a thing are the most complete idiots Tamriel could ever bear? And the mages, the scholars, all the people seeing themselves as instructed ones are twice this idiot at least. How can you just call yourself

a scholar and dare destroy the few remains of an ancient civilisation!? So what are really these stones? Why can't we seem to use them without losing them? This, dear reader, is something beyond us. Or rather something from before us.

Ayleids were not like the other elven races who called themselves "mer", they were the Ayleids, they were the Ancient Ones, the elves who kept the closest from the Ehlnofoy and they were still able to use the magic of the Dawn Era. That said doesn't it sound stupid to try to understand the

ability of stones created with such magic through the modern schools of magic taught by the Mage's guild? It is just like trying to open a massive and ancient stone door with a lock pick and then you realize that there is no door, no border or limit of any sort, just a stone standing plain in front of you. How stupid is that again?

Now I will not tell you what are Welkynd stones now, I will rather tell you what are Varla stones and let you consider how much we've lost

through centuries of inconsiderate use of them. Varla stones are books. But not books such as romance stories we Bretons are so prolific with, not cheap poetry or any entertainment piece... Varla stones are books of knowledge. History and technology of the Ayleids are contained in them. Matters such as genealogy, fought battles, religions and cults and folklore find a little place in these stones but the largest part is left to science. To the study of the stars, of the great Oblivion, of the energies flowing in and between all the realms of Creation and Void...

And there also lay the secrets of their temples. What we call ruins used to be majestic temples of knowledge protected by deadly traps, created as well to show off the talents of kings and the sharpness of their minds. And though some traps may look simple you should remember that they still function after millenia passed.

I will not tell you how to read the books of Ayleids for it would be against their wish of keeping the knowledge for the wise and the enlightened shining bright to

show their people a way to more spirituality.

Now if you ever had the chance to go inside an Ayleid ruin, see one of those marvelous white stones standing proudly in a hall, come out of the place without dying and luckily hold this book in your hand you must understand better why the stone was displayed in such glory. If you've been in any Ayleid ruin you may also have noticed the feeling of might and magic overwhelming the place. Seeing how the ruins tend

to be populated by rough bandits, stupid mages, dirty necromancers with obviously no better things to do than cutting and stitching useless corpses, or merely any sort of dread creatures, you may have come to hands with such unfriendly beings. And then maybe by some chance you had the time to notice during some awkward fight that no matter how strong steel and iron may hammer the stone, no matter how mighty fire and lightning can strike, the stone will just resist. Eventually it may absorb a lesser or greater part of the energy of a spell.

For this point studying the ruins was the more complicated exercise me and my colleagues ever went through. As smart as we were we had created and mastered a simple spell used to detect the various component of a rock and the eventual veins of mineral or metal hidden through. Just by sending a bit of energy inside the stone and feeling the variations as the magic progresses, by checking the delay for it to come back to us, the way it was possibly altered or absorbed... simple really for anyone with the skills to analyse the result. However when it

came to the analysis of Ayleid stone we noticed our Magicka was just being absorbed by the stone so we couldn't get any useful information. Until we realized that what was happening was already some great information. There are only two possibilities to explain that a stone can absorb energy. Either it's a morpholith — or more commonly, a spiritual gem; either it's enchanted. Since the stone wasn't proving to be any kind of known morpholith we went for the enchanting option and tried to figure out what kind of enchanting it could be.

If you were started to fall asleep you should now wake up for it gets more interesting. After many studies we couldn't figure out what was the spell inscribed in the magic of the wall for it was too complicated and of course, everything but some conventional spell of our modern times. We gave up this useless research and rather tried to identify what kind of energy was stored in the walls, trying to figure out if it was the same as the one in the Welkynd and Varla stones, as we thought.

To our surprise the energy was both similar and different, somehow feeling ...familiar. In a not so pleasant way at first. We took time, we made all the tests we could think of, for once we almost wanted to be wrong. But we were true to our guess. The walls were enchanted with souls. With human souls.

At this point we felt dull and anxious, fearing the walls surrounding us would come to life and swallow us. We wondered if it was the fate of the adventurers dead in those ruins... getting their souls trapped in the

walls to feed the ruin and power the traps that would kill other people in some weird circle of life and death. It was what seemed like the most obvious explanation. It seemed credible that the Ayleid could doom souls to be trapped forever like this and never reach the Aetherius they worshipped through the light of stars, keeping it clean for them. If this was true then we should be very careful. We even made ourselves some rings enchanted with a soul trap spell and all carried a black soul gem — some gear found in a ruin that used to host necromancers.

Whenever we feared we could get killed we cast the spell in hope our soul would be saved by the gem to then be released to keep on its way to Aetherius... I agree we didn't thought about whether or not the Arkay priest would proceed but fortunately we all survived but one of us who had already been killed by a stranger before this — may your soul find a way out of Oblivion, Celus.

Then on we studied the traps and their complex inner structure. We had improved our mineral

detection spell, casting a powerful blast of thick energy through the rock. If before it felt like feeding an insatiable child with a sweet spoon of our Magicka it now felt like thrusting our whole fist in the child's throat so hard it could neither swallow nor vomit anything. Rough but safer, we thought.

We started to understand how the traps were actually composed, some stones weren't actually massive, they were hollowed and less or more filled with what we recognized to be Welkynd stone. Sometimes it had a

rough mineral structure like crystals pointing in various direction all along the inner walls of the stone, like it had grown somehow there in the dark. We figured out that the large stones that would raise to crush anything up the ceiling and the pierced ones that would descend to impale anything on spikes weren't trigger as much by the pressure of weight but that of magical energy. So to say, anything alive or undead. If such a being ever walked on the trap their own energy would disturb the energy field of the trap and trigger it. You could compare those stones

to the arrow hold by the archer as the bow is banded. If you tickle the archer at this precise moment — which I do not recommend just as I do not recommend walking into any trap; then the archer will likely let go the arrow. Note that eventually he'll also get mad and beat you while the Ayleid trap has no such concerns.

Most Ayleid traps and devices work according to this scheme, some are more complex and may compose puzzles to be solved by casting some spells carrying a certain type of energy. We believe those devices to be

more recent or to have been modified afterward — we managed to modify the conditions of success of a puzzle to create a new enigma so this is a possibility we can't put aside. I will not tell how we managed to do such a prowess, or at least not yet, for I must keep some mystery and secrecy over some matters.

At this point we thought the Ayleid probably deactivated the traps in times of peace to be able to hang around safely. We assumed the torture chambers present in some ruins were some sort of twisted

places where men were probably tortured for the wicked pleasure of the nasty elves, just like some Telvanni are said to be prone to beating or killing slaves to entertain themselves a bit if they are bored.

After some years of such research we got news from Tumindil's brother, Lithnilian. Geologist like us, he spent his last ten years searching for a Welkynd vein out of Ayleid ruins. The quest was hard and he was laughed at even more than we were mocked at by those idiot

and sufficient mages of the Arcane University but like us he could prove them all how wrong they were to not believe him. The vein he discovered was not something casual, the mineral seemed to grow like a plant would, which was both unusual and interesting. As we observed some samples we also noticed the energy was different, not that it was raw but it felt different. This led us to observe with further attention the various Welkynd stones we found and pretty much anything Ayleid we had gathered. We had noticed differences already

of course but now we started to feel about to grasp what it was about. For the first time we could make a connection between different elements to conclude that about everything we found in the ruins had been magically altered.

Ayleids are known to be great "alterators" — looking backward with the sight of the schools of magic, of course they could alterate things with the use of Dawn magic; so it should maybe have been more obvious to us that so many things were altered. But we still had made

a difference, what the books say is theoretical, what we hold in our hands is practical and we had a proof. After this however we felt a little stuck in our researches. We knew the walls were enchanted with human souls and something that felt like Welkynd stone energy, we knew how traps and devices were made, we knew Welkynd stone could grow in the dark...

At this point we didn't know for the Varla stones already and were quite stuck with them, unable to figure out any other reason for the glorious place they hold than the mere fact

they were infused with the energy of the stars, of Aetherius... This was already almost divine. But was it all? So simple?

But then we met Tisaliith, an Argonian alchemist who left the Mage's guild like us with other fellows and their ...unusual experiments. Tisaliith felt blocked in his researches too. He found antique potions in the ruins and though he found all the components there was still something wrong but he couldn't set whether it was due to

the age of the potion or if he was missing something. When he said the potion contained Welkynd stone and ectoplasm we told about how the walls were enchanted with souls, how there was something strange about the Welkynd stone and how pretty everything the Ayleid did they altered it.

Altered human ectoplasm went as his answer. According to him the potion had two main effects. An incredible overdrive of Magicka and something more dark, something dissolving the bond between the soul and the body. He wasn't totally

sure but when we met Thilse, a Dunmer skilled with spirits and ghosts, so to say a true Dunmer, she confirmed. Moreover she could tell that the Welkynd stone in the potion hosted human energy tangled with something higher. As well she said this human energy was the same than that of the ectoplasm. To her it was obvious that a human being managed to store their energy in a Welkynd stone that was melt later with their soul.

She told us about something called "tar", a substance used by the Dwemer for enchanting, a

substance she was sure to be made of ectoplasm altered, probably, with their "solid sounds" or some tonal process of some sort since the tar seemed to react to the sound of certain Dwemer musical bowls. Maybe the bowls were even used to alter the ectoplasm according to her. We were a little lost but got the point. It felt strange that there could be so strong similarities between those two substances created by so different races but we could assume that maybe the Ayleids and Dwemer met at some point? Time-wise it was possible and so few was left of those

civilisations and their connections with other races that we could only make supposition. But then another similitude was their common interest for technology — though the Dwemer obviously spent more time doing things while the Ayleid maybe spent more time gazing at the stars.

No matter what it was hard to know whether the Ayleid potion was supposed to be drunk or not. And if yes, by who? There was a connection between the potion and the enchanting of the walls. Obviously human slaves were involved in this,

but on which purpose? Was it just to make the stones more resistant so the Ayleids could battle in their cities without risking damaging them? At the beginning we would have believed it but our researches proved the Ayleids to be more smart and spiritual than this. There had to be something more.

I can't say how we found out afterward for the privacy of the implicated parties, but we found. And it was mind blowing. We were close and yet so wrong!

The Ayleid did enchant the walls of their cities with souls of their human slaves but those humans weren't like stolen their souls away. We didn't totally get the part about the torture chambers — whether they were used for torture or not in the end; but it seemed all humans weren't badly treated. Those slaves used to enchant the walls were grown among the elves and received education to raise their soul, they knew their fate and it was the greatest honor for them to become part of the city. Or rather part of the temple. The slaves stored a part of their energy in a Welkynd

stone that was then altered to make some sort of catalyst once added into the potion. The ectoplasm used in was a part of the life force of the slave, not all of it. When the spiritual wound was healed enough the slave would consume the potion and right after their soul would be torn out of their body and stored into the rock.

All the souls would then be refined by the Welkynd energy linking them all in a same energetic entity. And it would also link this energy to the great Welkynd stone governing the temple, giving the Ayleid king

the ability to shift the shape of the temple, opening or closing the stone into new corridors, new halls... That is how Ayleid could create such constructions with such huge stones. They weren't stones, they became stones. And kings were some sorts of master scientists skilled in many arts, including warfare. The White Gold Tower however wasn't built like this, obviously.

Most slaves of course didn't get this honor. They were just slaves, true. Slaves like Alessia. They looked at

the elves with their dull human eyes, they didn't understand. How could they? To them the Ayleids were their masters, their tormentors, keeping them away from freedom. They could only hate them for it would have been complicated otherwise. Hatred is simple.

Ayleid didn't spend all their time inside their temples, actually they lived outside most of the time, coming there for certain rites mostly. But we never found the single trace of any Ayleid settlement apart the ruins, no one ever did. The mere

reason is that there were none. Ayleids didn't have houses, they didn't need so as they could shape-shift into animals and all sorts of creatures for some of them. They lived as animals, didn't wore clothes to be able to shape-shift with ease and that made them the "wild elves". That's probably sounding fiercer than the "naked elves".

Of course they had the armors we know, elvish in the style though bearing some minimalistic features a little more animal like the horns of the helmet or the fingered paw-like

boots. I was told Ayleid didn't fancy clothes much, clothes and armors were likely the same and meant war when worn.

Maybe some old Bosmers remembers those things somewhere in Valenwood... though they didn't befriend much, probably for their religions differed. Ayleids kept on shape-shifting through the magic of Dawn to preserve their bond with the spiritual world they worshipped. Bosmers would rather revere to Jephre, the wondrous god of the song of the forest who fixed their form in

the Earth Bones so they would stop shape-shifting. We have a drastic opposition there, again fitting the nick name of the "wild" elves. Forsworn barbarians to other elvish races...

Now I find it impossible to look at the White Gold Tower as I used to. I wonder. Is that really possible? And if it was activated someday? Would it really happen? ...Why, for the sake of the Divines, why haven't we seen this earlier? Should we see this as a last trap of the Ayleid or as a last

gift? ...The walls or the Imperial City aren't enchanted. They weren't... It would require a lot of souls to enchant them, probably a many as the inhabitants. But then there's the White Gold Tower raising up the sky, up the stars, up Aetherius... Could it drive such a blast of energy through the Oblivion?

It's said Ayleids had affairs with Daedras but I can't be sure... A portal should be steady and the whole pattern of Ayleid ruins seems... There is something about it. Maybe landing.

The Ayleids are still there... we just can't see them. Even their energy seems invisible to us. Even to their own traps, non-triggered as they walk. If they don't talk, if they don't tell anything about it... is it for it would be such a dangerous knowledge in our hands?

I guess so. We are idiots unaware of the powers of Dawn. And Ayleids were bright. They were defeated, right, but we shouldn't laugh at them. Irlav Jarol mocked at me when I said geology would lead

to greater discoveries over Ayleid culture, he thought he knew all could be known about the stones.

Now I can tell him: "In your face, Irlav! And who was struck down in the end if not you?"