

# Quentari Elf Culture Guide

Draft 8.01.06

Written by Brennagwyn Campbell

Consultants include Kirk Charest, Mickey Golosovker, and Alex Ancheta.

Developed from the original material created by Francis Moore, Tracey Clark, and Don Walsh.

Copyright © 1989-2007 NERO® International Holding Co., Inc. All Rights Reserved.

Author's Forward:

This latest version of the Quentari Elf Culture Guide for NERO® LARP games is an addition and supplement to previous Quentari Elf culture guides and is built upon their foundation. My gratitude goes out to the original developers of the Quentari Elven Culture: Francis Moore, Tracey Clark, Don Walsh, and others; and to those who have played long-standing Quentari NPC's. Key consultants for this Guide include Kirk Charest, Mickey Golosovker, and Alex Ancheta. Ideas have also stemmed from discussions on the Quentari Elf Yahoo! Group.

This guide is intended primarily for PC use, although there should be valuable information for staff who are interested in developing Elven storylines. I encourage players and local Elven race marshals to reference previous material for details and perspectives not included in this guide. Information copied verbatim from previous guides have been credited to "Quentari chroniclers".

In the face of inconsistencies between various source materials, including players' histories, I have attempted to resolve them with minimal changes. Also, where previous

guides have been silent, I have taken creative license to fill in the gaps. Also of note is there is no servant class in Quentari; those duties are delegated to the young (which may in part explain why Elven characters arrive in-game with no more adventuring skills than their shorter-lived counterparts).

What I hope results is a guide where players of Quentari Elves can dream up unique character histories that would take them from their society and mingle their fortunes with other adventurers.

Brennagwyn Campbell

September 2006

## **Introduction**

The Quentari Elves are the oldest unified culture of surface elves within the world of Tyrra. The Elves are one of the first sentient and gifted races upon Tyrra, and the Quentari have existed as a civilization for thousands of years before humans organized themselves into kingdoms and empires. Many other Elven societies such as the Amani of the Ash Forest and the Silvermyst Elves of the land of Avendale can trace their origins to the Quentari people.

As a race, the Elves have been blessed with the knowledge and wisdom gained from lifespans lasting into the hundreds of years. They have an affinity with nature, and an innate understanding of magic. The Elven mind takes easily to discipline, and the Elf can learn to strengthen her mind against the effects of magically induced sleep and mind-altering charms. As time passes differently for Elves than it does for the shorter-lived races, the Elves often seemed unconcerned with the day-to-day triumphs and defeats of their non-Elven companions; this gives Elves the appearance of aloofness to many other races.

The Quentari Elves view their culture as the most civilized and evolved of all the gifted races of Tyrra. The comprehension of magic comes easily to them, and it is rumored that the arch-wizards of the Quentari harbor powerful and secretive enchantments in their libraries. Deep within their wooded homeland of the Taursiloriel, there are mysterious

ceremonies held in honor of the Elves' connection to the cycles of nature. Within the courts of the highest of the honored Quentari families political intrigue is nurtured. Although the ways of the Quentari are often very foreign to non-Elves, this guide attempts to clarify the ways of this most ancient of Elven cultures.

## **Principles of Quentari Life**

As every tree's branches reach up into the heavens, it is also true that every tree's roots dig deep into the earth. So too Quentari society is founded on several key principles which govern a great deal of Quentari behavior, both collectively and as individuals. While these principles are not codified by any philosopher, their manifestations in Quentari life are frequent.

*The Quentari Elves seek to live in harmony with nature.*

While the events that first created the bond between the Elves and the trees have faded into legend, the Elven reverence for the natural world has never been lost. Rather than seeking to overtly dominate and control their environment, the Quentari seek to live in ecological harmony with the other living creatures that share the forests with them. Therefore, the Quentari seek ways to have minimal impact upon the land they live in: Quentari homes are often built off the ground and high into the boughs of trees; gardens are so planted as to mingle with other forest vegetation; and agriculture is kept to a minimum in preference for hunting, fishing, and gathering the bounties of the woodlands. Where magic or architecture is used to add comforts and conveniences to Quentari settlements, these changes blend in well with the natural environment.

The Quentari honor all living things as participating in the cycles of birth, life, and death, and therefore find displeasure in taking the lives of other beings unless necessary for the preservation of themselves or their allies. Even monster races that intend harm or death upon the Quentari Elves are to be pitied, for they are too ignorant to seek peaceful ways to achieve their goals.

Undead are met with incredible loathing by the Quentari, as undead are removed from the cycles of life, death, and rebirth that govern the natural world. A Quentari Elf sees the destruction of all forms of lesser and greater undead as a duty. Necromancy in any form

is abhorred, as it is understood that the calling and use of the elemental power of chaos taints and warps the world of Tyrra. Necromancy is severely punished within Quentari society, and to cast it greatly dishonors oneself and one's House.

*The Quentari Elves highly value knowledge and wisdom.*

Given that the length of the Elven lifespan is measured in hundreds of years, a Quentari Elf may accumulate vast breadths of knowledge in her lifetime. Rather than have this knowledge lost to time, the Quentari have an impulse to record what they have learned to pass on to others in their society. This has led to the creation of the great library in the Elven settlement of Helevorn. Literacy and writing skills are prized among the Quentari, even those who are not dedicated to scholarly pursuits.

It is legend that the Elves were the first race upon Tyrra to master the ways of magic. The Quentari find both Earth magics and Celestial magics valuable, and their Arch-Mages are continually experimenting with new ways to harness magic for the betterment of their society.

Often the Quentari want to understand the circumstances surrounding any conflict before choosing a course of action. They are usually not taken to quick decisions, preferring to consider consequences for some time before reaching their conclusions. However, once a Quentari has made up his mind to do something, he dedicates herself fully and without hesitation.

If knowledge is cherished among the Quentari, so is the discernment needed to use knowledge and power wisely. Wisdom is gained through experience. Thus the Elders of each Quentari House are respected, for they have an entire lifetime of experience to guide them in their decisions.

*The Quentari Elves value an orderly social structure while still honoring individual*

*choice.*

Unless they have turned their back on the society of their youth, each Quentari Elf is allied to a Quentari House. Each House is an extended family comprised of the ruling Elders, the aged teachers, the adults who engage in their professions, the youths who see to most of the day-to-day upkeep of the household, and the children. Each individual is expected to make a contribution to the betterment of the House in general, either through training the next generation, being member of a vocational Brotherhood, or applying oneself to lessons.

In Quentari understanding, each person is only a part of a whole, like an arm or an internal organ, and must play her delegated role within her House and Brotherhood to gain prestige and to prosper. The Quentari Elf is keenly aware of the duties and responsibilities that come from her station in life. For a Quentari Elf to act dishonorably or to not obey the directives of those who are of higher station than him not only brings harm upon himself, but lessens the prestige to her whole House. A Quentari who commits a grievous crime may find himself stripped of any House affiliation, Brotherhood membership, and then exiled.

Fortunately, although the Quentari House hierarchies and Brotherhood structures are very rigid, individuals are given the option of choosing the profession to which they dedicate themselves, provided the Headmaster of the Brotherhood feels that the Elf petitioner would be an asset as a member. A Quentari Elf may belong to several Brotherhoods within his lifetime: born into a House with a majority of his members devoted to one craft or service, in his youth he petitions a Brotherhood to apprentice in a profession that appeals to him. He may continue to serve as a teacher of his craft as he ages or he may then retire into one of the Brotherhoods of the Sages to better understand the mysteries of nature.

The Quentari Elf who travels outside of her homeland for any extended lengths of time is generally under one of three categories. Under the dictates of her leaders, she may be spending time adventuring to hone certain skills or gain knowledge that will be valuable to her Brotherhood or House once she returns. Or the Quentari Elf may have such a crisis of purpose or identity that she is taking leave of her society in order to find her “true calling,” with or without the consent of her Elders. The last option is that the Quentari Elf has been so dishonored that she has been stripped of her House identity and exiled from Quentari. A Quentari expatriate is still likely to hold to the values with which he

was raised and look for individuals to associate with who are worthy of his dedication.

*Quentari Elves value honor and personal integrity.*

Quentari Elves have a strict ethic of honor, which generally means holding one's word once given, especially if sworn on one's spirit-name. Once a Quentari Elf agrees to do something, she dedicates her time and energy to seeing it done thoroughly and effectively. The Quentari are not quick to blame others for their failures, but accept their mistakes as either an error in their own judgment or a lack of skill. Quentari Elves who establish lives outside of their homeland often consider themselves wiser than their non-Elven friends, so may often hold themselves responsible for any failing on their friends part where the Elf did not advise or warn them correctly.

A Quentari Elf never compromises his own deepest convictions. In order to live harmoniously, a Quentari believes that one's actions should be in alignment with one's heart and spirit. When a Quentari remains in inner balance, he gains confidence and is beyond reproach by all but his Elders.

*The Quentari Elves seek to perfect and elevate every action into an art-form.*

The Quentari seek to better the world through bettering themselves, which means devotion to whatever craft or skills they have chosen. It is a Quentari belief that any trade can and should be honed to that of an art, whether it be magic, swordsmanship, blacksmithing, or gardening. The Elves take great pride in achieving mastery in their chosen disciplines, and will devote a great deal of time to practice until they appear to perform gracefully and effortlessly. No matter the station of a Quentari Elf within their society, Elves who demonstrate excellence in their profession are accorded honor and respect.

Even the expression of emotions are channeled and refined into art such as debate,

poetry, sculpture, song, and dance. Quentari art tends to mimic the natural world, and often the Elves will use natural imagery in their works. Every day objects used by the Quentari are formed and decorated to appeal aesthetically to the Elven eye, with organic shapes and curving lines. Subtle nuances are often included in anything crafted by the Quentari, and it usually takes more than one glance or read to appreciate the details.

## **Quentari Elf Roleplaying Tips (Out-of-Game Section)**

**Always have your prosthetic elf-ears on.** Elves are a make-up race, and therefore people who play Quentari Elves need to wear a pair of prosthetic elf-ears on at all times while in game. The Quentari are very proud of their heritage and their race, and to hide one's ears under a hat, scarf, or bandana is considered uncouth.

**Carry yourself with grace and dignity.** Far more than fine clothing, one's demeanor sets one apart from the shorter-lived races. Quentari Elves should seek to radiate an air of confidence and propriety. You will often appear to less cultured people as aloof, even "stuck up", but that is because you exhibit a refinement of character that they lack.

**Think in the long-term.** Elves expect to live hundreds of years, and therefore they often consider how their actions will have effects in the distant future. For this reason, Elves are rarely given to momentary temptations that would compromise their long-term goals. They are patient and take their time in making decisions.

**Your respect is given to non-Elves only when earned.** To the Quentari, few of the shorter-lived races such as humans, halflings, half-orcs, and gypsies have a strong sense of purpose or deep convictions. It is a person who acts on their convictions and has a strong code of conduct who earns respect of Quentari Elves more than individuals who are "wishy-washy," or given to succumbing to their base and immediate desires. Rather than point out flaws of others, the Quentari tend to ignore people that are below their interests.

## **Quentari Views on Other Tyrran Races**

## **Other Elves:**

**Wild Elves.** When the Elves first walked upon Tyrra, these cousins of the Quentari Elves never organized themselves beyond a loose clan-like structure, instead preferring to live closer to nature. While Quentari see these Elves as “uncivilized,” they may appreciate Wild Elves keen instincts and their intimate understanding of the forest.

**Wood Elves.** Given the rigidity of Quentari society, there are times when entire Quentari Houses leave the Quentari homeland in order to seek freedom and opportunity for themselves. Also great political turbulence can often lead to one or more of the Houses departing or being exiled from Quentari. These Houses often find forests in other places of Tyrra to develop their own unique culture over time, and many have existed for thousands of years. While the Quentari generally respect Wood Elves and feel a close affinity with them, they will sometimes feel that these kindred are “orphans” who have lost a part of their heritage.

**Stone Elves.** These distant cousins share a similar social structure to the Quentari, and the Stone Elves’ reserve, propriety, and desire for knowledge are respected. However, the general acceptance of Stone Elves of chaotic “battle magic” has been a point of contention between the two cultures, and a Quentari may be suspicious of the Stone Elves’ mental abilities and their ethical use.

**Dark Elves.** Because of the conflicts the Quentari have had with Dark Elves in the past, there is an inherent distrust the Quentari hold for Dark Elves. Even when encountering them in human kingdoms, some Quentari show open distain for them. A few Quentari may inclined to give the “benefit of the doubt” to individual Dark Elves they may meet, especially when the Dark Elf is known to live with a strict code of personal honor or the necessity of a common goal bands a Dark Elf and Quentari Elf together.

**Mystic Wood Elves.** The Quentari often have a difficult time understanding the passionate ways of Mystic Wood Elves, but do appreciate their dedication to crafts. A Mystic Wood Elf who makes foolish decisions by acting rashly and for the moment is sure to earn distain from a Quentari Elf, while those Mystic Wood Elves who share the

wisdom of their travels are often admired.

#### **Non-Elven Races:**

**Barbarians.** The Quentari view Barbarians as uncivilized and violent, with their only saving grace being their connection with nature through their clan's animal totem and the ceremonies and mystical knowledge of their shamans.

**Biata.** As the Biata currently exist in lesser numbers than the Elves, few Quentari have met Biata. Those Quentari who have met them may appreciate the Biata's purposefulness to life even if they are cautious in regards to the Biata's mental abilities. As the Biata are among the longer-lived of Tyrra's gifted races, the Elves share some of the same outlook on the passage of time as the Biata.

**Dwarves.** The Quentari often find the mannerisms of Dwarves to be a bit too loud and abrasive for their liking; however the Elves tolerate this because their trade with the Dwarves provides them with the metal, gems, and ores that the Quentari refuse to mine in any quantity from their own pristine land. While the Elves have their own master craftspeople, they appreciate the Dwarven pride in creating quality work.

**Gorbe.** This race of cat-people live in the land of Myrr to the west of Quentari. The Elves find little in common with these felinoids, including their wide acceptance of chaotic "battle magic," and the Gorbe's practice of indentured servitude.

**Gypsies.** The passionate, nomadic lifestyle of the Gypsies is utterly foreign to Quentari Elves, and so it is rare that the Quentari seek out the company of these wanderers. Often, only the elders of the gypsy clans who have matured beyond acting on impulse and can temper their “gypsy passion” will show enough discipline and wisdom for a Quentari Elf to wish to keep a gypsy’s company.

**Half-Orcs.** It is rare for a Quentari to meet one of the Half-Orcs and even rarer to willingly share close quarters with one of them. The Quentari consider them little more than monsters, and will rarely come to their aid or rescue.

**Half-Ogres.** The Quentari Elves generally disdain the war-like ways and crude manners of the Half-Ogres and refuse to deal with them unless it is necessary. The company of a single half-ogre who shows himself to have adopted some of the civilized ways and mores of human society may be tolerated company, and perhaps viewed in the same amusement as an exotic animal who has been tamed.

**Hobblings.** The Quentari have traded with the Hobblings for many hundreds of years for the wheat flour and other agricultural goods that does not grow within the Elves forested homelands. The Quentari generally appreciate the social harmony the Hobblings foster in their own communities, even if they consider these “halflings” to be unsophisticated bumpkins. Quentari Elves tend to believe Hobblings adventurers will often take to trickery and thievery.

**Humans.** Of all the non-Elven races upon Tyrra, humans provide the most fascination to the Quentari, precisely because of their “potential” as individuals and as a civilization. Unlike the other shorter-lived races that have settled into their ways, humans have a vast variety in their individual temperaments and their societies; many Quentari feel the desire to guide humanity to improve itself. At the same time, humans remind Quentari Elves of the freedoms to shape one’s own destiny, and that provides a subtle but powerful allure for a Quentari Elf to break from his homeland and set out on a unique path.

**Scavengers.** Quentari Elves view scavengers as living on the edge of civilized society, who often make up their own rules and ignore the law in order to serve their individual selfish needs. As most scavengers are not given to scholarly pursuits, the Quentari find little need or desire to speak with them.

# Quentari History

## Coming Forth From the Twilight: How the Quentari Came to Be

A story by the Sage Lomannon Tirithion:

*In the mists are the origins of our people, the Elves. From across the expanses of the multiverse they came, those of radiance in battle with the ones of darkness. Their war had always been and would always be, and their eternal conflict came to the lands of Tyrra. Both the shining ones and the shadowed ones possessed powers unknown to any of the beasts of Tyrra, and with their magics and their terrible beauty the Visitors lorded over the earth, sky, and seas. They needed no food, nor drink, nor rest, for the Visitors were immortal.*

*It came to be in their battles that the brilliant ones chased their enemies into the refuge of the shadows, deep underground into the very hearts of mountains. For centuries and centuries they fought in those caverns that seemingly had no end, abandoning the surface of Tyrra to the elemental forces. After battling within the earth for many centuries, the radiant and the shadowed felt for the first time the need for rest. Their magic faded in their hands, and they desired sleep. There soon came the time when both forgot the urge to war upon each other. The Visitors were transformed; now mortal, they became enthralled to the passage of Time.*

*Bewildered and confused, the shining people struck an accord to leave the underground to the dark ones. They then emerged onto the surface of Tyrra and wandered for many years, where they first came to understand themselves as Elves. As they wandered, they formed into clans. Some of the clans chose to disperse across Tyrra, seeking their own unique fates. The Elves harbored a great fear within their spirits, for they no longer possessed the power to return to their timeless home, and the spirits of their dead found no place of eternal peace.*

*Under the Fornarl clan our people mustered what magic was still left to us, and we defended ourselves against the dangers that threatened our fragile lives and spirits. Upon the darkest night of the year a great being, whose name is not spoken, took pity upon us and gifted to the Elves a magical Seed. The Giftgiver then sought the Elder of the Ar-Din clan, and instructed him how to guide our people by the light of the stars to the forest destined to be our home.*

*For three cycles of the moon we traveled by the guidance of the Ar-Din until we came into a great forest. Where a spring fed a pool of water open to the sky, the Elders gathered every one of our people. In the Seed the Elder held in her hands was a reflection of each one of the Elves gathered. As we planted the seed in the rich soil beside the spring with a ceremony taught us by the Giftgiver, a new strength of spirit grew in each of us.*

*Within a year, the Seed grew into a Great Tree of silver branches and golden leaves, and we tended to the Tree's prosperity, for we understood that our connection to Tyrra was dependant upon the continued life of the Great Tree and the forest. From visions of wisdom gained by the Elders while in the shade of the Great Tree, we became the Quentari and grew into a nation.*

Another legend recorded by the Brotherhood Nornoquen:

*There was once a star, and upon her journeys in the velvety deep of the night sky this star saw her reflection upon the water of Tyrra, For the first time, she recognized her own shining beauty and felt a desire to draw closer and know more of herself. She sang a song of love to the waters, and her song made the very sky tremble, and caused her to fall from the heavens.*

*Her light was quenched in the water, and she contracted to a seed. The seed drifted upon the water until it came to land, where it took root and grew into a magnificent tree with silver bark and golden leaves.*

*The Shining Tree flowered and bore numerous kinds of fruit and nut. When one kind of fruit ripened and fell onto the earth, the fruit was transformed into the first of the Elven people, the Quentari Elves.*

*The Elves learned to speak the language of the wind through her branches, and learned the wisdom of the heavens, the waters, and the earth. They gathered the multitude of seeds fallen from the Shining Tree and planted the first ancient grove.*

*The Quentari have never forgotten that they are the children of the stars and the kindred of the trees.*

Lastly, a popular tale of many variations:

*As legends say, at the dawn of time, when Tyrra was newborn and wild, a Great Dragon came from across the void. Emanating a light of Her own, She gazed upon this primordial wonder. For millennia, She watched Tyrra mature: the birth of rivers and lakes, the tremors and jutting of mountains, and then finally the blossoming of green and growing things from her light. She found such beauty there that She named Tyrra her home, and soon birthed a clutch of children deep in earth's belly.*

*The Children She birthed were all different from one another, each colored in only one of a multitude of hues, though all were equal in their Mother's eyes. They took joy in exploring their differences and were close companions beside their Mother. Yet as the Children grew and the novelty of each other faded, they began to long for something more; in their restlessness, they bickered. Finally they parted company and sought their own refuges across the face of Tyrra.*

*The Children tested their own powers by drawing forth the raw energies of Tyrra to their own ends, until Tyrra threatened to undo herself under the strain of the Children's demands. The Mother, seeking to limit the destructive nature of her Children, plucked her*

*own scales and buried them deep where Tyrra was the most vulnerable, sheltering Tyrra from Her Children's ravaging. Exhausted from her work, She coiled herself around Tyrra and slept, the few remnants of scales still upon her form shining in the deep blackness of the night sky.*

*The scale that She took from her breast was of the greatest magic, and She wept in pain and sorrow when She pulled it from her body. From where She had embedded it into Tyrra, her tears pooled into this scale. Eventually, the roots of sapling began to feed from the pool. Soon enough, the sapling matured and the first of its seeds fell into the shining tear-water. From the seeds emerged the first of the Elvenkind.*

*The appearance of these magic-born beings stirred the curiosity of the Children. With the Mother in slumber, some of the Children vied for the friendship of the Elvenkind, even claiming the Elves as their own creation. Some of the Children grew jealous of these Secondborn for their beauty, and sought ways to destroy them. Eventually, these struggles caused Elvenkind to be splintered across Tyrra. Then because even the Firstborn needed rest, they left the Elves to survive on their own with all the other races that soon populated Tyrra. The Mother still slumbers.*

## **The Expansion of Quentari Society**

With a recognized ruling House and a homeland, the Quentari Elves established settlements and began cultivating what was to become the Quentari culture. Though superior magics and tactics, the Quentari Elves drove all manner of monstrous creatures from the forests for the Elves to claim as their own. At this time in Quentari history, the forests stretch nearly uninterrupted for hundreds of miles across the continent of Avalon. This era is known as the Twilight Spans.

Given a vision from the Great Tree, sometimes called by the Quentari the “Ancient Mother Tree,” House Ar-Din chose for the Quentari capital where the oldest and stoutest of trees grew in the Taursiloriel, and named this settlement Din-Oth. With great magics the trees became even stouter and taller, strong enough for the Elves to build their city within the boughs of the oaks. The home of House Ar-Din was crafted within the center

of Din-Oth, and Quentari grew great as a nation.

As the Quentari formed new settlements in the forests, the ruling Quentari Monarch charged certain Elves as leaders and protectors of these new communities, and these Elven clans became the first noble Houses of Quentari. One such group traveled far to the east and settled in the Ash Forest, cohabiting with a Wild Elf population. Upon establishing their own home, these clans decided to break away from the singular rule of House Ar-Din. Rather than declare war upon their own kin, the Quentari blessed the future of the Amani Elves and gave a gift of the first seed of the Great Tree to plant within the Ash Forest.

In the coming centuries, the Quentari met with other gifted races upon Tyrra, including the Dwarves. While distrustful of each other at first, the Elves and Dwarves found a common enemy in the trolls that had been driven out of the underground by the Dwarves and were now set on attacking Elven settlements. These battles with the trollish clans have been named the Troll Wars.

As the Quentari collected and recorded thousands of years of knowledge, wisdom, and history, it became of concern to the leaders of the Elven people that their written knowledge be preserved in a place guarded from fire and destruction. Quentari's Dwarven allies lead an expedition into the Greenmarch Mountains, and there the dwarves taught the Elves to hewn and carve stone. In the heights overlooking a mountainous lake, the Quentari established Helevorn to be a storehouse of Quentari knowledge and the center of Quentari scholarly learning. The greatest secrets of Elven magic were safeguarded in the Black Tower of Helevorn.

## **Alliance with Evendarr**

For many millennia, the Quentari Elves had occasional contact with humans who passed through the edges of Quentari territory. With the Quentari Elven culture in its prime, the nomadic and semi-nomadic human tribes that wandered into the Elven homelands were thought simply another warlike and barbaric race and worthy of little attention.

However, in a short order of time by Elven standards, the human societies surrounding their lands became more adept at the arts of magics, built permanent settlements, and lived in complex city-states that dotted the perimeter of the Elven homelands. The Elves made diplomatic gestures to many of these fledgling kingdoms, but were always wary of human motivations, especially their greed for riches and power. A few of Quentari Elves even sought out the distant empires and kingdoms to the north and west of the Taursiloriel, wanting to see for themselves the great societies that humans could build and let dissolve into chaos all in the matter of an Elven lifetime.

One such newly founded kingdom was the Kingdom of Evendarr to the east. In the battles against the elemental destruction still prevalent between the First and Second Dark Wars, the Quentari Elves found the Evendarrians to be allies worthy of some trust. At the invitation of the Evendarrian Royal Academy of Magic in the town of Cwyll, several Quentari Arch-Mages were granted leave by the Elven King Elenaro to share knowledge with the Evendarrian wizards. In 288 Loa Elenaro (228 E.R.), Princess Marieden married the widower King Lawrence Endarr I; after his death, Queen Marieden ruled Evendarr for several years until her abdication to her step-son, Prince Ulson Endarr III.

Good relations between the Quentari and the Evendarrians continued until King Elenaro's disappearance at the end of the Second Dark War, which then became more strained under the regency of the Regent-Protector Arienwen.

## **The Dark Wars**

In the seventh century of King Galavier's rule, a great influx of elementals came to Tyrra and wreaked destruction upon much of the continent of Avalon. To the Quentari Elves, this was the First Dark War. Much of the forested lands once populated by Quentari settlements were razed and scorched. Over half of Quentari's population was lost to these powerful and devastating attacks.

The Quentari army, lead by the Elven King and the Crown Prince Elenaro, held the last of the defensive lines along the Greenmarch Mountains and on the borders of the Taursiloriel. King Galavier fell in a battle against the first leader of the Destruction elementals, Gurthaiya. The elemental attacks then lessened, perhaps due to the loss of the elementals' warlord, perhaps due to some secretive magics woven in Helevorn, or perhaps due to the encroachment of other races' armies who launched attacks on the elemental strongholds.

Before the Quentari Elves had a chance to rebuild and their forest homelands could regrow, the elementals regrouped under the command of another powerful being of Destruction known as Guxx Unfadoo. The uprising in attacks began the Second Dark War. In final defense of Quentari, King Elenaro wielded a great magical weapon, the *Haran Gurthol*, against Guxx. In the battle that destroyed Guxx, the King's spirit became imprisoned in the protective amulet he wore, and no one knew of his plight for four-hundred years.

Also lost in the final battle was Janithil “Janus” Dolumbar, one of the elite military corps who served the Royal House in the First and Second Dark Wars. Instead of meeting his final death, Janus was corrupted by the elemental magics, and would eventually manifest as the second incarnation of Guxx four-hundred years later.

**The Regency of Regent-Protector Arienwen Cyllinith**

After King Elenaro's disappearance after the Second Dark War, the scholars and mages of Quentari began an exhaustive search for their missing Monarch. In the year of his disappearance, the Arch-Mages and astrologers determined that the King was still alive, but unlocatable. With the consort Queen Curille having mysteriously departed Quentari a few years earlier, and the Royal Heir to Quentari, Bereth Tarillen Ar-Din, driven into hiding far from Quentari in the continuing elemental attacks which assaulted and crippled her war band, the high council named Curille's mother, Arienwen Cyllinith, who was head of Celestial Magics at Helevorn, as the Regent-Protector.

Arienwen's regency of four-hundred years marked a period of conservatism and isolationism for the Quentari. In the need to preserve the Quentari Elves as a nation, most of the noble Houses became deeply concerned with maintaining the purity of the bloodlines of the Elven race. Many markets and trade routes were closed to foreigners. Elves born of unions with other races, most especially humans, and those Elves who chose to engender children with a mate of another race, were shunned from Quentari society. This included Princess Tarillen, who was banished from Quentari by Arienwen for bearing twins to Sir Arnole Thorngarr of Evendarr during her time in hiding. After Tarillen's banishment, Prince Mirtaur, the eldest of Elenaro's twin sons was named the Royal Heir. Also under Arienwen, the handful of non-Elven settlements once recognized and sheltered under Quentari law and protection found themselves without support, including the Gorbe settlement of Padash.

Upon his rescue from the amulet and his return to Quentari in 650 LE (590 E.R.), King Elenaro granted the rulership of Quentari to his son Mirtaur, believing his nation to be better stewarded under his son's care. Soon after, King Richard of Evendarr named Elenaro an honorary Prince of his kingdom, placing Elenaro in the line of royal succession. However, both upon Mirtaur's insistence and upon the voices of the Royal Council and the noble Houses, Elenaro once again assumed the throne of Quentari in 593 E.R. Since returning to his throne, King Elenaro has welcomed foreigners again to his kingdom. He has also journeyed to the Duchy of Ashbury by request of the Amani Arch-Wizard Zalarik to aid in the planting of another Spirit Tree within the Amani Forest.

## **The Rising of Niman**

In the first century of Arienwen's Regency and in the wake of the Dark Wars, a new human nation began to form out of the remnants of the Hadran Empire to the north of Quentari. In the lands that had once stood the forest of Nimn, the Kingdom of Niman grew in power and wealth through the legalized use of slaves for their farming and trade. Despite Quentari efforts to better patrol their borders along the Rinter River and Green Mountains, many Elves disappeared from their settlements, believed by the Quentari to have been captured by the Nimani.

Although open warfare never came to fruition between Quentari and Niman, as kidnappings sanctioned by the Nimani government could never be proven, the Elves retaliated in their own secretive ways. When political tensions may have escalated enough for the Quentari to declare war, the Kingdom of Niman became a Duchy within the Kingdom of Evendarr in 559 LE (499 E.R), thus gaining political protection under the alliance Evendarr shared with the Quentari nation. The Duke of Niman, an unnaturally long-lived human named Vordan Nicodaemus, is considered by most of the Quentari Elves as a nefarious man who has dealings with greater undead and condones the kidnapping of Elves and others to use as slaves.

In the Spring 664 LE (604 E.R.) Niman declared a shift from legalized slavery to one of indentured servitude, whereby a person owed service under the terms of a contract rather than by ownership. However, most Quentari Elves remain suspicious of the fairness of these "contracts" and think it of little improvement from institutionalized slavery.

## **Enemies of Quentari**

*Tarlov Ghosthand.* One of the human Sorcerer-Kings before the founding of the Kingdom of Evendarr, Tarlov was devoted to battling the elementals, but corrupted himself through the arcane magics he used to fight against them. Being made aware of his evil, King Galavier, other powerful Quentari mages, and many Unicorns imprisoned Tarlov in the mountains of Volta. Tarlov remained locked away for a thousand years before the magical prison weakened, in part from Tarlov's capture of King Elenaro, who used the power residing in the King to weaken his Chains. In 658 L.E., nobles and adventurers summoned to the Evendarrian Duchy of Volta used the weapon called the

“Doom of Ghosthand” in conjunction with a great ceremony to destroy Tarlov.

*Calypso Sakalid.* Once a Baron of Quentari, Sakalid’s scholarly obsessions with the powers of resurrection lead to a magical accident that then transformed him into a Liche. Sakalid terrorized the citizens of the Evendarrian Duchy of Ravenholt until his destruction with the assistance of one of the Fae Folke known as “Jack’a’Roe.”

*Pantherghasts.* Rumored to have been the creation of a Dragon who wished to cull the numbers of the Elves as they flourished in the Twilight Spans, these magically summoned creatures have special abilities and powers that make them deadly against Elves and no other race. While a Patherghast on the hunt is unable to effectively harm one of the non-Elven races, likewise the non-Elven find that their weapons and spells can do little harm the Patherghast. Since the last shifts in the magics of the Great Cycle, Pantherghasts may be summoned against any race should the mage have the proper formal magic scroll.

## **Quentari Society**

The structure of Quentari society is organized chiefly into extended family Houses, with the Houses each being ranked according to the honorable station and historical achievements of the House. In conjunction with familial Houses, each Quentari is expected to apprentice within and to join a vocational Brotherhood upon adulthood. It takes a noble decree by a Duke or higher to form or dissolve a House or Brotherhood. The greater honor a House achieves within Quentari society, the more luxuries are afforded to them. The greater success a Brotherhood shows in dedication to their craft or service, the more Quentari society patronizes them. Prestige is the coin by which Quentari society operates, and greater resources come to those who are shown to be dedicated to their vocation and the betterment of their community.

Most members of a Quentari House specialize in a single trade or a closely-knit collection of trades, and so there is often great overlap between House membership and membership within a vocational Brotherhood. These Brotherhoods are akin to the guilds of other Tyrran societies, but are more widespread in Quentari society. Individual

entrepreneurial endeavors are unheard of in Quentari society, as this person will not be patronized; innovation must be grounded within an established and sanctioned professional Brotherhood. Some Brotherhoods, such as the Orders of elite military forces, refuse to accept any initiates that are not born to a select number of highly honored Houses. Sometimes there may be a single Brotherhood with dominion over a single trade or service, but more than often not, there are multiple Brotherhoods for a single trade.

The first groups of vocational Brotherhoods are those that provide the raw goods and materials to the populations, such as fishers, hunters, and gardeners. Each of these Brotherhoods work with the noble Houses to determine how much they can harvest from the land and waters, thus protecting future supplies from over-depletion. These Brotherhoods are also the traders of the Quentari people, and make trade bargains with outsiders in consultation with the ruling Mayor on behalf of the entire community. Members within these Brotherhoods gain honor within society by being careful stewards to the land and collecting quality base materials, or being shrewd but honest traders. Often Quentari who have lost honor and are ejected from a more prestigious Brotherhood find places within these Brotherhoods.

A significant number of Brotherhoods are those of the craftsmen, those who take the raw materials and transform them through skill into usable goods. This includes artisans of all kinds: blacksmiths, weavers, tailors, carpenters, armorers, furniture makers, jewelers, vintners, and perfumers. The greatest of the artisan Brotherhoods are patronized by the noble Houses and elite military Orders. Members of these Brotherhoods may travel abroad looking for new crafting techniques or materials. A very few members of the most noted Brotherhoods are permitted to travel and merchant freely for part of the year.

A third group of Brotherhoods are those that provide some sort of service to the Quentari. These Brotherhoods closely resemble the structure of Evendarrian Guilds, with chief Brotherhoods focusing on scholarship, magic, and learning. These Brotherhoods are centered in Helevorn and their members are teachers at the Elven Institute of Learning and Magic. Members of these Brotherhoods are the teachers and the researchers of the Quentari people, but they are also the Sages and guardians of secret forest groves, the musicians that compose ethereal music, and the hostellers that offer shelter to outsiders.

Certain military Brotherhoods are the Orders of the King's elite forces. Entrance into these military Orders is for a lifetime and is highly restricted to all but the members of the most honorable and proven of Houses.

The only group of Elves that are unaffiliated with a Brotherhood are the Quentari who serve in the Elven nation's standing army. Many Quentari Elves will serve for a few years within the military sometime in their life. There are also a number of Houses that are fully devoted to raising their children to serve their lifetime military.

The highest rank of Houses comprise of the Quentari nobility. Many members of these Houses are not expected to inherit noble title themselves will often become a leader in the Quentari military or serve as ambassadors. These Elves are the life-long diplomats who oversee the harmony of their domains. The noble class handles disputes between Houses and Brotherhoods. At the top of all Quentari society is Royal House of Ar-Din, where all the Monarchs come forth to lead the Quentari.

[OOG note: Quentari nobles and the ranks of the Quentari military elite Orders are reserved for NPC's only, as per NERO International policy on PC creation.]

There is no servant class in Quentari, unlike most of the societies on Tyrra, and in deep contrast to the institution of slavery in the neighboring Evendarrian Duchy (once independent Kingdom) of Niman. The younger Elves who have yet to reach the age of apprenticeship are given most of the household chores to do in addition to their schoolings, and the children of the highly honored military Houses will often serve as pages in courts of the noble Houses for several years.

## **Individual Mobility in Quentari Society**

While the ranks of the Houses are very rigid, individual Elves in Quentari society have several ways of improve their status through life-mating or a membership within a vocational Brotherhood.

Firstly, they can petition a Brotherhood to accept them into their numbers. This occurs

either when an Elf wishes to undergo training in a profession, or they have been dishonored and thus are rejected and stripped of membership by their current Brotherhood and are seeking another way of life. In instances where an Elf is trying to move “up” the ranks, the Brotherhoods have tests or trail periods to see if a potential candidate is suitable for membership.

Similarly, an Elf may be stripped of her House affiliation because of a grave misdeed, and often the only option left to the Elf is to find a House of lower status to be adopted into, if she chooses to remain in Qentari society at all.

Secondly, an Elf may change Houses through life-mating. In Qentari society, one personally chooses one’s life-mate, and the life-mate of lesser status joins the House of the life-mate with greater status. Elves that join a House through marriage are rarely privileged with authority within the House, however, and will often take a supportive role. Many Houses are concerned with maintaining racial purity, and will only allow their members to life-mate or bear children to another Qentari Elf.

It is widely held that Elves who have become Elves through race-change cannot legitimately claim to be Qentari Elves unless they have been adopted by a Qentari House and also participate in Qentari society. Most Elders believe that an Elf needs the equivalent of 50 years of training and enculturation before an Elf can be considered a full Qentari citizen.

### **Qentari Elven Life-Span**

For the first ten years of their life, Qentari Elves age in similar rate to humans, however after that time, the Qentari aging process steadily slows until reaching maturity. After an Elf becomes an adult, they age at a fairly constant rate. Because of the vast amount of years Qentari live, they tend to mark time in ten year increments known as “spans” rather than in years.

<i>Age</i>	<i>Stage</i>	<i>Human Equivalent</i>
0-3	Infant	0-2
4-7	Toddler	3-5
8-20	Child	6-8
21-60	Adolescent	9-13
61-90	Puberty	14-19
91-200	Young Adult	20-30
201-300	Mature	31-40
301-400	Middle Aged	41-60
401-500	Old	61-90
501 +	Venerable	91 +

It is rare for a Quentari Elf to live beyond their sixth or seventh century, although reputed use of great and ancient magics that are beyond the capabilities of all but the most powerful of arch-wizards have the effect of extending lifetimes even beyond a millennia.

## **Love, Affection, and the Quentari Heart**

The intimate relationships of Quentari Elves are complex and often misunderstood by non-Elven races. As the Elves live in extended households, the task of childrearing is shared among the child's parents, the siblings and cousins who have not yet reached adulthood, and the venerable Elders who have retired from their profession. Therefore, a Quentari Elf grows up with social connections and affections shared with many others, not just one's immediate siblings and parents.

While Quentari Elves are open with their affections to those with whom they share an emotional connection, they are not promiscuous for the sake of physical pleasure. Love is idealized as a harmonizing influence for one's spirit, one's heart, and one's body, and a Quentari should seek out a lover that offer enrichment to all three. As with all aspects of their lives, the Quentari tend to be artful in their romances. Elves do not consider sex to be a taboo subject, but to be discussed both rationally and with caring.

Quentari Elves typically have their first romances while they are being schooled with children from other Houses in their apprenticeships to their Brotherhoods. The Elders teach the children to treat their lovers with respect and caring and encourage youthful trysts as a way for the children to emotionally mature and to discover their own preferences. In Quentari courtships, either person may approach the other with their romantic intent, regardless of their gender. Sometimes a romantic encounter lasts only a few months, or sometimes the two Elves remain lovers for a lifetime.

When two Quentari Elves have forged a deep and lasting connection and engage in love-making, they will often recognize "lovemating," between them. The lovemates have no formal obligations to each other, but simply honor the mutual love they share. Once love is recognized in such a manner, the Quentari believe there will always be a bond between the two, even if circumstances cause the love-mates to part ways. Ever keeping with maintaining Quentari dignity, there is rarely open acts of animosity should a romance turn stale. Should this happen, the parted lovers often return special tokens of affection to one another, recount the more special moments of their shared time, and part quietly.

### **Spirit-bonding**

From a Quentari Chronicler:

*Spirit-bonding is a phenomenon peculiar to Elves and half-Elves who take after their long-lived parent. The moment when spirit-bonding happens is called "The Drowning Gaze," for it is realized that when two Elves look into another's eyes, they spontaneously feel an extremely strong urge to be close and engage in love-making. Many believe this is nature's way of ensuring the survival of the Elven race, as it has been observed that children born of it are generally more fit and gifted than others.*

*When a spirit-bonding happens with two who already love one another, it is a cause for*

*joy and celebration, and the two will usually join in the union of Lifemating, which will mature into a deep and close love. For two who do not care for one another or may be enemies, the bond may be resisted and broken through effort of will over many months' time.*

*An Elf can only be spirit-bonded with one other Elf at a time. The bond may be broken by a continued effort of will or the permanent death of one of the couple. A second spirit-bonding is possible, but this may not happen again for years, if ever. Spirit-bonding is different from Lifemating, and it is possible for one's Lifemate and partner to spirit-bond to someone else. In this instance and always in Quentari culture, any child begotten of the female Elf is accepted into the Lifemated family, regardless of progeneration. However, emotions run rampant, and depending on the personalities and open-mindedness of the involved, jealousy and denial of either the Lifemating or the spirit-bonding may occur.*

## **The Union of Lifemating**

Should two Quentari Elves decide to form a life-long commitment to each other, they may forge the bonds of "Lifemating". This Lifemating is similar to human marriage in that parentage of children between the two Elves is shared, and that the two Lifemates share the same household. In Lifemating, one of the partners joins the other in their House, depending on which House is more highly honored in Quentari society. Some Houses are more conservative than others, and while joining in the union of Lifemating is a decision ultimately made by two willing Quentari Elves, many Houses emphasize blood purity and House prestige in what is an "acceptable" choice for a Lifemate.

As the Quentari welcome Elven children conceived out of the bonds of union, less than half of Quentari Elves ever take a Lifemate, and it is considered an optional path to Quentari life. Two Elves of the same sex may choose to Lifemate, and any Elven children conceived of female Elves are considered to be children of that union and of their House, no matter who the male progenitor was.

When a Quentari Elf chooses to take a Lifemate, it is a serious commitment, for the two Lifemates now share the same personal honor as if they were one individual. Once a Lifemating ceremony is completed, the two Elves are bound together for the rest of their shared lives. There is no divorce. Therefore, the decision to take a Lifemate is not made lightly, and the Lifemates will often consider other factors than their affection for each

other before entering into the union. Lifemating in such a manner is only recognized by Quentari society when it is forged between two Quentari Elves. An Elf who wishes to become a part of Quentari society in order to enter into Lifemating must undergo a sponsored period of training in Quentari ways before she is “adopted” into a House and into Quentari society. Many Houses will disown their family member if he enters into any other form of marriage or pledged union with one of the non-Elven races, including humans.

The Ceremony of Lifemating may be a very elaborate ceremony or very simple. The two being joined offer poetic vows to each other, one version being:

*"I name you, [Name], as my Lifemate.*

*You shall be forever first in my heart, and I in yours.*

*Your life I defend as my own, and your honor is entwined with mine, until our spirits both find their peace in the Elder Wood.*

*Our bond is as strong as the mountains, as living as the forest, as free as the wind, and as lasting as the stars."*

After each one of them has spoken this, together they both say:

*"Before the earth and sky, we are joined."*

## **The Childhood of Quentari Elves**

Quentari children are typically conceived of Elven women between the ages of 110 and

400 years old, although it is biologically possible as early as 60 years old. Even when sexually active, Elven women will only have at most three children in their lifetime. Twins are extremely rare; and there may be a case of triplets once every thousand years. The low birthrate contributes to the cherishing of each Elven child, even if it is conceived out of a Lifemating. The low birthrate also makes the Quentari very protective of their women's fertility, and any child conceived with a non-Elven father is expected to be terminated through use of abortive medicinals. While inter-racial sex is tolerated among some of the more liberal Houses, for an Elf to carry a non-Elven child to term is a disgrace and great dishonor.

Like humans, the length of an Elven pregnancy is nine months. During a healthy pregnancy, the mother will continue with her normal duties within her Brotherhood until she feels the first movements of the child within her, usually during the fourth or fifth month; this occasion is marked by a ceremony, as it signals the first signs of life of the child. From this time of stirring until she is ready for birth, the mother is relieved from her usual duties to rest and prepare for her role in renewing the life of her House and her society. She may make visits to the Sages or a special grove to seek blessings as well as to gain visions about the future fate of her child.

There are five transition points in life for the Quentari. These are: birth, childhood, adulthood, middle age, old age, and death or the "Passing into Paradise".

When the time comes for the mother to give birth, a birth attendant is summoned, and together one of the House's Elders, the attendant, and any Lifemate aid the mother in her delivery of the child. The whole delivery is given the air of ceremony, with chanting and special drinks to aid in the birth. While there can be complications, it is rare that the baby is lost and even more rare that the mother will herself die. After a successful birth, the mother nurses the infant, and she rests. Upon the next sunrise, the Elders present the child to the rest of the assembled House, and the child's name is spoken aloud for the first time.

The mother spends the next year nursing her child with plenty of others of her House assisting her with the care of her child. It is not unusual for mother and baby to be parted for hours at a time while the mother is involved with other activities.

A year after the child is born, the mother returns to her full duties in her Brotherhood, and the child is given over to the House youths to be raised. From this point onward, the

mother-child relationship is de-emphasized for a stronger connection between the child and his House.

For the first ten years of life, Elven children age at a similar rate to human children. Early childhood is filled mostly with play among the other children of the House. At the age of seven, the child will start to attend formal lessons, sometimes with children from other Houses. By the age of ten, in addition to attending classes, the child takes on the labor necessary to the household, including minding the younger children, cooking, and cleaning. Noble households may have pages from lesser-ranked Houses to do the same, with the benefit being the pages have the opportunity to attend some of the same lessons and be exposed to court life. The time of early youth between the ages of ten and forty are the most humble of a Quentari Elf's life, where they essentially are servants to their House.

Sometime in their mid-twenties, the young Elves are counseled to select a vocational path but are also continually exposed to a wide variety of skills and crafts, in order so the Houses Elders may determine where the young Elf may contribute the best to her society. By forty, each youth is apprenticed into a vocational Brotherhood. This "apprenticeship" typically lasts for 50 years: forty years before the summer rite that marks them for adulthood, and then ten years after. If it proves beneficial to their craft, some Elves are sent away from Quentari into the wider world during their time of apprenticeship in order to gain experiences that are not as easily available in the current peace and prosperity of the Quentari Elven nation.

For Elves who decide on a military career instead of apprenticeship, the youths enter the Quentari Military Academy. Those destined for scholarly pursuits enroll in one of the programs of the Elven Institute of Learning and Magic in the city of Helevorn. Once Elves of noble blood have finished their studies in magic, diplomacy, history, and politics, and complete a span of military service, they most often are appointed to serve a noble of similar station. Unlike human kingdoms, there are no idle courtiers among the Elves of the noble Houses, as they serve in administrative capacities for those of title. Only foreign diplomatic guests of Quentari Houses may find themselves with opportunities for extended periods of idle leisure within the noble halls.

# Quentari Households

Quentari households are comprised of extended families, with children, adolescents, and the Elders the most present members on a continual basis. Most Quentari craftsmen make their home in the primary hall of their House, with their workshops located in the same settlement. Apprentices and adults in scholarly professions may live communally with members of their House in salon-like academic communities. Some Elves that dedicate themselves to wisdom, tradition, and ceremony live with their Brotherhoods in monastic retreats or groves deep within the forest. Members of the Quentari military rarely visit their homes unless they are on leave of duty for injury or childbearing. The noble Houses hold residence in the lands they steward, however each noble family maintains suites in the King's palace in Din-Oth.

There is no servant class in Quentari; instead, the youths and junior apprentices are responsible for a majority of the manual labor needed to maintain the household, including cooking, cleaning, washing, and early child rearing. The noble Houses often arrange for youth from other Houses to do this for them; it is considered an honor and a privilege to work and live among the noble Houses. Once a Quentari Elf reaches the age of 70 years, their servant status is dropped for full-time dedication to their apprenticeships, education, and training.

Traditionally, the Quentari make their homes high in the forest canopy built upon platforms that are connected via a network of bridges and stairs. Where there are no great trees for such constructions, the Quentari prefer to live with minimal disturbance to the surroundings as possible, and will construct homes that make use of the natural geography. All generations of a House live collectively in one structure, where the Elders oversee the order of the household.

The Elves have developed several methods of protecting their homes from the ravages of fire. Rather than warm their homes using wood-burning fires, the Quentari have long used magically-formed hearthstones to warm their halls, which produce no smoke and will not catch the wooden structures housing the stones aflame. In addition, fire-proofing resin is applied to the timbers and roofing of their homes as well as to the bark of the trees that support them.

# Adulthood of Quentari Elves

Around the age of 90, if the Elf passes all tests of proficiency in the craft of their Brotherhood, he begins the responsibilities that will be the focus of the majority of his life. In the military, it is at this time that oaths of service are made and they are issued their first regular assignments. For nobles, this is when an Elf is finally granted the privilege of position and the burden of responsibility.

Adulthood in Quentari Elves is devoted to the perfection of one's craft. Those who attain great achievement in their profession not only elevate themselves in the standing of their Brotherhood and their community, but also elevate their House's standing in Quentari society. Likewise laziness and lack of dedication in one Elf reflects poorly upon one's House and Brotherhood, and both House and Brotherhood may suffer a decline in their status, resulting in less patronage and privileges in their society. Therefore, it is the concern of everyone that each individual Elf finds the profession that she or he excels at and can be devoted to before the Elf reaches adulthood.

The adults represent the backbone of each Brotherhood, providing the Brotherhood's dedicated resource, trade, or service to other Quentari Elves. For the honor of one's House and Brotherhood, each adult is expected to hone his or her abilities to the level of an art-form. For example, it is not only the results of a hunt which matter, but the way in which the hunt is performed. Bows are rosined with care, ceremony performed for the success of the hunt, and the search and pursuit of the prey performed in the spirit of a dance.

Adulthood is also the time that Quentari Elves are encouraged to seek out lovers for their own emotional fulfillment and to engender the next generation of Elves. Only about half of Quentari Elves elect to take a Lifemate, and many simply enjoying the cycles of life in which lovers come and go in their own time.

Should an Elf decide to part from the Brotherhood she originally apprenticed in as an adult and then be admitted into another Brotherhood, much of the same teachings of an apprenticeship and the testing must be undergone, which may last as long as fifty years. The Elf that changes Brotherhoods is considered like an apprentice again, who must prove her dedication to her new craft.

Military service is encouraged within Quentari society, and many adult Elves will seek approval for a sabbatical from their Brotherhood in order to fill the ranks of the Elven military for a span as a common soldier. From the basic military training at the Quentari Military Academy, many Quentari Elves have a foundational proficiency in weapons or magical skills. Members of noble Houses are required to undergo military training and active service for a ten year span before they are deemed fit for stewardship of their people and the land.

## **The Aging Quentari Elf**

Around the age of 360 years or later, Quentari Elves "retire" from their craft or service in order to transmit and preserve the knowledge and wisdom gained over their lifetimes to members of their House. This is the autumn season of an Elf's life known as the "Autumn Years."

From a Quentari Chronicler:

The beginning of the "Autumn Years" is not a fixed time, it is decided by each Elf as it occurs. When they feel the time has come, close friends and family are gathered for the Counting of Honors. For one week they will examine and celebrate past accomplishments in the Elf's life, as well as acts and debts of honor. Plans are made for the coming spans to pay debts of honor and to do what is still to be done in life. Gifts are sometimes given that are symbolic of outstanding achievements.

The last phase of a Quentari's life is called the "Winter Spans". This is marked by the end

of fertility for women and virility for men. Memory loss is not usual, and in fact it is at this time in life that the most knowledge is retained.

Elves in their autumn years and winter spans become teachers of the next generation, and the most venerated become one of the Elders of their House. Some of the Elves who have reached middle age decide to dedicate themselves to special Brotherhoods of the Sages. The Sages give up most worldly concerns in order to focus on cultivating wisdom, performing ceremonies, and serving as counselors to any who may be in personal crisis who cannot or wish not to be guided by their Elders.

## **The House Elders**

The Elders are the heads of the House, and make decisions regarding the lives and honor of all the members. The Quentari honorific for an Elder is “Wise One.” Usually, the single most highly honored Elder, the “High Elder,” serves as the final voice among the Elders in decisions that must be made for the benefit of the entire House. The Elders are also the ceremonial heads of the Houses, and at least one is present at any ceremony that involves anyone of the House, be that of a life-mating ceremony, a seasonal celebration, or departure of one of the House members. The Elders from each House serve on a community council for the local noble.

## **The Headmasters of the Brotherhoods**

One becomes the Headmaster of a Brotherhood through a lifetime of exceptional dedication to one’s profession, usually when one is within his or her “Autumn Years.” Each Headmaster is ultimately responsible for the testing and training of all apprentices and members of the Brotherhood. They are also responsible for disciplinary measures should a member not adhere to the codes which define and shape the Brotherhood’s place and contributions to Quentari society. It is considered an exceptional honor to be elevated to the Headmaster of a Brotherhood, and is accomplished by consensus of the

Brotherhood's membership and the consent of the Quentari nobility.

## Death in Quentari Society

When a Quentari Elf's health and vitality decline at the end of his natural life, it tends to occur rapidly and with little lingering. The Quentari Elf's memory and mental facilities tend to remain sharp and active until the final few weeks of life.

From a Quentari Chronicler:

*The ending of physical life is called "Passing Into Paradise." It is believed that a dying Elf's spirit can choose to be born as another Elf, or to pass into Paradise. Paradise has been described as a place that is filled with light, other spirits, and joy. It is believed that no living Elf can truly imagine what the afterlife is truly like.*

When a Quentari Elf dies permanently, a close friend or family member wraps the nude body in a light shroud of opaque material, as a symbol that the person is no longer there, but elsewhere. To be named in an Elf's will as the person to wrap the body is considered a reflection of love and trust and conveys honor on that person. During sunset of that day, or the next day if the death occurred close to sunset, the body is buried without a coffin in an unmarked grave. The absence of a coffin is to insure that the body's reunion with the earth is as quick as possible. There are times when the wrapped body is cremated on a pyre instead of being buried. The ashes are either buried in an unmarked grave, or scattered.

As with most other Elves, a Quentari Elf's spirit is usually attuned to a Spirit Tree. In every forest the Elven-kind inhabit, a Spirit Tree is nurtured to serve as a focal point for the Elves' ties to Tyrra. It is believed by the Quentari that all Spirit Trees upon Tyrra today are daughters of the original Great Tree within the Taursiloriel.

When an Elf permanently dies, if her spirit is bonded to a Spirit Tree, her spirit joins with the spirits of other Elves in the primal graveyard of the Elves, the Elder Wood. The Elder Wood is an embodiment of a perfect forest, a place where Elven spirits exist in harmony and at one with their natural surroundings. The spirits of Quentari Elves who are not bonded to a Spirit Tree, or have achieved either great heroism or committed great evil, may find themselves in another graveyard of the spirits in the afterlife. Many Elves believe that an Elven spirit may leave the graveyards if he chooses and be born once again as one of the Elves.

## **Quentari Language**

The native language of the Quentari Elves has evolved over millennia, and is known to be one of the most poetic languages on Tyrra. Like water in a forest stream, or wind through the bows of the trees, the sounds are very fluid and full. There are several dialects of the Quentari language. Because of increase of diplomacy with other races over the past centuries, and the devastation of much of the Quentari way-of-life by the Dark Wars, the common tongue is now almost exclusively used by the Quentari while the native Elven language is reserved for ceremony, poetry, and naming. King Elenaro has advocated the use of the common tongue by all, especially when Quentari Elves travel in foreign lands.

### **Quentari Names**

Quentari Elves may have many names throughout their lifetime, taking them and discarding them as they have meaning in each Elf's life. It is not unusual for an Elf to have a name given to them at birth, their "child-name," adopt another when they become adults at the summer rite, and take another name entirely for traveling outside of their homeland.

Often a Quentari will also have a surname designating their House affiliation. For Quentari Elves who have long parted from their nation, they may take a unique surname that serves more like an epithet than a name of House association or affiliation.

Of great importance to the Quentari is the "spirit-name," that is representative of an Elf's very being. An Elf receives a spirit-name through a private vision-quest just before his or her ceremony marking adulthood. It is kept secret, and rarely revealed to anyone but the most trusted of individuals, such as a Lifemate or an Elder. When an Elf's spirit-name is

used in ceremony, oath-taking, or is evoked against them, it is believed to have lasting consequences upon the Elf's fate in life and death.

### **Quentari Communities**

Quentari Elven communities are unique among the races of Tyrra, for all members work cooperatively in order to provide for the basic needs of the settlement. In place of markets when small quantities of goods are bought and traded, each Quentari community pools staple foods and select raw materials in a centralized system of storehouses and shares these resources cooperatively. Each community, large and small, is expected to be largely self-sufficient. Surpluses are not hoarded, but at the approval and direction of the elected Mayor and the ruling Baron, these surplus staples are traded to nearby communities for their surpluses or donated in the case of local disaster. In this fashion, only the largest of Elven communities have established markets for free trade, and those markets are mostly populated by foreigners for trading to other foreigners.

Selected Brotherhoods of artisans are granted boons by the noble Houses to craft luxury goods for acquisition by other elite Quentari Houses or to sell to foreigners. A majority of profit from foreign trade goes directly to the Quentari government and is used to maintain the nation's military and schools. The desire for individual wealth and the practice of hoarding is difficult for a Quentari Elf to comprehend, as they consider prestige to be more valuable in attaining their goals. In Quentari society, luxury is attained through excelling at one's craft so much that it is noticed and rewarded by community leaders.

In the forests, Quentari homes are built above ground on large platforms supported by the bows of the trees. These trees are often encouraged to grow thicker and stronger by Quentari magic. Special resins are applied to the timbers of the homes and the trees to fireproof them. There are no quarters for foreigners to stay within the canopy; they must remain on ground level. A Quentari House that wishes to expand their existing hall must petition the Mayor for approval. Should a House wish to settle in a new community, they must gain the permission of the Barons and Dukes who hold that community in stewardship.

Workshops and storehouses are often semi-underground and blend in well with the growth of the forest floor. Baths are taken communally within springs that have been formed from the local stone and water sources; should there be no local stone formations, bath-houses are constructed of wood. Latrines are also located on ground level. Most

cooking is done at ground-level kitchens to be hoisted up and delivered to the dining halls. Hand operated pumps transport water up to the platform level on a limited basis for drinking and light washing; there are also reserves of rainwater collected on the canopy level as an alternative source. Even when an Elven community is built outside of the forest, the Elves tend to partition their communities between communal working spaces and the greater privacy of their halls and sleeping chambers.

The close perimeters of the communities are often guarded from strategic locations by units of the Quentari military, as well as by moving patrols circulating the roads and travel ways between communities. The wilderness areas where few Quentari regularly travel are guarded by units of scouts, wardens, and rangers.

Permanent earth circles are managed and maintained by mages who are trained and supervised by Helevorn's Collegium of Earth Magics. The Mayor, chosen Elders of the community's council, and select members of the community's guard units are also invested in the Earth Circle. Only large settlements have a permanent celestial circle for use by selected members of the populace, and again these circles are managed by the Collegium of Celestial Magics. Private permanent circles and greater wards are vary rare and require written permission of the ruling noble of the region to cast and maintain; also there must be a ranking military officer (be they of the Quentari Army or one of the wardens) invested in the circle or greater ward at all times.

## **Quentari Ceremonial Life**

Because of their mystical connection to Tyrra, the Quentari Elves recognize that their own health and prosperity are tied to the forest. The Elves have ever honored that connection through ceremonies and rites that are tied closely with the cycles of nature and the seasons. Ceremony is also a way in which the order of Quentari society is re-affirmed. Most Quentari have a fondness for ceremony and protocol, and therefore are at ease with court functions in the human kingdoms.

The focus of Quentari ceremonial life centers around the "Ancient Mother Tree," the Great Tree which is hidden and well-guarded deep within the forest of the Tausiloriel. Even Elves of a different culture are rarely allowed to gaze upon the Great Tree, and its

location is kept obfuscated by the Chosen, who are the Great Tree's guardians.

Other groves exist in the deep forests of Quentari, each dedicated in a unique way to preserving the Elves' connection with Tyrra. The acolytes and guardians of these groves are often selected by and are at the direction of the spirit of the grove itself. The Brotherhood or Sisterhood of the grove's guardians is often isolated from the rest of Elven community and political life.

## **Personal Ceremony**

Any life transition within a Quentari Elf's life is celebrated by ceremony. This includes but is not limited to his birth, coming of age, acceptance into a Brotherhood, Lifemating, the birth of a child, reaching the age of the Elders, and death. As each year blossoms into spring, grows during the summer, ripens into autumn, and deepens into winter, so a Quentari Elf's life follows the same patterns. Often each House or Brotherhood has a unique expression of these ceremonial transitions that relate closely to the House's history or the Brotherhood's purpose within Quentari society.

Often a Quentari Elf who is about to undergo a public ceremony of a life transition will seek an understanding of the mysteries of such a transition with one of the Quentari Sages. The ingestion of hallucinogenic substances as well as other mind-altering techniques such as fasting, repetitive chanting and movement are ways often employed for a Quentari Elf to seek a vision of the deeper meaning of the transition. The Sage acts as a facilitator and an interpreter of the Elf's vision.

## **Community Ceremonies**

In the seasonal ceremonies, members of Quentari communities participate in public

celebrations of the tides of the year; the Elders of each House, nobility, Mayors, and Sages organize the ceremonies. The seasonal celebrations occur in each community of Quentari Elves, with the largest of celebrations being held in the capital of Din-Oth.

### **December 21<sup>st</sup>, “Year's Ending” to the night of December 31<sup>st</sup>, “First Night”:**

The events of the year are recounted by storytellers and bards in the community. Each House then has a “Counting of Honor”, in which they weigh the events of the year and actions of family members in terms of honor. Honors can be varied, each depending on the focus of each Elf’s life. For artisans, honor may come from the crafting of a masterwork; for those in the military, honor can derive from a successful defense of their charge. Even a successful hunt or a fruitful negotiation is a subtle but recognized honor within Quentari society. This is an introspective time for the Elves, and many seek the counsel of the Sages to gain clarity on what to focus and achieve in the year ahead. The first session of the Great Council is held in order to plan for Quentari’s defense in the coming year. The Elders of each House elect a new Mayor to serve the community in the coming year.

### **January 1<sup>st</sup>, “New Year's Day”:**

The Year's History Book of each community, Barony, Duchy, and the Quentari Kingdom itself is closed and a new one begun by the history keepers. A toast is made at midnight of New Year’s Day called the “Cup of the Year.” By drinking it, Elves symbolically accept all they have done and all that has happened in the past year.

### **February 1<sup>st</sup>, “Cold New Sun”:**

The days are noticeably longer, although it is the coldest part of the year. This is a reminder to the Elves that they must be long-sighted and patient in achieving their goals. Wishes for the coming year are made by floating paper lanterns upon the nearest body of water, symbolic of the spark of life drifting upon the passage of time. The gardeners and those that tend to the greenery of the communities plan their plantings for the coming year. Foodstores are inventoried and rationed to last until summer, the workshops of the artisans are cleaned and tools replaced, and the libraries of the scholars are dusted and cataloged. It is a time of preparation. Known in Common as Patience Day. Beginning of *Balering* (Deep-Cold).

### **March 21<sup>st</sup>, “Windcasting”:**

The gardens with the Elven settlements are prepared and early plantings made. The seeds of wild flowers are thrown into the winds to beautify the landscape when they bloom. This is the time where winter and spring are at odds with each other, and the Elves seek ways to inspire them to new and greater achievements. This is a popular time for Lifemating ceremonies to be performed as this is a day that heralds new beginnings. Also known as the “Day of Earth-Working.”

### **May 1<sup>st</sup>, “Songs of the Sun”:**

The blossoms of trees and plants are collected for decoration. Perfumers extract the essences and oils of the plants to include them in their craft. Mirth and frivolity are the hallmarks of the day, and all are encouraged to set aside their regular duties for personal indulgences. Bardic competitions are held on this day in the Elven communities and the Elves gather to hear the bards, who debut their new songs and seek patronage for the coming year.

### **June 21<sup>st</sup>, “Feast of the Summer Elves”:**

The Elves who have grown to maturity (somewhere between the ages of 81 and 91) in the last year are initiated into adulthood on this day, and a great feast is held in their honor with exotic foods and celebration. It is the Elders of each House who decide which of their members have achieved maturity. Casks of elderberry wine are served at the feast, and the aphrodisiac and hallucinogenic properties of the wine are a test to the self-control of the celebrants. Many of the Elves engage in trysts and love-making that night as the heat of summer stirs the deep passions of the heart. From this day on, the newly-elevated adults are responsible for a personal Book of Honor and must contribute to Quentari society and their community as an adult. The second session of the Great Council is held.

### **August 1<sup>st</sup>, “First Harvest”:**

The harvest of fruits, vegetables, and berries is begun. Each House ceremonially presents a basket of harvest to the community leaders, representative of the contribution each House and Brotherhood makes to Quentari society. Herbs are gathered to dry in the sun for storage. It is also called Consequence Day in the common tongue, as the heat from the sun a reminder that consequences may linger long after any action, and so one must think clearly before committing to a course of events.

### **September 21<sup>st</sup>, “Second Harvest”:**

Gardens and plots that were planted in the Spring that were not harvested at “First Harvest” are harvested for grains and the last of the vegetables. The beekeepers of the Quentari collect honey from the hives, and the last elderberries are harvested from the swamplands and lakesides. Wood from pruned trees is gathered and stored to last through the winter. Cooking competitions are held with the best of the harvested foods and herbs of the year.

### **October 31<sup>st</sup>, “Remembrance of the Dead”:**

Those who have passed from the mortal plane during the year for the Elder Wood are remembered in reserved celebration. Their actions, and lives are recounted in song and story, poem and prose. At midnight, the Elders of each House toast to the honor of the Dead with the “Cup of Midnight”. A great hunt is organized to cull the lands of the aging and weakened animals before winter sets in, and their meats are preserved for the winter.

## **Quentari Economy**

### **Introduction**

The Quentari economy is not based on open acquisition, entrepreneurship and “free market” trade, but is highly regulated in order to preserve the natural resources of their homeland and to live within a self-sustaining and dynamic balance with the environment. Prestige, not riches or material goods, is the most valued commodity to Quentari Elves. Their economy thrives on an exchange of quality goods rather than quantity of sales. The Quentari Elves abhor personal greed, and it is rare that a Quentari will try to cheat another Elf out of her fair portion. A Quentari Elf would rather be well regarded in her community than soil her name and her House’s honor with selfish deeds. There is no poverty in Quentari unless by gross environmental disaster, as basic renewable resources such as food, housing, and medical care are shared and distributed equally among the Houses with no thought of exploitation for profit.

Almost all the profit from the sale and export of Quentari’s renewable resources and crafted goods is used instead of traditional methods of taxation to support the Quentari

military, government, and educational institutions. Highly-honored Houses are rich only in that they are granted a stipend by the Quentari government to patronize selected artisans who themselves have earned the privilege to import non-renewable resources such as jewels and metals for their craft.

### **Agriculture, Food, and Diet**

As the Quentari traditionally live in a sylvan environment, their dietary needs and agricultural systems are designed to preserve the forest indefinitely. The hunting of game and fishing are the primary ways that the Quentari provide meat to their diet: venison, fowl, eggs, seafood from Lake Quentari, and fish from lakes and rivers are the staple protein sources. It often takes a traveling Quentari Elf several years to become accustomed to meats from domesticated animals such as cattle, pigs, and sheep as popular in Evendarr and human lands.

Rather than farm large tracks of land, the Quentari prefer to either gather wild plants or cultivate gardens that mingle with the other vegetation on the forest floor. Fruits, vegetables, nuts, berries, mushrooms, and roots feature much more prominently than bread in the sylvan diet. A wide variety of preserving methods of the resources that are plentiful in the summer and autumn assure that these foods are available all year.

When grains are grown, the Quentari use highly developed and magical cultivation techniques to improve the nutritional content of the grain exponentially as well as reduce the amount of land needed to devote to farming. Bread is not a “staple” to the Elves, as most grains must be imported. Cheese is also considered a luxury import good, as the domesticated animals that produce it could not live in the forested environment. The Quentari prefer spices to salt in order to add flavor to their foods. Honey and maple syrup are the favored sweeteners of the Quentari Elves.

Elderberries used in the famed elderberry wine of the Quentari Elves are harvested in late August from the Rinter Marshes by a single Brotherhood, who also sees to the fermentation and casking. After seventeen years of aging, the elderberry wine is distributed among the Houses of Quentari as well as being served at the Feast of the Summer Elves. The elderberry wine is never sold, but only gifted to foreigners.

The use of land to raise or keep animals and beasts-of-burden is highly regulated so as not to destroy or disturb the wooded habitat or create a great need for imported grain. As such, it requires a special Royal dispensation to keep and breed domesticated animals such as horses, cattle, goats, and pigs.

### **Foreign Exports and Imports**

Exports of renewable resources such as timber are highly regulated by the Quentari government to assure that the forests of Quentari that remain after the ravishing of the

Dark Wars are not further depleted for short-term economic gain. Quentari foreign trade does not depend upon the supply of raw materials or foodstuffs to other peoples of the continent of Avalon; the Quentari specialize in such exquisitely crafted items as to be highly coveted by the rest of the known world.

The Quentari do not permit mining within their lands, preferring to trade with the dwarves for metals and jewels that the Quentari artisans then work into items of such beauty and strength as to be coveted by the wealthy of other nations. The popularity of a type of very finely woven mail shirts and armor, called by adventurers “Elven chain,” is the product of skilled Elven armorsmiths.

A major Quentari export is that of fine silks, as the silkworms’ appetite for mulberry leaves is fed readily by the Dawyndriel Forest. For many centuries, Elves were the only race to hold the secrets of silk production. It is legend that two enterprising hobblings stole a dozen silkworms in hollowed walking sticks as they were given a tour of the silk farms; they then sold the silkworms to nomadic traders.

Foreign merchants are allowed to sell and trade their goods in Quentari by permits only, which are highly restricted so as not to undermine the foundations of the economy. There are only a half-dozen marketplaces within the entirety of the Quentari nation where these merchants may set up semi-permanent shops and residences. The Quentari have no separate merchant class of their own, as the craftsmen or a representative of their Brotherhood deal directly with patrons rather than relying on wholesale.

## **Quentari Military Structure**

### **Introduction**

Quentari military strategy has always been to strike fast and at a distance before closing in for hand-to-hand combat. As Quentari do not have the advantage of defeating their opponent with strength of numbers, they rely on highly skilled, accurate, and mobile military units to defend the Quentari homeland from threats.

Rather than each noble being responsible for levying a local guard, military units and guards are all a part of the Royal Quentari Army who are assigned local posts. The Army answers only to the reigning Monarch, who grants the Dukes command over their region’s garrisons in times of peace. In declared times of war with another nation, only the Monarch or the Princes designated by the Monarch may serve as the chief

commander.

The Monarch's military council of the Dukes and the Army's generals meet with the Mayors of the Elven communities and the wardens of the wilderness twice a year in the Great Council to review the need for standing and patrolling garrisons. Once the decisions are made by the Great Council and the Monarch approves the garrisoning, it is left to the Barons to supervise and mobilize the units within the lands they steward.

As Quentari Elven military strategy relies on speed and precision, the smallest unit of the Quentari Army consists of a squad of six individuals. The squad may be lead by one of the regular military or an individual who has had sufficient military experience that they have been entrusted with command of a squad during her tour of duty.

In addition to patrolling units and those stationed to protect the Elven communities, there are also garrisons at points of entry into Quentari lands, including mountain passes, bridges, river crossings, and roads. Permanent magical gates constructed for fast travel to other allied Kingdoms are also well-guarded.

### **The Quentari Military Academy**

For those Elves who are born of the noble Houses, and for those Elves who seek a career in the Quentari military, all become enrolled in the Quentari Military Academy. Fundamental military training may begin at the age of 50, although noble Houses may request a retired veteran to tutor their children well before they are admitted to the academy. Likewise, retired members of the Monarch's elite corps often devote themselves to the training of the next generation of potential initiates within their House before they are enrolled in the academy.

While an Elf may learn the basic weapons training and fundamental combat skills in only a year, the academy continues to train their recruits in specialized disciplines for an entire span before they are given their first assignments. While the Elven Institute of Learning and Magic focuses on studying magic and alchemy from an academic perspective, the

Quentari military academy teaches the use of magic as useful in combat.

The specialized disciplines of Quentari military training are formulated from the terrain the warrior will encounter while in the field. For those seeking to become scouts of the forests, their teachers impart tracking, woods-craft, and reconnaissance techniques. For those wishing to be stationed along major crossroads of travel and in open terrain, they are taught mounted combat and equestrian skills. Those who wish to sail the Elven corsairs upon Lake Quentari and other waterways learn navigational skills and maritime tactics.

The Quentari Elves have an affinity to ranged weapons no matter what their chosen military discipline, and the use of the bow is considered a fundamental skill. Only those who spend most of their attention focusing on healing and combative magics ever find that their skill in archery falls below the standard needed in the rigors of battle.

## **Elite Military Corps**

Devoted to service of the King is for a lifetime, these Elves, both male and female, serve the Royal Household exclusively. Each corps is lead by a Commander who sits upon the King's security council. Entrance into these corps is extremely difficult, for the initiate must excel in her training and undergo rigorous testing before she is proven worthy of service. Many of the petitioners who do not have the necessary focus to be one of the elite go on to serve Quentari elsewhere in military service. The most decorated and proven members of the elite are elevated to the status equivalent of a Royal Knight, and they represent themselves as such in foreign lands. The three elite corps of the Quentari military are the Din-Oth Guard, the Griffon Riders, and the Rangers.

### **The Din-Oth Guard**

The Din-Oth Guard are the personal guards of the Royal House and the King, and have the privilege of wearing the Royal Quentari colors of green and white. The Guard both watches over the palace chambers and council halls of the Royal family, but also accompanies the Monarch on travels abroad. Members of the Guard are recruited from

the standing Quentari military from highly decorated veterans, although only a few possess the bloodlines and pass the training necessary to be chosen for such honors.

### **The Griffon Riders**

The griffon mounts used by this elite unit are sometimes confused with the true Gryphons who are the progenitors of the Biata race. However, the griffons are believed to be a race of unknown origins resembling true Gryphons that were taken in and protected by the Quentari before the First Dark War. The griffons are intelligent creatures above that of most other animals, however they do not have the power of speech.

The training and tests to be a candidate for this elite unit is one of the most difficult and challenging within all of Quentari, and few who petition to join this corps ever are granted the opportunity to become bonded with a griffon. It is the griffon that accepts a rider, and through an intense period of several days, the rider and griffon become exclusively bonded to each other. Through the established bond, the rider and griffon work seamlessly as a team. The Griffon Riders are always under the direct orders of the Monarch, and are rarely seen outside of Quentari except for some specific and special mission.

It is usual for the griffon to bear two upon its back: one is always its bonded rider, and the other may be one of the riders in training or another passenger. In combat, the two riders serve as a team, with one being a strong magic caster and the other skilled in archery and in weapons for close-quarter fighting.

### **The Forest Rangers**

The Rangers are legended to be the first appointed guardians of the forest homeland of the Quentari peoples. The Rangers patrol the deepest parts of the Quentari forests to protect it from invaders, discover threats and eliminate them. Unlike regular Quentari patrols, which are stationed in the community they are assigned to protect, the Rangers are charged with being the eyes, ears, and hands of the King in the deep wilderness. Their woods-craft is beyond any that can be mastered by one of non-Elven heritage. It is said that the Rangers share an empathic bond with the forest life, and can sense danger, especially the presence of undead or a pantherghast, well before it could ever be seen or heard.

After basic military lessons with the regular Quentari army at the Quentari Military Academy, the early training to become of the Rangers occurs through single apprenticeship, with the student and his mentor often spending uninterrupted weeks in the deep reaches of the forest honing skills in tracking, hunting, and the secretive arts that make them silent and unseen watchers under the canopies of leaves and branches. Those who are elevated to the rank of Ranger bear the authority of the Monarch to call forth any group of scouts to engage a threat in the deeper forest. Because of the Rangers' duty, it is rare that an Elven settlement will ever be attacked by trolls, orcs, wandering undead, or other force that would threaten the Quentari Elves' stewardship of the forest and wilderness.

The Rangers operate not from the capital of Din-Oth, but from the small and secluded settlement of Tirannon, along the banks of the Rinter River. This base is considered a strategic location to patrol the borders between Niman and Quentari.

### **Rumored Secret Orders**

It is rumored that there may be other elite military orders under the command of the Quentari Monarch, although their existence and purpose remain a secret. There are suspicions that some of the elite may be spies and enact another life for years, quietly observing and collecting intelligence in foreign lands, or positioning themselves as assassins. However, the existence of these orders and ties to the Quentari throne have never been substantiated and such stories are often contradictory.

### **Quentari Heraldry**

Quentari heraldry is in some ways similar and in some ways different from the use of colors and symbols to represent rank and organization as in human societies. The Quentari Elves prefer to use devices of highly stylized geometric forms and lines that include natural imagery. Rather than the device being represented on a rectangular or shield-shape, the Elves design their heraldry within circles (for personal heraldry), squares (for Houses and Brotherhoods) or lozenges (for military rankings). Quentari heraldry is highly complex and inscrutable to non-Elven cultures, and thus those devices

that are carried within human lands by the Elves tend to be simplified for their recognition and understanding.

The colors of white quartered with green are reserved as the royal colors of the Quentari nation, and none but the ruling Monarch, their household, personal guards, and official royal representatives are authorized to bear those colors. Insignia for the Quentari military forces include an arrow and a bolt of magic to represent both the strength of arms and magic that the Quentari use in defense of their homeland. The elite military corps and persons sworn in direct service to the Quentari royalty have the right to bear a four pointed star upon their heraldry to indicate that the Monarch is the star which guides their lives in supreme devotion.

Each Quentari House and the Brotherhoods have their own heraldry that is recorded by heralds and kept in a registry in the Monarch's palace in Din-Oth. Personal devices may be used in conjunction with the colors and heraldry of House, Brotherhood, and military rank. The elected Mayor of each community bears the heraldry of that community.

## **Quentari Law**

More than any human population, the Quentari Elves are a peaceful and well-disciplined people without the desire or desperation to commit crimes for profit or in passion. Visitors of other races to Quentari are monitored, and any non-citizen found committing a crime within Quentari lands or against a Quentari citizen is banished after serving an appropriate punishment. Punishment among the Quentari Elves against their own comes most often in the form of social sanctions than any other method such as fining, imprisonment, public beatings, or executions.

The entire House of a Quentari Elf bears the shame and loss of prestige if a single member is guilty of a crime, and thus the greatest incentive for a Quentari to lead a lawful

life is not of fear of personal punishment, but the sanctions it would bring against one's House by Quentari society. Elves who have not yet reached adulthood are still held responsible for their actions by their House Elders, although their punishments may be less severe than those of adults.

Typically, should a Quentari Elf be accused by another Quentari of committing a crime, the accuser approaches the Elders of the accused. It is up to the Elders to serve as the investigators and interrogators of all who may be involved. If the Elders find the member of their House guilty of the crime, it is up to them to decide and execute the appropriate punishment. For minor crimes such as theft, disobedience or irreverence of authority, the slandering of another's good character, and the destruction of property, often the sanctions levied include forced silence, the suspension of adult privileges (therefore performing chores with the youth of the House), and a mark within the criminal's Book of Honor.

Should the accuser believe that the House Elders have found their family member falsely innocent or the punishment too lenient, the accuser may then appeal to the Elders of their own House. Should the Elders of the accused House support the person in her appeal the local noble is called in to adjudicate the matter. At this point, the seriousness of the charges increases, for if the noble finds the accused innocent, it is the accuser that must face sanctions herself. Therefore, an accuser and her House must be certain of the crime and not just pursuing a personal vendetta.

The most grievous crimes among the Quentari Elves are those of Necromancy, Treason, and Murder. In Quentari, Necromancy is not just the raising and control of undead, but also of any spell that calls upon the element of Chaos to fuel its power. The minimal sentence for necromancy is known to be at least a death and the stripping of all House affiliation; often the punishment also includes banishment from Quentari. The banished Quentari Elf is an outcast. Treason is the only crime that is investigated directly by the nobility in all instances. If a noble is accused of a crime he is tried by a council of nobles in a court known as the Honor-Judging Chambers. Nobles who irrevocably dishonor their titles are removed from their position, and may be executed or exiled.

In crimes of a serious nature or a repetition of lesser crimes, the criminal is often stripped of House affiliation and their membership within their Brotherhood. These decisions are left to the leaders of the Houses and Brotherhoods to decide. An Elf that continually brings shame and dishonor to himself and to his House may be cast out by her Elders at any time. Such an Elf becomes a pariah among her people, with no rights or privileges to

the community resources. There are a select few Brotherhoods among the Quentari that exist to offer such an Elf a path of humble redemption and reclaiming of personal honor, but for the most part Quentari Elves who suffer such a punishment find themselves leaving their homeland permanently to seek their own fortunes. Houses that have a history of engendering criminals are at risk of having their House disbanded by decree of the nobility.

## **Quentari Government**

As described before, Quentari politics are based upon ranking of extended familial Houses, with the Elders of each House determining the direction of the House and all its members. Houses assume privileges in Quentari society based upon a history of honorable and responsible conduct.

The Elders of each community sit on a council that determines the resources needed for the community. Every year, the Elders elect a Mayor to serve the head of this council and manage the community's resources. The Mayor directs all the hunting, fishing, trading, and distribution of basic resources among the community. He reports to the ruling Baron the region routinely and organizes the community in times of crisis. Twice a year, all of the Mayors sit in the Great Council to discuss the needs of defense and to re-establish trade agreements with other communities for various resources.

The noble Houses are those Houses that have been chosen by the King to serve as stewards of the land and people. While the elected Mayors serve a single settlement of Elves, the Barons focus on maintaining the prosperity of several communities. The region that includes these communities resembles a Barony to feudal societies. The Dukes oversee the Barons and steward dozens of communities for the Quentari Crown similar to that of a Duchy in feudal society. However, direct comparisons to the Elven nobles' duties and responsibilities to feudal counterparts are difficult to make.

Most noble Houses have maintained their appointments for millennia. Unless an entire House should be dissolved or dishonored, should one noble fail in her duties another of the same House is appointed. Among the Quentari, there is no practice of primogeniture,

and a noble may appoint an Heir from any one of her House's bloodline regardless of their birth-order, so long as they be of sound honor and character. Every child of noble bloodline, regardless of gender, is trained as a potential successor. All adult members of a noble House are referred to as Lady or Lord; although they may give orders to civilians in times of danger should there be no Mayor or ranking noble present, their titles are largely honorary. The King often chooses members of the noble Houses to serve as ambassadors to foreign lands.

A class of minor noble, equivalent to a Knight by Evendarrian standards, is the Warden. Each Warden maintains a hall far outside of the Elven communities and in largely uninhabited land. They serve as stewards and guardians of the wilderness and are of the few Houses who have been granted royal permission to live outside of an established community; their homes often serve as way-stations for patrolling Rangers. The Wardens are most often trained first as one of the Rangers, and the training of the Rangers' initiates includes serving under a Warden as scouts. The Warden swears oaths of fealty and service directly to the Monarch and are not direct vassals to a Baron, although they must carry out the orders of a Baron or Duke when they are present within the communities of that noble's stewardship.

The Noble Houses have no responsibility in maintaining a military force, other than a personal guard who are members of their own House; all army units are provided to the nobility the Quentari Crown and are assigned their posts on a rotational basis every half a year. The necessary garrisoning of these communities and outposts are decided upon in the Great Council by the Wardens, the Generals of the Quentari army, and the Dukes. Patrolling units who guard the trade routes between Elven settlements within a region report to their commander, who reports to the ruling Baron of those communities; those units who garrison outposts along the borders and entry-points into the Kingdom report firstly to their commanding General, who then informs the Dukes. The Dukes also bear the authority to act as ranking generals the Quentari army and naval forces in times of war.

Another Council, the Court of Wisdoms, is convened in times of great national crisis, such as when the Quentari are organizing for war, or when a Regent-Protector must be chosen in the event of the King's debilitation and a Royal Heir has yet to reach the age of maturity. The Court of Wisdoms consists of the Monarch, the Princes/Princesses of age, the Dukes, the Barons, and the Adepts of Helevorn. Smaller and more exclusive advisory councils are held when needed by the ruling Monarch.

The laws of Quentari and the punishments for breaking them are ultimately decided upon by the ruling Monarch, although thousands of years of tradition have created precedence which play heavily into resolutions. Every member of the nobility is required to study law as part of his or her training as nobility. The Barons and Dukes have the power to enact additional laws in their stewarded communities, although none of these laws can contradict the laws of royal decree. The Monarch or ruling Regent-Protector is the only member of the nobility who may decide upon foreign policy.

The Lifemate of the ruling Monarch serves as a royal consort, although no distinction is made in title. He or she is granted a royal title, and sits on certain royal councils, but does not hold equal power within Quentari as the Monarch. At the behest and consent of the Monarch, the consort may be sent to foreign Kingdoms as a representative of Quentari for diplomatic purposes. The consort may be granted the authority to name the Royal Heir among their children in the untimely death of the Monarch; this authority must be made by Royal decree.

### **Current Nobility of Quentari (as of 605 E.R. / 666 L.E.)**

<b>Region Name</b>	<b>Type</b>	<b>Noble's Name</b>	<b>Gender</b>	<b>Title</b>
Deradhier	Duchy	Taursirel Coitoniell	Female	Duchess
Dawyndriel	Barony	Dimtursion Ornitiriel	Male	Baron
Galeador	Barony	Dagsanom Palandriel	Male	Baron
Harniar	Barony	Sirithyulma Quenameteliel	Female	Baroness
Quentara	Barony	Erinannen Vinyestel	Female	Baroness
Romannon	Barony	Edrafennas Fairevaniell	Male	Baron
Vinyador	Duchy	Lammenlorea Galadelena	Male	Duke
Golearothnor	Barony	Hyandodeloth Golodh-chebi	Female	Baron

Enedor	Barony	Aratokini Feangren	m	Baron
Rintir	Barony	Ithildur Amanore	m	Baron
Goleador	Barony	Telofuin Vilyatur	f	Baron

## Quentari Scholarship

# The Elven Institute of Learning and Magic

The Quentari Elves are known to have the greatest of all scholars and the most powerful magicians upon the continent of Avalon. This is due in large part to the magical Collegiums and the academic schools of the Elven Institute of Learning and Magic centered in the city of Helevorn, which took its name from the beautiful Black Tower that rises above all the other structures of the city.

The two largest academies of Helevorn are the Collegium of Earth Magics and the Collegium of Celestial Magics. As many Quentari Elves learn the foundations of these two schools of magic through basic military training, entrance into the programs of the Collegiums are for those Elves who devote themselves to a lifetime of magical studies. Initiates into the Collegiums must complete a ten-year course-of-study; this fundamental curriculum is open to all members of the noble Houses as well as the Initiates of Quentari's elite military corps as a part of their special training.

If a mage wishes to make her livelihood out of her scholarship and enter the elite Brotherhoods of arch-mages of Helevorn, she must then dedicate herself for thirty years in field service at one of the many permanent earth or celestial circles located within the Elven communities before her training resumes in Helevorn. As enrollment in the Institute is completely funded by the Quentari government, those who seek scholarship as a way of life must also use their training for the betterment of their people.

The greatest of all honors is to be selected to study within the Schools of Arcane Research within the Celestial or Earth Collegiums. The greatest of all arch-mages within Quentari are tenured within the Schools of Arcane Research. Each Collegium is directed by an Adept, the Evendarrian equivalent of a head Guildmaster. The Adepts of the Collegiums have a place on the Court of Wisdoms and advise the King and Royal family in matters of arcane magic.

Access to the Great Library in Helevorn is available only to Quentari Elves, unless an instructor or one of the nobility is willing to sponsor a foreigner's research there. Adjacent to the Great Library is the fabled Black Tower, which holds the greatest and most powerful magics available to the Quentari Arch-Mages. Access to the Black Tower is limited to the Adepts and to the Monarch.

## **Quentari Geography**

### **Introduction**

When the Quentari Elves first made the Taurseloriel their home, the forested lands stretched uninterrupted for many hundreds of miles and the borders of the Quentari nation were not as defined as they are today. Only through the maturation of other neighboring civilizations, Niman and Myrr among them, have the Quentari Elves defined the political borders of the land over which they protect and hold sovereignty.

The First and Second Dark Wars were incredibly devastating to the sylvan home of the Quentari, and the damage wreaked by the marauding elementals reduced vast amounts of the forest into cinder and wasteland. Since the end of the Second Dark War, during the reign of King Elenaro, the Elves have been working on restoring these lands slowly through magic and careful stewardship. Open prairie lands and plains have given the Quentari need for mounted travel, and the Quentari Elves began to breed horses for scouting and cavalry.

# Din-Oth

The Quentari city of Din-Oth is the capital of the Quentari nation, and is the largest settlement of the Elves. Din-Oth was established shortly after the Quentari first inhabited the Taursiloriel, and has remained the center of all political and economic activity since its foundation. The ancient trees of oak, ash, and indigenous conifers provided a skeleton for the Elves to build their homes hundreds of feet above the ground. The homes of Din-Oth are built upon large platforms high within the bows of these trees, are connected to each other through a series of bridges, and are linked to the ground at strategic points via great winding stairs and a few wind-powered lifts.

The foreign quarter of Din-Oth is located upon the forest floor of the city, where a majority of the foreign trade occurs within the Kingdom. Foreigners must go through a lengthy application process to be granted the rights to take up residence, trade, and sell their goods within the Foreign Market, as the Quentari economy is highly regulated in order to preserve the land's natural resources.

Though highly guarded and arcane magics, the Elves are able to reshape some of the natural geographical features of Din-Oth to make it more hospitable for the Elves. This includes the construction of hot springs contained in a network of sandstone basins which, once cooled, flow into the local tributaries of the Woodwash River.

The Royal Palace of Din-Oth is considered one of the greatest achievements of Quentari architecture, for many of its inner chambers are created within the living growth of a giant oak tree that reaches thousands of feet into the air. The Dukes and Barons keep chambers within the Royal Palace along with the advisors, attendants, and diplomats who serve the Royal House and Quentari. While there is little opportunity for individual courtiers to seek chance favor in the Royal Palace, there is a flourishing court-life based on protocol and political intrigue.

The Royal Palace is the only tree-supported structure in Din-Oth that has no connecting bridges or stairways to other structures within the canopy. The Palace also boasts beautiful and maze-like gardens and a giant outdoor courtyard that is decorated seasonally for public celebration, large feasts, and ceremony.

# Helevorn

The second greatest of Quentari's cities, Helevorn is located within the Greenmarch Mountains, overlooking Lake Helevorn. Helevorn was founded in 134 Loa Eathalion, several millennia after the creation of the Quentari nation. The Dwarves allied to the Quentari Elves worked alongside the Elves to craft Helevorn from the very stone of the mountains to protect their precious knowledge. The architecture of Helevorn is said to be one of the wonders of the continent of Avalon, with stone buildings crafted in such grace as to defy their own weight. Access to Helevorn is controlled by several narrow mountain passes, and thus is nearly impenetrable by overland enemy armies. The most powerful of Quentari magical knowledge is safeguarded within the Black Tower and only called upon by the leaders of the Quentari Elves in times of desperate need.

Within a few hundred years of the final construction of the Black Tower, the Elven Institute of Learning and Magic was established to organize and train Quentari scholars in specialties of arcane lore. Within a few spans, Helevorn became the academic center of the Quentari nation.

# The Tausiloriel

Legend has it that when the Quentari Elves first organized themselves into an Elven nation, it was the great forest named simply "the Tausiloriel" that sheltered them in its vast canopy. The Great Tree, the Quentari Elves' greatest connection to Tyrra, is hidden deep within the canopy. Before the Dark Wars, the Tausiloriel covered vast amounts of the Quentari nation. To this day, most of the Tausiloriel is forbidden to non-Elves and foreigners and guarded by the Rangers. The only passages into and out of the forest are by approved trade-routes that radiate from the Quentari capital of Din-Oth.

# The Dawynrindel Forest

The second largest forest in the Quentari homeland, the Dawynrindel Forest is home to mostly walnut and maple trees, although many fruit trees also have been planted within. Unlike the Taursiloriel, which is left almost exclusively in a protected and wild state, the trees of the Dawynrindel are cultivated by the Elves to provide for the Elven populace. The Dawynrindel provides wood, fruit, nuts, mulberry leaves for silkworms, and various oils and spices.

# The Falcon Forest

In the Southwestern most lands of Quentari grows a small forest of pine, birch, and oak, and is home to several Quentari Houses known as great falconers. Through ancient magics, the birds-of-prey of this forest have gained an uncanny intelligence, and the Quentari Elves who settled within these lands befriended these birds. The Falconers are legended to have the ability to see through the eyes of the bird to which they have bonded, and the birds provide a way for messages to be carried quickly over the forests as well as being supreme hunters of small prey. The Falconers are known to be very xenophobic, and like many parts of the Taursiloriel, outsiders and even Elven traders of other cultures are not welcome there. Also, perhaps due to the nature of their bond with the birds and the forest, a Falconer will not leave Quentari lands unless he is willing to sever the shared bond.

## **Padash**

Called Manthulemar by the Quentari, this village is a settlement of Nimeshab Gorbe or “Tiger Sarr,” located along the Rinter River. After honorably fighting alongside the Quentari Elves in the Dark Wars, these Gorbe and their descendants were granted a place

within Quentari society by King Galavier in the 490<sup>th</sup> year of his rule; this welcome would remain so long as the inhabitants of Padash obeyed Quentari laws, including the forbiddance of chaotic magic and necromancy. After the King Elenaro's disappearance, Regent-Protector Arienwen attempted to drive the Gorbe out of Padash through various political and economic sanctions, although she was prevented by Prince Mirtaur. In the fall of 657 L.E., King Elenaro invited all good peoples of Avalon to Padash, to aid him in destroying the evil that was Tarlov Ghosthand.

### **Lake Quentari:**

Also known as Loca Barnus, Lake Quentari is over 150 miles long north to south, and about half that wide east to west. This lake is a natural center of trade and fishing activity, and is bordered by the countries of Myrr, Quentari, Evendarr and Dar Khabad. This lake reaches depths of up to 1200 feet and is home to several very rare and exotic types of life. This lake has many tributaries, but drains to the sea through the Gateway River.

The main fishing and trading ports for the Quentari Elves are Linost and Annaduin. Access to these ports is highly regulated to keep foreigners, smugglers, and pirates from using these towns as a base of operations. It is remembered that before Niman joined with the Kingdom of Evendarr, the Quentari Elves offered safe harbor to privateer crews who preyed upon Nimani transport and trade ships.

Maps of Quentari may be found in Appendix B.

Appendixes:

## APPENDIX A: Quentari Historical Timeline

<u>Tyrran</u>	<u>Quentari</u>	<u>E.R.</u>	<u>Event</u>
?	YL		The Awakening or Becoming.
?	YL		The Surface Elves and the Vornae separate.
?	YL		Wild Elves separate from the rest of the Eledhel.
?	YL		Stone Elves separate from Wild Elves, and leave for the Stone Forest. Trolls and Dwarves arrive on Tyrra, Beginning of the Troll Wars with surface elves.
?	YL		Mithsuliae Fornarl takes Daeshimril Ar-Din as mate, both are clan leaders, clans of Quentari unify.
1	1 LM		Founding of the nation of Quentari, Mithsuliae Fornarl Ar-Din is named Queen, she makes her mate Daeshimril Ar-Din King, beginning the Ar-Din reign.
33	33 LM		Beginning of the Troll Wars.
35	35 LM		Troll Wars end, but peace is not obtained. Battles with trolls still occur.
<b>274?</b>	<b>74 LM</b>		<b>Wood Elves Separate to the south of Eringol.</b>
327	327 LM 1 LV		Queen Mithsuliae dies her final death, Vraenilmith Ar-Din succeeds her as King.
930	306 LV 1 LL		King Vraenilmith dies his final death, he is succeeded by Queen Lomegil Ar-Din.
1507	577 LL 1 LG		Queen Lomegil dies her final death, and is succeeded by Queen Golaeril Ar-Din.
1729	223 LG		Dwarves first venture above ground to find a site for a new Hold, first meeting with Quentari elves.
1763	269 LG		First humans arrive on Tyrra.
1997	490 LG 1 LN		After the final death of Queen Golaeril, King Noreyanta Ar-Din ascends the Quentari throne.
2100	104 LN		1st Dwarven daughterhold established in the Black Hills.
2305	306 LN		Dwarves make formal introduction to Quentari.

2333	334 LN		2nd Dwarven daughterhold established.
2340	341 LN		Trade between Quentari and the Dwarves begins.
2418	419 LN		2nd daughterhold dedicated in ceremony.
2600	603 LN 1 LE		Eathalion Ar-Din becomes King after the final death of King Noreyanta.
2733	134 LE		Helevorn founded.
2803	204 LE		Barbarians come to Northern Wastes.
3157	557 LE 1 LA		King Eathalion dies his final death, Queen Anganar ascends the Quentari throne.
3303	147 LA		Hoblings arrive in the lands that would become Evendarr.
3610	453 LA 1 LC		Queen Anganar dies her final death, Queen Calrielle ascends the Quentari throne.
3693	84 LC		Lizardmen arrive on Tyrra, begin fighting with surface dwellers.
3803	193 LC 1 LT		Beginning of the Lizardman War with Quentari after Queen Calrielle dies her final death fighting them. King Thloestel Ar-Din ascends the Quentari throne.
3813	10 LT		End of Lizardman War, an uneasy truce is negotiated by King Thloestel.
4376	573 LT 1 LG		King Galavier Ar-Din ascends the throne after the final death of Adan Thloestel
4380	4 LG		King Galavier lifemates Galaryn.
4490	114 LG		Queen Galaryn gives birth to a son, Elenaro Ar-Din.
4570	194 LG		Elenaro attends the Feast of the Summer Elves, and becomes an adult.
<b>5063</b>	<b>687 LG</b>		<b>Beginning of the First Dark War.</b>
5065	689 LG		Information gathering on the gerthraukoth begins. Plans for the <i>Haran Gurthol</i> (the Temporal Weapon) begin to be made.
<b>5110</b>	<b>734 LG 1 LE</b>		<b>Galavier dies defeating the leader of the gurthraukor, Elenaro Ar-Din ascends the Quentari throne. The First Dark War ends.</b>
5169	59 LE		King Elenaro lifemates to Culrille.
5170	60 LE	1 E.R.	Kingdom of Evendarr founded.
5173	63 LE	3 E.R.	Tarillen Ar-Din is born to Queen Culrille.
5211	101 LE	41 E.R.	Twin sons, Mirtaur and Morlith Ar-Din are born to Queen Culrille.
5254	144 LE	84 E.R.	Sir Arnole enters Quentari.
<b>5263</b>	<b>153 LE</b>	<b>93 E.R.</b>	<b>Beginning of the Second Dark War.</b>

5267	157 LE	97 E.R.	Tarillen and her guards are separated from the Quentari forces and they are driven northeast.
<b>5269</b>	<b>159 LE</b>	<b>99 E.R.</b>	<b>Elenaro defeats Guxx Unfadoo using the Haran Gurthol, the Gurthraukon are defeated, ending the Adhin Dagorim Gerthrauko. Elenaro disappears, Arienwen calls together the Councils, and Helevorn begins a search for him.</b>
5273	163 LE	103 E.R.	Tarillen returns to Quentari and is banished by Queen Culrille.
5274	164 LE	104 E.R.	Tarillen arrives in the mountains above Elfheim.
5279	169 LE	109 E.R.	Helevorn determines that Elenaro is alive, but cannot locate him. Arienwen is named Regent by the Councils until his return.
5690	580 LE	520 E.R.	The Drae meet the Vornae, amalgamation begins.
5760	650LE	590 E.R.	<u>January:</u> Tarillen gives birth to Basil Ravenhurst's son, Roderick, who is named heir of Ravenholt.  <u>October:</u> Arienwen visits Ravenholt with her guard, Elenaro is found and returned to his body by the Mages' Guild of Ravenholt. Arienwen reluctantly accepts half-elves as sentient. Myrtaur is named King by Elenaro, succeeded by himself, as Elenaro relinquishes the throne. Elenaro is named Honorary Prince of Evendarr by King Richard. Tarillen abdicates titles in Elfheim and Quentari, and is forgiven by the Ar-Din family. It is learned that Tarillen had been Duchess of Elfheim, while transformed to Drae, and had been polymorphing to human every day. She decides to transform to human and live her life with Basil Ravenhurst as Duchess of Ravenholt.
5763	653LE	593 E.R.	Elenaro reclaims the Quentari throne due to tensions between Ravenholt and Evendarr.
5765	655LE	595 E.R.	Elenaro travels to Port Jaskara with Queen Catherine of Evendarr for the celebration of the naming of King Joseph Saxony's heir. Lunasiria Saleros is accepted into the Royal Household for services to His Majesty.