

COLLECTION III

Ancient Races of Valekor

Document 022 - Definitive Edition

Eight ancient races shaped the earliest cultures of Valekor. Their bloodlines, traditions, abilities, rivalries and spiritual beliefs continue to influence the future of the world.



The Bloodlines Before the Empires

Before the great empires controlled borders and armies, the ancient races defined identity, culture, magic and survival across Valekor. Some became rulers, some became guardians, some hid in shadow, and some kept secrets older than the current age.



The High Elves

Guardians of ancient magic and eternal forests

- Origin:** Born from the first light that touched the Elder Forests, the High Elves became the earliest keepers of refined magic in Valekor.
- Territory:** The luminous woodland cities of Eldarien and the high sanctuaries of the Eternal Grove.
- Leader:** High Queen Elowen
- Culture:** Elegant, scholarly and deeply connected to art, prophecy, music and natural balance.
- Army:** Moonblade sentinels, crystal archers, spirit mages and forest guardians.
- Abilities:** Light magic, healing, long life, nature communication and celestial runes.
- Religion:** The Eternal Grove and the sacred harmony between nature and starlight.
- Allies:** Sylvar Empire, Vorlund Kingdoms, Thalorian Republic
- Enemies:** Drakhoran Empire, Shadowborn cults
- Role in Valekor:**
They preserve ancient knowledge and protect the living magic that keeps Valekor in balance.



The Iron Dwarves

Master smiths, engineers and fortress builders

- Origin:** Forged in the deep mountains after the First Hammerfall, the Iron Dwarves built the first underground fortresses of Valekor.
- Territory:** The Iron Halls beneath Stoneforge Ridge and the volcanic forge tunnels of the old world.
- Leader:** King Borun Ironmantle
- Culture:** Disciplined, loyal, proud and obsessed with craft, engineering and ancestral honor.
- Army:** Hammer guards, rune engineers, fortress artillery and armored tunnel defenders.
- Abilities:** Master forging, rune crafting, siege engineering and unmatched endurance.
- Religion:** The Anvil Oath, honoring the spirits of stone, metal and fire.
- Allies:** Aurelian Empire, Frostborn Clans
- Enemies:** Ashen Hold, deep corruption beasts
- Role in Valekor:**
They create the weapons, gates, bridges and engines that allow empires to survive.



The Wolfkin

Tribal warriors bonded to wild spirits

- Origin:** The Wolfkin descended from tribes who made ancient pacts with the spirits of the northern forests and moonlit mountains.
- Territory:** The wild borderlands between Frosthold, the Moonpine Forest and the Grey Peaks.
- Leader:** Alpha Varkhan Greyfang
- Culture:** Tribal, spiritual and built around loyalty, hunting, family bonds and warrior rites.
- Army:** Pack hunters, moon shamans, berserker guards and spirit scouts.
- Abilities:** Heightened senses, tracking, pack coordination, spirit rage and moon rituals.
- Religion:** The Wild Moon and the ancestral spirits of beast and forest.
- Allies:** Frostborn Clans, Sylvar Empire
- Enemies:** Orc raiders, shadow beasts, corrupt clans

Role in Valekor:

They protect the old wild roads and serve as guardians between civilization and untamed lands.



The Orc Clans

Honor-bound warrior nations of the red banners

Origin: The Orc Clans rose from the red plains after centuries of war, exile and survival under brutal conditions.

Territory: The Red Marches, fortress camps and banner cities near the burning eastern borders.

Leader: Warchief Drom'gar Bloodtusk

Culture: Warrior-based, honor-bound and ruled by strength, loyalty, challenge and clan tradition.

Army: Axe battalions, war drums, beast riders and red banner champions.

Abilities: Physical strength, battle rage, endurance, tactical ambush and ritual scars of power.

Religion: The Iron Blood Code, a belief that honor is proven through sacrifice.

Allies: Some Drakhoran factions, independent mercenary clans

Enemies: Aurelian border legions, Wolfkin tribes

Role in Valekor:

They are not simple monsters; they are a civilization with laws, families, memory and a brutal code of honor.



The Celestials

Radiant beings tied to the divine powers

Origin: The Celestials are said to have descended when the gods opened the Gate of Dawn during the first divine age.

Territory: Sky temples, golden sanctuaries and hidden high-altitude citadels.

Leader: Seraph Lord Auremir

Culture: Noble, disciplined and devoted to divine service, judgment, protection and sacrifice.

Army: Radiant knights, winged guardians, holy spear bearers and divine healers.

Abilities: Flight, radiant magic, purification, divine shields and prophetic visions.

Religion: The Divine Council and the sacred purpose of order, light and destiny.

Allies: Aurelian Empire, High Elves

Enemies: Shadowborn, Chaos Spawn, Ashen cults

Role in Valekor:

They appear when Valekor faces threats that mortal armies cannot defeat.



The Shadowborn

Keepers of forbidden magic and hidden realms

Origin: The Shadowborn emerged from survivors who entered the shadow realm and returned changed by forbidden magic.

Territory: Noctis, the Black Citadels and the hidden paths beneath the Twilight Veil.

Leader: The Veiled Regent

Culture: Secretive, intelligent and organized around silence, espionage, forbidden study and survival.

Army: Nightblades, void mages, shadow scouts and masked assassins.

Abilities: Shadow walking, illusion, curse craft, silent movement and forbidden rituals.

Religion: The Veil, a belief that truth is hidden in darkness.

Allies: Noctis factions, forgotten spies

Enemies: Celestials, Aurelian Inquisitors

Role in Valekor:

They control secrets that can save Valekor or destroy it depending on who commands them.



The Dragonkin

Descendants of ancient dragons and living flame

Origin: Dragonkin bloodlines began when ancient dragons shared flame, scale and memory with chosen mortal tribes.

Territory: Volcanic ridges, dragon shrines and the ancient Ember Peaks.

Leader: Elder Kaelthar Flameborn

Culture: Proud, fierce and bound to bloodlines, ancestral dragons and tests of strength.

Army: Scale warriors, fire priests, wing riders and drake-bonded champions.

Abilities: Fire resistance, draconic strength, scale armor, flame breath and ancient memory.

Religion: The Dragon Flame, honoring the first great dragons.

Allies: Drakhoran Empire, some Orc Clans

Enemies: Frostborn Clans, dragon hunters

Role in Valekor:

They connect the mortal world to the oldest draconic powers in Valekor.



The Tideborn

Oceanic civilization of lost sea knowledge

Origin: The Tideborn came from the first ocean kingdoms, where ancient magic changed those who lived beneath the sacred waters.

Territory: Coral citadels, submerged temples and coastal kingdoms beneath the Azure Sea.

Leader: Queen Nerissa of the Deep Court

Culture: Graceful, mysterious and built around memory, song, navigation and ocean law.

Army: Trident guards, wavecallers, reef sentinels and sea beast riders.

Abilities: Water breathing, tide magic, song casting, sea creature bonds and ancient navigation.

Religion: The Deep Current, honoring the living spirit of the sea.

Allies: Thalorian Republic, Sylvar Empire

Enemies: Bloodmaw cults, abyssal horrors

Role in Valekor:

They hold lost knowledge from before the surface empires rose.

