
COLLECTION III

The Ancient Races of Valekor

Document 027 - Definitive Edition

Before empires, wars and legends, the races of Valekor shaped the world through bloodlines, culture, magic, honor and destiny.



Humans

The Builders of Kingdoms

Homeland: Central kingdoms

Leader: King Aldric Valen

Affinity: Adaptability

Threat: High

Army: Elite forces connected to adaptability and homeland traditions.

Weakness: Political division, ancient rivalries, and vulnerability to opposing magic.

Role: Humans shape Valekor through adaptability, culture, conflict, and ancient destiny.



High Elves

Guardians of Ancient Magic

Homeland:	Eternal forests
Leader:	Queen Elyndra Sylvar
Affinity:	Light / Nature
Threat:	Mythic
Army:	Elite forces connected to light / nature and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	High Elves shape Valekor through light / nature, culture, conflict, and ancient destiny.



Dwarves

Masters of Stone and Forge

Homeland:	Mountain holds
Leader:	King Borun Ironmantle
Affinity:	Forge / Earth
Threat:	High
Army:	Elite forces connected to forge / earth and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	Dwarves shape Valekor through forge / earth, culture, conflict, and ancient destiny.



Beastkin

Warriors of the Wild Blood

Homeland:	Wild valleys
Leader:	Alpha Varkhan Greyfang
Affinity:	Instinct / Beast
Threat:	High
Army:	Elite forces connected to instinct / beast and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	Beastkin shape Valekor through instinct / beast, culture, conflict, and ancient destiny.



Orc Clans

Honor-Bound Warrior Nations

Homeland:	Red marches
Leader:	Warchief Dromgar Bloodtusk
Affinity:	War / Endurance
Threat:	Extreme
Army:	Elite forces connected to war / endurance and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	Orc Clans shape Valekor through war / endurance, culture, conflict, and ancient destiny.



Ancient Mages

Keepers of Arcane Law

Homeland:	Vorlund towers
Leader:	Archmage Caelion
Affinity:	Arcane
Threat:	Mythic
Army:	Elite forces connected to arcane and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	Ancient Mages shape Valekor through arcane, culture, conflict, and ancient destiny.



Shadowborn

Children of the Veil

Homeland:	Noctis
Leader:	The Veiled Regent
Affinity:	Shadow
Threat:	Extreme
Army:	Elite forces connected to shadow and homeland traditions.
Weakness:	Political division, ancient rivalries, and vulnerability to opposing magic.
Role:	Shadowborn shape Valekor through shadow, culture, conflict, and ancient destiny.



Dragonkin

Bloodline of Ancient Dragons

Homeland: Ember peaks

Leader: Elder Kaelthar Flameborn

Affinity: Dragonfire

Threat: Mythic

Army: Elite forces connected to dragonfire and homeland traditions.

Weakness: Political division, ancient rivalries, and vulnerability to opposing magic.

Role: Dragonkin shape Valekor through dragonfire, culture, conflict, and ancient destiny.

