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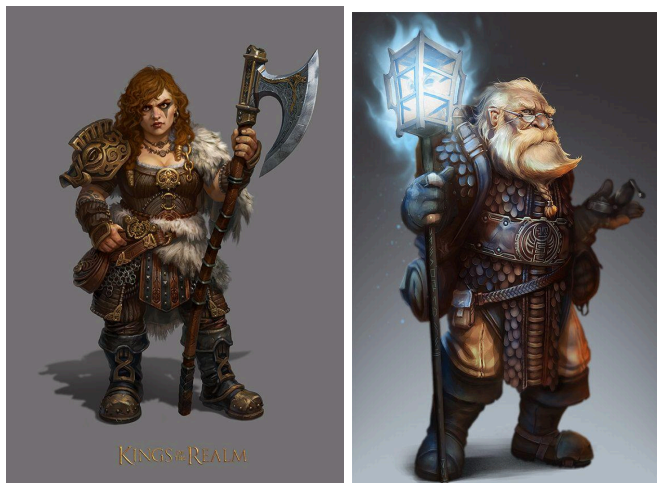
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General information is given about the different playable races in Dark Strands. There could be room for another race if you ask very nicely and I can fit it in. The title contains links to the pages where you can find more information.

## [The Dwarven Empire](#)



The Dwarves largely live in and around the mountains in large underground or stone cities. They're the craftsmen, tradesmen, and merchant lords of the world. They're highly skilled in weapon and armor crafting, and most of the really good stuff is either created by Dwarves or some collaboration between [Elves](#) and Dwarves. Dwarves are small and hardy, and generally fit, personality-wise, into just about any archetype, from peace loving gem-collectors, to shrewd businessmen, to careful traders, to boisterous warriors. (Open to more info)

Influence: Lord of the Rings Dwarf, Warcraft Goblins, Star Trek Ferengi, Celtic Druidism, Scottish, etc.

## [The Elven Nations](#)



The Elves have been at each others throats since anyone can remember. Ten Elven kingdoms dominate the political and military landscape, though that have a standing truce with the [Dwarven Empire](#). In general, the Dwarves don't occupy the space the Elves want, and the Elves benefit far too greatly from trade, and vice versa, to ever reach open hostility. Relations are generally pretty good between the two, with Dwarves often living in Elven cities and vice versa. The Elven nations are all united in the loosest possible truce that doesn't really keep them from having small clashes here and there, little flares of violence that tend to fizzle out fairly quickly. Their cultures range from the stuffy and formal, to the religiously righteous, the lofty learned, to the sensual hedonists, and everything in between. There are few similarities between their personalities and cultures, fewer pacts between nations, and even fewer alliances. The one pact that is all but unbreakable, and includes the Dwarves, is the [Qunari](#) Pact.

(Only influences are given on this doc for the Elven nations to give you a general idea of motif. Check the page for more details if you're interested, just avoiding a wall of text here.)

[The Anoli League](#) - Influence: Mediterranean, Braavos in Song of Ice and Fire

[The Caliphate Elves](#) - Influence: Near Eastern, Dorne from Game of Thrones.

[Castillian Elves](#) - Influence: Spain and France.

[The Domak](#) - Influence: Classical Russian

[The Glyphine Elves](#) - Influence: Lord of the Rings Elves, House Arryn in Song of Ice and Fire, Dalaran in Warcraft, Swiss.

[Kamakuri Shogunate](#) - Influence: Japanese.

[Krate and Oth](#) - Influence: Mayan, Aztec, North African, Egyptian, Southeast Asian.

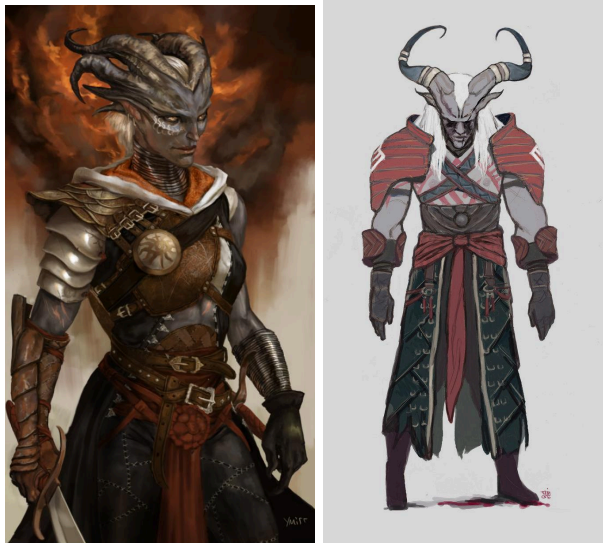
[Ming Dynasty](#) - Influence: Chinese.

[The Moonshatter Elves](#) - Influences: Dungeons & Dragons Drow, Warcraft Night Elves, Lord of the Rings Woodland Elves.

[The Rheinar](#) - Influence: Germanic, Anglo-Saxon, Eastern European, Lord of the Rings Rohan, Classic Fantasy Humans

(Most of their lore is pretty fast and loose, if you interested in something, feel free to ask and it can generally be tweaked and adjusted.)

## [The Qunari Collective](#)



A small island sits between the lands that were long ago abandoned to the deadly and warring tribes of nearly-feral Orcs, Trolls, and any other manner of awful beastie south of [Qun Island](#). A fascinating bit of geography, it's essentially impossible, due to wind patterns and currents, to sail around Qun Island or the southern port known as [The Last Stand](#). You must either go up the Straight, across the island, or land at The Last Stand. Which made the Qunari perfect defenders and perfect exiles.

The Qunari are descended from a tribe of Orcs that was tired of living like savages and wanted to form a legitimate society that could interact with the [Elves](#) and [Dwarves](#). Unfortunately, they never evolved quite far enough, and when Orcs went raiding along southern Elven kingdoms, the Qunari were originally shouldered with the blame. Unable to prove that it was all a misunderstanding, the Qunari took a solemn vow known as the Qunari Pact to guard the Elves and Dwarves from raiding parties and attacks from the south. Now they are starting to struggle against a unified and somehow advanced Orc force.

The Qunari tend to be very solemn and are highly concerned with honor, though naturally there are young upstarts who think the Qunari's place in the world is a load of horse shit, especially now that they're dying to protect the self-righteous Elves and greedy Dwarves.

Influence: Dragon Age Qunari, The Night's Watch from Song of Ice and Fire

## [The Humans](#)

Largely considered to be the most primitive of the races by the Elves and Dwarves north of Qun Island, the Humans exist in a number of very different groups of various technological advancement, mostly at the pleasure of the other races.

## [The Calypsans](#)



The Calypsans are a tribe of humans settled along the southwestern part of the main continent. Their legends consist of the old gods blessing them with great power that allows them to survive off the harsh [marshlands](#). In reality, they were taught dark magic by some sympathetic Trolls centuries ago, and that dark magic has morphed into a form of voodoo. They're generally hated

by the [Elven](#) population (with the notable exception of [Moonshatters](#)), and many think they should be exterminated, but no one is going to do it. The [Castillians](#) recognize that slogging through the marshes to wipe out a tribe of Humans that specializes in dark magic and guerrilla warfare is just a bad idea and a waste of time, lives, and most importantly money.

Influence: Caribbean, Creole.

### [The Dragonlords](#)



The Dragonlords are a nomadic tribe of Humans who have been capturing, domesticating, and training dragons for centuries. Making their home along the central mountain ranges and along the adjacent plains, it's often mused by Elven scholars that if the Dragonlords were to merely organize themselves into an army and ride their dragons into battle, they could conquer at least the Glyphine Elves nearby if not many more Elven nations. For one reason or another, however, they seem content to just wander around and continue their lives as is, for the most part.

Influence: How to Train Your Dragon, Dragonriders of Pern.

### [The Nation of Qualia](#)



The nation of [Qualia](#) is more city state than nation, but they're still the closest thing that Humans have to the civilization of the [Elves](#) or [Dwarves](#). Consisting of a medium-sized keep and a sprawling stone city, the nation of Qualia is built upon the worship of the Goddess Qualia. A matriarchal society who is ruled by an appointed High Priestess, many claim to be descended from Qualia herself. While that's not entirely true, some are, in fact, of the bloodline of the most powerful Human mage to ever live, and she's happy to continue the mythos by periodically granting boons and the occasional miracle after having gone through the difficult process of transcending into spirit form. This allows her to grant powers to her followers as well as appear to select Qualians in order to offer them instructions and guidance. Because of the tangibility of their Goddess, the Qualians are generally fiercely religious and fanatical, though Qualia generally preaches peace and diplomacy, so they are not particularly violent. One is more likely to run into a Qualian preaching on a street corner and performing healing miracles than carrying out a holy war.

Qualian society has a loose hierarchy, and the three most important jobs a Qualian can have is: Missionary, Bannerette, and Priestess.

Influence: Paladins, Spartans, Amazons, Early Christians.

### [The Haftors](#)



The Hafthors are the most reviled of Human tribes. They are fierce warriors, strong fighters, and crafty seafarers. They live on the islands off the eastern coast of the mainland and exist almost entirely through the raiding of Elven settlements along the shore and Dwarven tradecraft. Hafthors are also known to sometimes live almost entirely at sea, raiding much longer distances, living on their ships, and resupplying wherever they can find a merchant desperate for the business. Any coastal nation is well acquainted with the struggle of having a town temporarily conquered by Hafthors, though most can drive them out easily enough with a standing army.

Influence: Vikings, Pirates.

(Room for plenty more human tribes. If you have any ideas, just run em by me.)

## Others

### Halflings



Halflings are specifically the offspring of a Dwarf and a Human or two Halflings. They don't form a nation or occupy a specific geographic space, as they tend to get incorporated into whichever society they're born into. They're usually reviled, as Humans assume them greedy and cunning, and Dwarves assume them lazy and stupid.

### Treefolk/Freefolk



Treefolk is a mostly derogatory term for a nation of Half-Elves and other pure or mixed blooded misfits. Starting as a legend and a veiled threat of a child running off to the woods and joining the Treefolk, groups of outlaws gradually started forming themselves into a larger, more cohesive group that lived in and around the Soster Forest, calling themselves the Freefolk. Their ruling body consists of an elected group that generally oversees outside dealings. They're exceptionally good at hiding and defending their forests and small settlements, but they are notoriously accepting of those which other societies have kicked out. Most people are just glad to be there, and people who step out of line are generally dealt with swiftly enough that there isn't much infighting despite being a group of outlaws and misfits. Half-Elves outside of the Freefolk exist, but they are shunned by Elves, untrusted by Humans, and still called Treefolk as a way of alienation.

## Card System

Asset cards will be given out to round out your strengths and weaknesses and make up for deficiencies. These asset cards will be weighted and they will come with goal cards that you must use up before receiving new asset cards.

## Questions?

Who are you, Comrade Qvestions?

Email me or hangouts me or both at [cylerea@gmail.com](mailto:cylerea@gmail.com).