

QUENTARI CULTURE

From a Quentari Point of View

The Quentari are one of three root races of elves, the other two being Formenedhil (Northern Elves) and Vornedhil (Dark Elves). The Erinedhil (Wood Elves) and Dilantedhil (Mystic Wood Elves) are descended from the Quentari. On first appearance, they may appear aloof, even arrogant, but this comes from the outlook of a centuries-long lifespan and a culture that is thousands of years old. Most Quentari are content to stay in their beloved homeland, but a good number have travelled the continent. Those who travel usually return after a few spans (1 span = 10 years) for a number of reasons, including friends with lesser life-spans dying, trouble with foreign culture (especially honor codes), and home-sickness.

The Quentari society is highly structured, placing much importance on honor, family, learning, and the arts, mundane and magical. Everything has a ceremony and celebration. There are traditions are thousands of years old, and ceremonies that are new every time that they are performed. The Quentari are very proud of their culture, and see it as a model for younger civilizations to learn from. Quentari nobles are given titles only after proving themselves to be exceptional in skill and noble traits (courage, loyalty, honesty, honor, humility, and charity). The only school for nobles exists to educate those born of noble blood. Noble children are educated and groomed for one span before adulthood and one span after that. During this time, they learn a trade, or craft which they will further perfect "in the field" for yet one more span after they graduate from school. During their "field training", they work in service to the commoners of the local community in a town guild.

The Quentari have a strong belief in free-will, rivaled only by the Dilantedhil. They hate slavers, and make notoriously bad slaves themselves for this reason. They will not have any dealings with known slavers, or people that do not respect individual free-will. Children are taught to respect honor, responsibility, and the gaining of knowledge, wisdom, and power in equal amounts. Quentari parents are very open with their children about love, romance, and sex, but also teach them not to indiscriminately indulge in these things. One should not, for instance, indulge in a romance in which love does not exist for both (or all in some cases) partners. One should also not continue to hold on to a relationship because of good sex, or if there is unsatisfying sex. Sex is seen as the closest joining of people as is physically possible, something to be enjoyed and improved upon, but not relied upon.

Quentari Elves tend to see the Erinedhil and Dilantedhil as less civilized, but have no ill feelings toward them. They often wonder how the Gonedhil (Stone Elves) can be so emotionless, and frown upon the warlike ways of the Dagoredhil (Wild Elves), although their skill at battle is respected. They admire the Erinedhil for the respect they have for all things living, and the peaceful society of the Gonedhil. Not much is known about the Vornedhil, but they are rumored to be a violent, cruel people to be mistrusted and avoided. Until the year 590 E.R., a state of war existed between the Quentari and Elfheim. Although trade exists with some Gonhirrim (Dwarves), not much is known about them, as most of them live underground in tunnels few Quentari have visited. They are small, hardy, bearded all, and have great skill with metalworking.

Attituded toward the shorter-lived races can be tainted by the elven life-span. Elves know that a human, for example, will live for only 8 or 9 spans, aging before their eyes. They also believe that even though a shorter-lived person may accomplish as much during one lifetime, they do not have the time, or are taught the patience to accumulate the wisdom that does along with that knowledge and power as an elf (as a rule). The Quentari feel that wisdom is a necessary addition to knowledge and power so that they will not be abused, but used the most correctly.

The Sarr (also Sarr in Quentari) are viewed with a bit of distaste for their animal-like ways. They also cannot fully understand the Sarr dislike of Quentari magics. They do enjoy friendly trade with Myrr, however, and respect the Sarr for keeping the peace.

The Pereini (Hoblings) act as liason between the Quentari that and Dwarves, and so are regarded as a friendly race. The hair on their hands and feet is seen as exotic and/or distasteful, but not a major detriment.

Scaven are generally looked down upon a little, as they are scavengers, and animal-like. They have no real nation or culture of their own, and so are regarded by some to be primitive. They are not regarded hostilely by most.

Edhain (Humans) are regarded as a race that has not reached its maturity yet, but there are no ill-feelings toward them. Quentari has friendly diplomatic relations with those of Ravenholt.. The only humans the Quentari hate- and hate with a passion, are slavers, particularly Nimani slavers. There have been border skirmishes with the Nimani for years. What makes the Quentari particularly loathsome of them is that during some of these skirmishes attempts were made (some successfully) to kidnap elven children and babies. It is thought that the Nimani wanted to see if training an elf from an early age would make them more accepting of captivity. The Nimani found out that it only made the Quentari nation vengeful. When news of the Sludge-creatures (Kini-neithan, or Children-deprived) reached the homeland, they knew the unspeakable had happened- the kidnapped children had been used in hideous breeding experiments. The flames of hatred burned brighter and deeper toward the Nimani, also called the Sanomithaur (Slavers abhorred!).

The Kini-neithan themselves are not blamed for what happened to them by most. They are looked upon with a mixture of revulsion and pity. News of their existence reached Quentari in mid-592 E.R. There are those that say the Kin-neithan are abominations, some even go so far as to suggest eradication, but they are few in number. Others say they are victims to be treated with compassion, possible even sought out so they can be educated about their elven heritage. It is a source of current controversy.

Seasonal Festivals

December 21st Yesmetiel - Year's Ending:

The events of the year are recounted by storytellers and bards. Each family has a Notiel Manthule (Counting of Honor), in which they weigh the events of the year and actions of family members in terms of honor. Beginning of Hrive (Winter).

December 31st-January 1st Duminya Loa (First Night)

Orminya Loa -New Year's Day:

The Parma Yesquenta (the Year's History Book) of each person, family, town, Barony, Dutchy, and the country is closed and a new one begun. A toast is made at midnight of Duminya Loa called the Yulmaloa (Cup of Year). By drinking it, elves symbolically accept all they have done and all that has happened in the past year.

February 1st - Ringwain Anor - Cold New Sun:

The days are noticeable longer, although it is the coldest part of the year.

This is a reminder that you must not expect immediate results of your work, but must continually work to achieve what you desire. Wishes for the coming year are made. Known in Common as Patience Day. Beginning of Balering (Deep-Cold).

March 21st Sulhintiel - Windcasting:

The fields and herbs are planted, and the seeds of wildflowers are thrown into the winds outside of the fields to beautify the landscape when they bloom. This is a popular time for Lifemating ceremonies to be performed. Also known as Orbadokemen (Day of Earth-Working). Beginning of Coire (Stirring).

May 1st - Lindon Anor - Songs of the Sun:

The blossoms which are on the trees and plants are collected. Their oils extraced, they are pressed for dyes and put in hair. The major bardic festivals/competitions are held on this day, outdoors (weather permitting). Elves will bring a picnic lunch to hear the bards, who debut their new songs. Beginning of Ethuil (Spring).

June 21st - Mereth Eldarlear - Feast of the Summer Elves:

Elves who have grown to maturity are recognized as adults on this day. From this day on, they are responsible for a personal Parma Manthuliel (Book of Honor). The now-adult elves will chose a High Art (Martial, Celestial, Earth, Astrological, or Alchemical) to study.

August 1st - Minya Hostiel - First Harvest:

Also known as Enlaer (mid-summer). The harvest of fruits, vegetables, and berries is begun. Herbs are gathered to fry in the sun for winter storage. It is also called Consequence Day in Common, for although the days grow shorter, it is the warmest time of the year. It is a reminder that consequences may linger long after any action and so one must think before acting. Beginning of Iavas (Fruitful).

September 21st - Dara Hostiel - Second Harvest:

Fields that were planted in Ethuil are harvested for grains, corn, and the vegetables that were not harvested at Minya Hostiel. Wood is gathered and stored to last through the winter. Baking competitions are held. Beginning of Firith (Fading).

October 31st to November 1st - Qualinorim - Rememberance of the Dead:

Those who have passed from the mortal plane during the year are remembered in reserved celebration. Their actions and lives are recounted in song and story, poem and prose. At midnight, a toast is made in their honor - the Yulma Endu - the Cup of Midnight. Beginning of Lasselanta (leaf-Fall).

Elven Aging

Age	Stage	Human Equivalent
0-3	Infant	0-2
4-7	Toddler	3-5
8-20	Child	6-8
21-70	Youth	9-11
71-90	Adolescent	12-14
91-100	Puberty	15-20
101-200	Young Adult	21-30
201-300	Mature	31-40
301-400	Middle Aged	41-60
401-500	Old	61-90
501 +	Vereable	91 +

Days, Months, and Seasons of the Year

Month	Translation	Evendarr	Season	Translation
Narwain		January	Hrive	Winter
Nunui	Watery		February	Balering Deep-Cold
Gawaeron	Windy	March	Coire	Stirring
Gwirith		April	Coire	Stirring
Lothron	In Blossom	May	Ethuil	Spring
Norui	Sunny	June	Laer	Green
Cerveth		July	Laer	Green
Urui	Hot	August		Iavas Fruitful
Ivanneth	Giver of Fruit	September	Firith	Fading
Narbeleth	Sun-Waning	October	Lasselante	Leaf-Fall
Hithui	Misty	November	Lasselante	Leaf-Fall

Girithron Cold-Day, December Hrive Winter
 Shuddering

Land	Name	Translation	Gender
	Title		
Harmendor	Taursirel Coitoniel Gonnerat	Forest-flowing Life-Kindler	f
Vinyador	Lammenlorea Galadelena Gonnerat	Golden-voice Star-brilliance	m
Din-Oth	Dagsanom Palandriel Herundor	Slaver-Bane Far-Gazer	m
Quen-tara	Erinannen Vinyestel Herundor	Water-crowned New-Hope	f
Golearotnor	Hyandodeloth Golodh-chebiel Herundor	Abhorrece-cleaver Wisdom-Keeper	f
Dawyndriel	Dimturion Ornitriel Herundor	Sad-master Tree-Watcher	m
Rintir	Ithildur Amanore Herundor	Moon-lover Good-Heart	m
Harniar	Sirithyulma Quenameteliel Herundor	Flowing-Cup Truth-Finder	f
Dongalaew	Telofuin Vilyatur Herundor	Ender of Darkness Air-Master	f
Enedor	Aratokini Feangren Herundor	Champion of Children Iron-Spirit	
Romannon	Edrafennas Fairevaniel Herundor	Open-door Free-Passing	m