

Some Notable Names

The High King Zaric Kaurathel

The bastard child of the last king, chosen by the Stag to assume the Throne on the previous king's death. He led the Kingdom in starting to build the peace. With the re-emergence of an ancient enemy, the would-be Sorcerer-King Zoradieth, he let the almost as ancient High King Morathel take the throne to lead the fight, and he stepped back up to lead the Kingdom in its new world, Erümir.

High Lord Magistrate Prince Naiven Kaurathel

Chief Administrative Officer of the High Kingdom and the highest ranking of the royal magistrates. Noted for his magical and historical knowledge.

High Lord Marshal Alric Stark

First Knight of Kaurath, a former Skald, and, most recently, High Lord Magistrate of Kaurath. He was given the duty of leading the armies of Kaurath and preparing the realm to face its enemies. Elf.

Prince Stephanos Harkov

Governor of the Royal province of Kasember. Vaeltaa.

Queen Arya Ulsark

Queen of the Vornal.

Prince Corvanesse

Governor of the Royal Province of the Forest of Morathel. Razioch.

Haran Quinar Arathi

Governor of the Royal province of Harcos and Haran of Innos Halal. An ancient elven lord and noted healer. Elf.

Harani Ruthiel Kaurathel Arathi

Harani of Innos Halal. Governor of the Royal province of Harcos. A valiant and skilled warrior, half-sister to the High King. Human.

Queen Angelique of the Barrowheart

Former vampire and current ruler of the Barrowheart. Married to Rhone. Human.

Thane Petro Dragonhorde of Clan Platinum

High Lord Thane of Kulta Kerros, leader of the Council of Thanes and effectively ruler of Kulta Kerros. Also speaks for the new realms under Haltia and Kasember, as the settlers are members of the clans on his Council and are still working out local governance. Currently unmarried, which is unheard of in a Kaurathi Dwarven Thane. Mountainfolk.

Thane Vord Dananheim

High Lord Thane of Eltor Szakal, co-monarch of that realm. Mountainfolk.

Athane Maravan Dananheim

High Lady Athane of Eltor Szakal, co-monarch of that realm. Mountainfolk.

Sir Hunter of the Royal Academy

Head of the Royal Academy. Elf.

Research Lord Aishin Stormcloud of the Mage's Guild

Studying ancient healing arts. Human.

Guildmaster Azrael Rith'rilyn of the Mage's Guild

Master of high magics. Gythainen.

Guildmistress DeSouza of the Bardic Guild

Head of the Bardic Guild. Known for their passion for the bardic arts and interest in history. Vaeltaa.

Research Lady Saraya of the Alchemy

Royal advisor on Alchemical works and driven alchemist. Feline Weirkin

King Raticus the First

Self-styled King of the Ratkin living under and near Kaurath City.

The Davan of the Dubhember

Leader of the mysterious Dubhember. Shadow Elves

King Morathel Kaurathel and Queen Faranan

The ancient king, who was cursed and became the core of the Barrowheart, and his Faery wife, who founded the Kaurathi educational system, retired with his wife before the Great Ritual. Location and status unknown.

The Dark Lord, Zoradieth.

Ancient enemy of the High Kingdom, Sorcerer and Seer. Defeated and slain before we came to Erumir. His lieutenants were renegade Beyzors who traded their allegiance for magical powers. Most of them were killed, but some made a separate peace.

Jonathan Lord Delwen, Third Something of Whatever He Claims...

A representative of the native Vampires of Erümír.

Tenants of War and the The Luvata Kansa

The Tenants of War and the Luvata Kansa define justice to the moral code of the citizens of Kaurath. Considered barbaric to some, they are elegant in their simplicity. Together, they form the basis of culture in Kaurath.

The Luvata Kansa

The Code is one part Chivalric code and one part oath. All nobility within the kingdom have spoken the Luvata Kansa as their oaths to their nation and liege. The Luvata Kansa serves as a guide to the low crimes of Kaurath and as such is used when dealing out justice. Though the term “blood” is used in the first line of the declaration, the Luvata Kansa is not a blood oath in traditional sense. In the times of the Golden Age, “blood” was synonymous with “family” or “lineage”. Translated into the contemporary style the declaration would actually read: “By my honor and the honor of my Family I shall swear this promise.”

Note however that to suggest the Luvata Kansa should be changed to meet the belief of the speaker is considered a grand insult to the Kaurath and would probably result in a beating or death.

The Luvata Kansa

By my honor and the honor of my blood I shall swear this promise.

For my blood is the blood of my nation.

By my honor I shall respect the weak and declare myself the defender of them.

By my honor I shall dutifully serve the king and his lands with love and honor.

By my honor I shall not show fear before mine enemy.

By my honor I shall perform my duties with vigilance, patience, and passion.

By my honor I shall not lie and shall remain true to mine own words.

By my honor I shall be generous and give freely mine own wisdom and protection.

By my honor I shall be everywhere and always the champion of my people.

By my honor I shall fight with dignity and honor until first blood is drawn.

By my honor I shall stand tall against the darkness.

The Tenants of War

The Tenants of War are ancient and have been followed by the Kaurath for centuries. Established in the Forgotten Age, they are followed in all races and cultures in Kaurath. They are established for all formal engagements, and it is long believed that to refuse any tenant of war is considered to doom one's army to defeat. *Trying to correct the spelling of Tenant is considered a grave insult and is grounds for a duel.*

- Peacemakers must negotiate to try to end the conflict by peaceful means. During the negotiation a Peacemaker cannot be harmed. To harm a Peacemaker is to curse your host to defeat. Failure to meet a peaceful conclusion shall result in a proper engagement to be planned in a set time and a set place in which the armies shall solve their differences through blood.
- A Messenger traveling under the Flag of the Messenger shall not be harmed unless the Messenger acts in a way contrary to his charge.
- The pride of an army shall ever fly over a proper engagement. To hide one's banner when fighting a proper engagement is to curse your host to defeat.

Justice

The laws of Kaurath are as one might expect. Given the existence of resurrection, death is used as a serious penalty but not always a final one. Mountainfolk justice, it has been discovered, has -- at least recently -- found a longer-term solution, using the Soul Forges to convert miscreants into useful magical items.

Slavery is illegal. Most punishments other than death are fines or banishment. Ruling Nobility administer high and low justice within their holdings. Civic Magistrates administer the low. Royal Magistrates are a new position created to address the more complex challenges of needing to apply Royal Law in cases which cross Kingdom boundaries or address novel topics. Complex cases are tried with Juries of the available Nobility providing advice and investigation as well as being appointed to present on behalf of each position.

Nobility

Other than the royal family nobility is not simply inherited. There is a process of testing and earning knighthoods, and the higher Accolades. With the move to Erümir and the implications of peace as well as the physical expansions of the provinces, King Zarik is reorganizing the structure of the higher nobility above the level of Knight. It is worth noticing that the structure of Royal Governors of the provinces provides a level of hereditary control over the lesser nobility including the provincial Skalds.

Marriage

Five centuries of war and an agricultural economic base has strongly encourage most people of suitable ages to bear and properly raise children. Marriage among the wealthy and the nobility is often part of a business or political alliance with complex exchanges of favors and obligations as well as funds and lands and a formal contract. It is the form most likely to have restrictions and requirements about the parentage of children. Marriage among the Vaeltaa is a more stylish affair both more serious and more casual as suits their traditions. Marriage among the Mountainfolk is more highly valued because of birthrates and gender balances but the numbers seem better in Erümir than they did before. It is still *expected* of the nobility in a way other races may not understand. Marriage among the more tribal groups varies greatly depending on their totem. Marriage among Elves is taken seriously and thoughtfully. Other groups have other traditions. Sexual mores and mating patterns vary among the different peoples of Kaurath and there is normally a high level of tolerance for variations since mixed marriages are not always interfertile but the common expectation is that long term married partners will normally be raising children together.

The Flag of the Peacemaker

Two special emblems are deeply embedded in the lore of Kaurath. When armies fight before the conflict it is traditional for one side to speak with the other under the Flag of the Peacemaker.



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The Flag of the Messenger



When communications must be sent between hostile parties or through hostile territory a messenger travels under this banner. A Messenger traveling under the Flag of the Messenger shall not be harmed unless the Messenger acts in a way contrary to his charge.

The Messengers

A group known for their rigor in delivering messages from place to place are simply known as "The Messengers". Recognizable by bearing the flag of the messengers, they offer safe and discrete communications throughout the land. They are by no means the only ones who travel under this flag and the penalties for dishonoring it are severe.