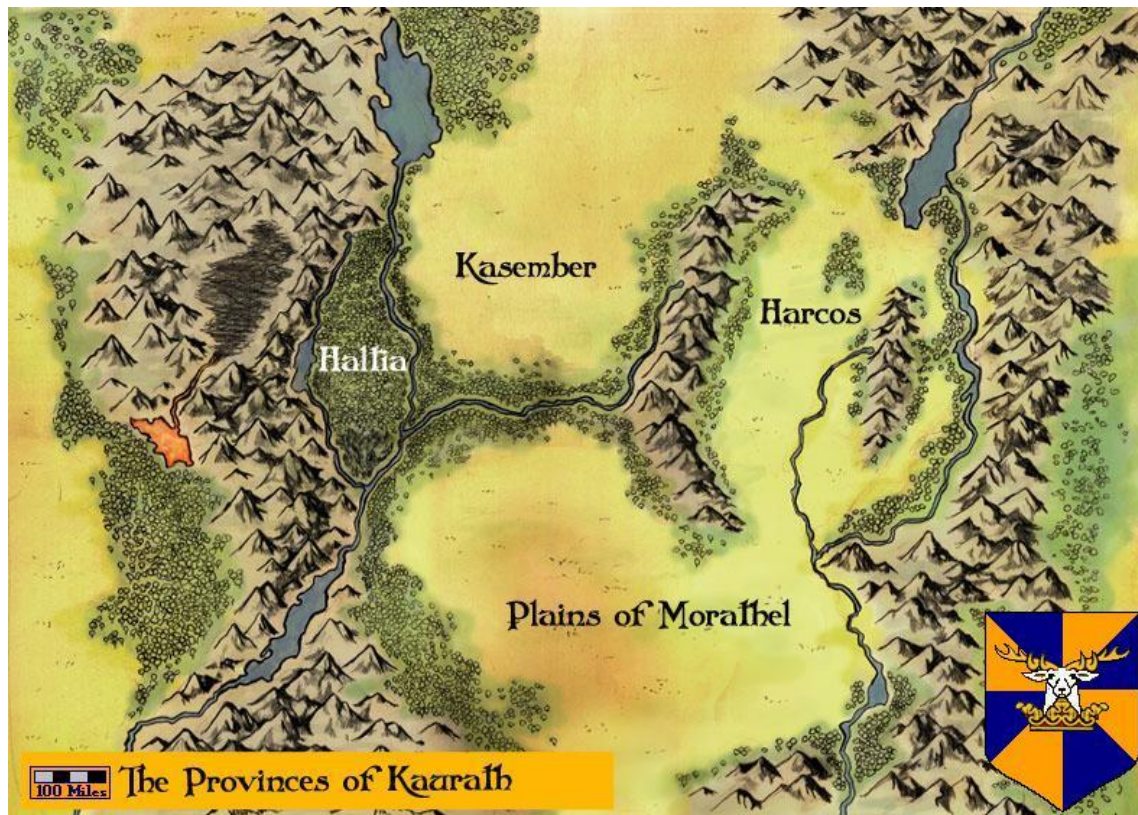


The Modern Geography of Kaurath



Kaurath is complex in its geography. It is a kingdom of kingdoms with many nations within its massive mountainous borders. The Kingdom, or High Kingdom to be more accurate, was enormous and has grown larger since it arrived in Erümír. With a distance of roughly Twelve-Hundred and Fifty miles from the westernmost bank of the Lansi River to the eastern mountain ranges of Harcos and Twelve-Hundred miles long from Etelamuuri to the southernmost tip of the small kingdom of Rensvarvas, the High Kingdom of Kaurath takes up a land mass of almost One-Million, One-Hundred and Forty Thousand square miles. The new surveys are still underway, but they expect it to increase by at least 50%

The High Kingdom of Kaurath



and Āmurs Akmens.

Ruler: High King Bulzaric Kaurathel

Capitol: Karsia Castle, Kaurath City, Haltia

Borders: Kaurath is located within the Kaura Valley, from the Eltor Mountains in the west to the Kalivan Mountains in the east, and from Etelamuuri in the south to the southern edge of the Kingdom of Rensvarvas in the north.

Old Size: Roughly 950 Miles Wide and 1,200 Miles Long with a total area of roughly 1,140,000 square miles.

Nations Contained: Twelve: the Kaurathel, the Vaeltaa, the Vorlonal, Seannaught, Briar Hollow, Innos Halal, the Gythainen, the Ograth, the Razioch, Malmiheim,

The Four Provinces

To govern such a massive area, the High Kingdom is divided into five main provinces: the forested province of Haltia, the rolling hills of Kasember, the wilds of Harcos, and the complex forest and jungle of the Forest of Morathel (formerly the devastated Plains). Each province is led by a Royal Peer. The local government in the provinces comes from the many Noble estates scattered throughout the provinces and the kingdoms and nations that swear fealty to the High King.

The kingdoms and nations of the High Kingdom can be found throughout the provinces of Kaurath. The Provinces of Haltia contain the kingdom of Innos Halal, Āmurs Akmens, and the Magocracy of Gythai. Kasember includes the nations of Seannaught, Briar Hollow, and Malmiheim. Harcos is made of the ancient barbarian kingdom of the Vorlonal, the Forests of Morathel, which hold the nations of the Ograth and the Razioch, and the nations of the Kaurathel and the Vaeltaa can be found in all provinces.

The High Kingdom has many neighbors. The dwarven kingdoms of Kulda Kerros and Eltor Szakall lie to the north and south of the province of Haltia and have strong relations with the High Kingdom. The nomadic Ferrishyn of the Kingdom of Rensvarvas lies north of Kasember and often trades with the Vaeltaa of the Province of Kasember. Lastly, the Elven Kingdom of Keskaur lies to the east of the province of Harcos. While not allies of the Kaurath, they keep to themselves and do not prove hostile.

The Barrowheart lies deep within the mountains east of Haltia and proved to be the most constant threat to the High Kingdom. A nation of horror, the Barrowheart threatened all of the Northern Provinces until the final peace and their incorporation into the High Kingdom as the 10th Kingdom in 616 (E.R.). Kaurathi Trolls prowl the mountains, and though they rarely enter settlements, a single troll can cause utter devastation when they do.

Map of the Major Nations of Kaurath



The Twelve kingdoms of Kaurath are the Kaurathel, the Vaeltaa, the Vorlonal, Seannaught, Briar Hollow, Innos Halal, the Gythainen, the Ograth, the Razioch, the Barrowheart, Malmiheim (formerly Alta Kasember), and Āmurs Akmens (formerly Alta Haltia).

Haltia



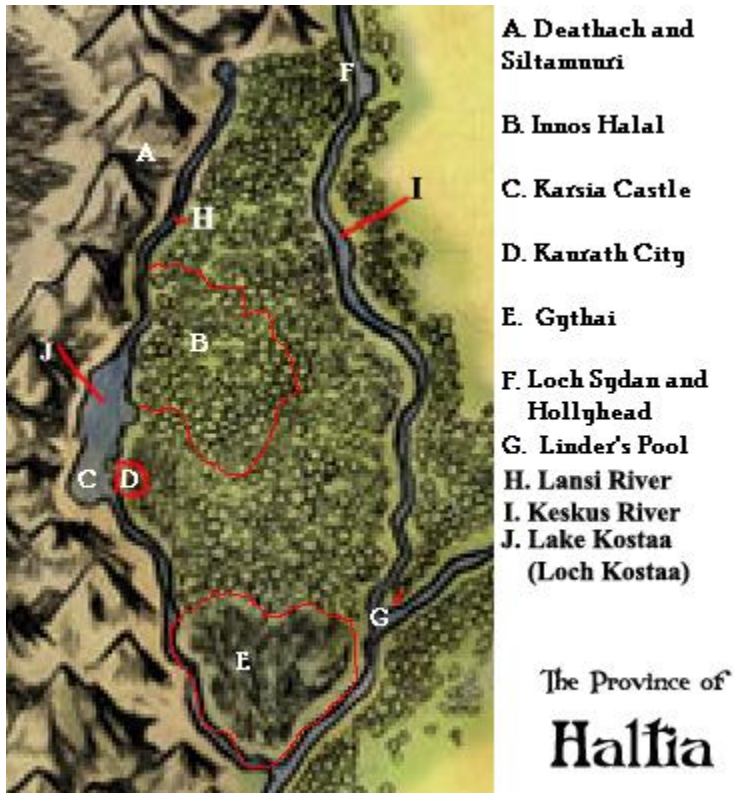
Provincial Ruler: Haran Quinar Arathi

Capital: Innostas Castle, Innos Halal

Borders: The Lansi River in the east flows to the Keskus River in the West, and from Kulta Kerros in the North, it reaches the southernmost tip of the Great Swamp of Valkedier.

Size: Roughly 175 Miles Wide and 375 Miles Long with a total area of roughly 65,625 square miles.

Nations Contained: Three: Innos Halal, the Magocracy of Gythai, Āmurs Akmens (formerly Alta Haltia)



Most of Āmurs Akmens (formerly Alta Haltia) lies below the lands north of Innos Halal.

Kasember

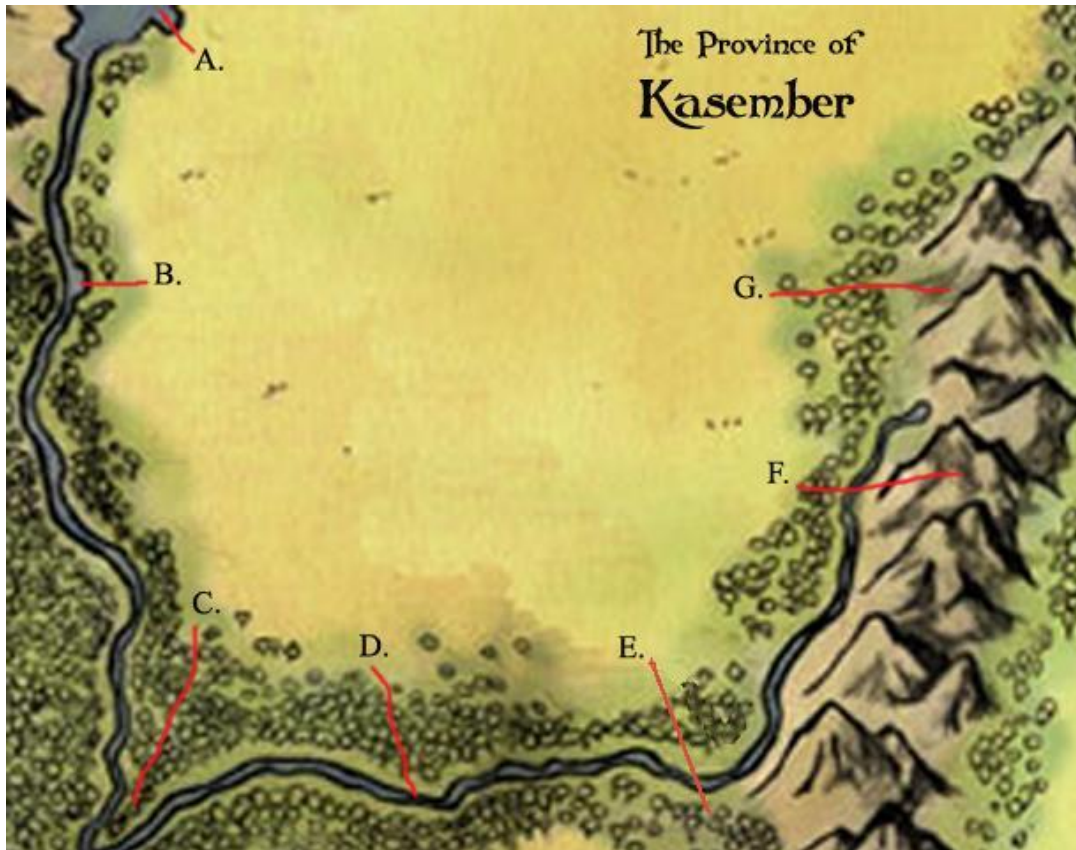
Provincial Ruler: Prince Stephanos Harkov

Capital: Castle Brianoch and the city of New Jokainen

Borders: Kasember is north and west of the Dragonspine Mountains from the Eltor Mountains in the west to the Kalivan Mountains in the northeast, and from the Etela River in the south to the southern edge of the Kingdom of Rensvarvas in the north.

Size: Roughly 500 Miles Wide and 400 Miles Long, with a total area of roughly 200,000 square miles.

Nations Contained: Three: Seannaught, Briar Hollow, Malmiheim (formerly Alta Kasember), and the unclaimed territory of Holly Head on Loch Sydan



A. The Great Ice Lake (Loch Bordeigh, mouth of the Keskus River).

B. Loch Sydan on the Keskus River and the trading town of Holly Head.

C. Linder's Pool, Seat of power to Briar Hollow.

D. Etela River,

E. Castle Brianoch and the city of New Jokainen (Ancient site of the former provincial capitol of Lahja), Capitol of the Province of Kasember

F. Dragonspine Mountains.

G. Corvauness Pass.

Harcos

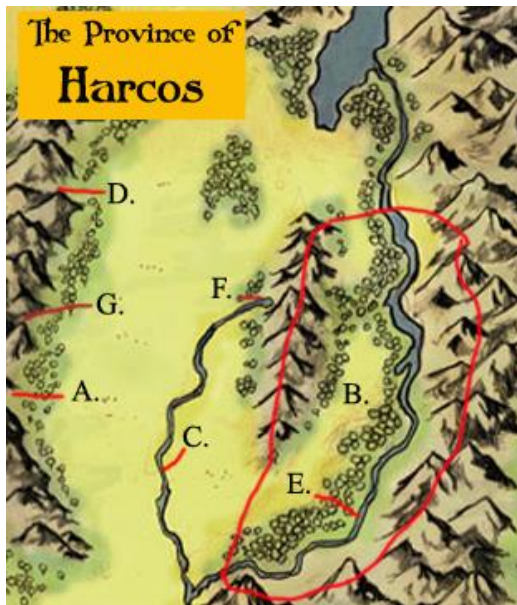
Provincial Ruler: Harani Ruthiel Kaurathel

Capital: Vahnakard, capital of the Province of Harcos

Borders: Harcos proper is bounded by the Dragonspine Mountains in the west, the Kalivan Mountains in the north and east, and the gap to the Plains of Morathel to the south.

Size: Roughly 300 Miles Wide and 550 Miles Long, with a total area of roughly 165,000 square miles.

Nations Contained: The Vorolonol



A. Vahnakard, capital of the Province of Harcos

B. The Elven Kingdom of Keskaur.

C. Tahgrid River

D. Corvauness Pass

E. Malvor River

F. Eternal Spring.

G. Dracosydan

Plains of Morathel

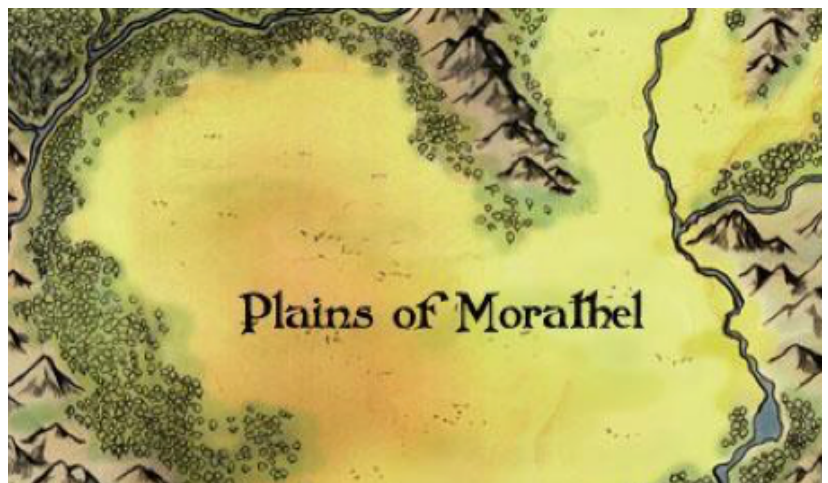
Provincial Ruler: Prince Corvanesse

Capital: Command Gatetown of Uljas

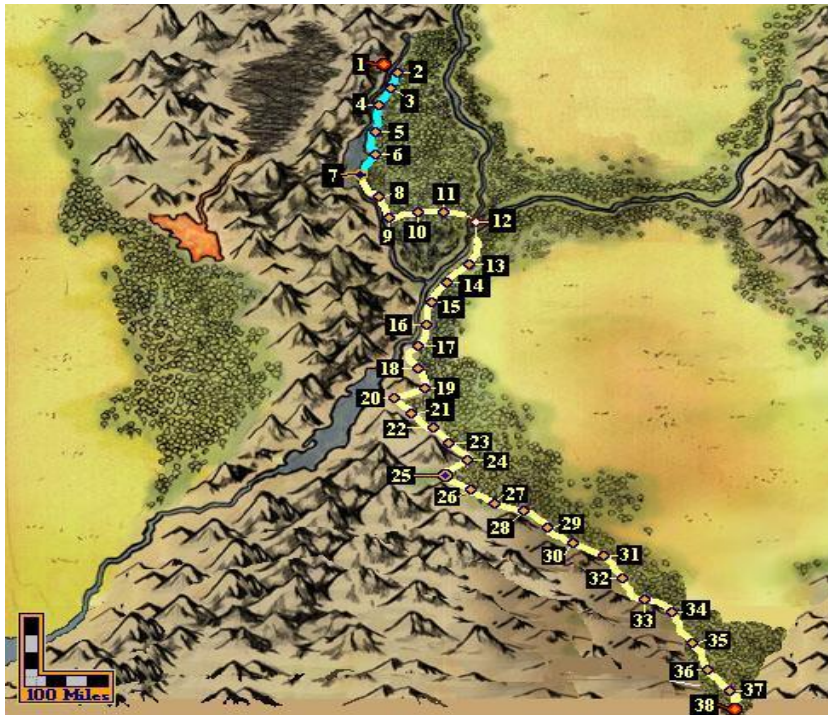
Borders: Royal Road in the west, the Eltaur River and Dragonspine mountains to the north, the Kalivan Mountains to the east, and the Southern Wastes.

Size: Roughly 800 Miles Wide and 775 Miles Long with a total area of roughly 620,000 square miles.

Nations Contained: Razioch, Ograth



Map of the Gatetowns



North King's Road. From
Kaurath City, North.

South King's Road. From
Kaurath City, South.

- | | | |
|---------------------------------------|---|--------------------------|
| 1. Siltamuuri | 8. Gatetown of Hiiri | 33. Gatetown of Goleth |
| 2. Gatetown of Deathach | 9. Gatetown of Gyth Kapan | 34. Gatetown of Yoad |
| 3. Gatetown of Kaltiel | 10. Gatetown of Valkedier | 35. Gatetown of Griffith |
| 4. Gatetown of Goranathel | 11. Gatetown of Mabanikar | 36. Gatetown of Koran |
| 5. Gatetown of Alatan | 12. Linder's Pool. <i>Capital of the nation of Briar Hollow</i> | 37. Gatetown of Beyjarat |
| 6. Gatetown of Celtios. | 13. Gatetown of Esau | 38. Etelamuuri |
| 7. Kaurath City. <i>Capital of HK</i> | 14. Gatetown of Allakan | |
| | 15. Gatetown of Mezikiel | |
| | 16. Gatetown of Janisea | |
| | 17. Gatetown of Maranieth | |
| | 18. Gatetown of Aismir | |
| | 19. Gatetown of Kai'eth | |
| | 20. Gatetown of Kiisa | |
| | 21. Gatetown of Zorathiel | |
| | 22. Gatetown of Kafsiya | |
| | 23. Gatetown of Laulukirja | |
| | 24. Gatetown of Medve | |
| | 25. Command Gatetown of Uljas. <i>Capital of the Plains Province.</i> | |
| | 26. Gatetown of Deynia | |
| | 27. Gatetown of Rehellinen | |
| | 28. Gatetown of Faracam | |
| | 29. Gatetown of Vanahur | |
| | 30. Gatetown of Hyvästi's Rest | |
| | 31. Gatetown of Verimedve | |
| | 32. Gatetown of Koath | |

Kaurath is now surrounded by water on all sides at some distance, except to the north, where the previously poorly known north country also transitioned with the rest of Kaurath.

The North Country has not been mapped well. We know that due north of Rensvarvas was a range of impassable mountains, which stopped exploration in the past. Now, a pass has been found, and small groups have ventured north, finding the Beyzor Imperium, a land of elves with distinct patterns of skin tones and a lack of magic. They have also encountered their enemies, the Unmakers, who are assaulting the Imperium and its allies. We have also met the Veiled Traders, noted for their unique garb.

The Royal Army offers a bounty for producing a good map of Erümir or the area around Kaurath.

Unknown Lands

Wanderlust Island

Unmakers

Beyzor Imperium

"Impassable" -||- Mountains

