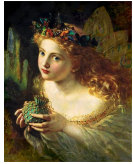


How did Kaurath get to Erümír?

Cosmology bits people have learned in game already (parts 1 & 2)



Some Fae Princes and Princesses left their home in Faery and settled here in Kaurath, merging the bits of their homeland they brought along into our land. They bound or expelled the elemental powers that reigned and subtly guided the kingdoms of the land to their will as Kings and Queens of the local Faery Courts.

For centuries, they ruled and danced their dance of magic, power, and politics behind the scenes. But in the end, their homeland reached out, and they faced an unacceptable choice. Facing the ultimate risk, they and the mortal heroes of Kaurath cast a great ritual to unmoor all the lands the fae had touched, both the Kingdom of Kaurath, its adjoining kingdoms, and the lands past the northern mountains that were thought impossible to cross, from the world.



This working took all these lands and sent them across the multiverse, out of the plane and the entire sheaf of planes they had been born in, seeking the “right” home, a place where they could thrive and where their ancient enemy would never find them.



Ultimately, it arrived in the world we now know as Erümír. So now we find ourselves in a new world where the elements and magics are similar but different, as the ritual chose carefully. We are learning about our new home and working out the nature of things here. Some beings' ancestry changed; the elven kindreds are now one person, not several, but instead divided into different elemental alignment Elves (Elbaels). The hard-working, bearded crafters of Kulta Kerros and their kin found themselves either human

Mountainfolk or Gnomes with the three gems on their foreheads, tokens of their personality traits. The small food-loving crafters of Seannaught and Briar Hollow similarly shifted into the Hillfolk and Riverfolk or another heritage, yet they still change as the flux is intense.

But we have learned that where we entered the world was not empty. Some of the merfolk told us that this was an island archipelago, but they found themselves dwelling not on islands but on small mountains rising from the plains of Kaurath instead. Some of those areas still bear the remnants of ancient empires that existed here before the First Continent was destroyed.



We have found a native population of Vampires, many of whom are still living. The older Kaurathi vampires of the Barrowheart can be distinguished from them by the gems around and below their eyes.

We also know that the flux of magic is still active, though we hope less so than at first. Beings will still sometimes transform into forms more suited to their inner natures, or they will throw off new creatures like the Lacuna, who grow out of a strong passion or goal, made manifest as a full being.



Finally, we have observed that magic flows into and out of the world, not just through it. There are portals where lines of power flow into our world from beyond and places where the lines flow out again to other realms. And some visitors arrive along those lines. Sometimes surprising or unwelcome ones.

We do not fully understand the rules, but there appear to be some, and the guardians of the entrances know them and exact a toll from those who pass.