

## Tenants of War and 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 ones 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 ones 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. The Ritual magic Obliteration which is three deaths is a more serious one. Dwarven 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. Nobility administer high and low justice. Magistrates administer the low.

## Nobility

Other than the royal family nobility is not simply inherited. There is a process of testing and earning knighthoods, non-marital accolades, Skaldship, and the High Offices. This may be a result of the long wars. Note however that the structure of Royal Governors of the provinces provides a level of hereditary control over those who earned their positions.

## 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 dwarves is more highly valued because of the 10:1 male to female ratio of children. It is *expected* of the nobility in a way other races may not understand. Marriage among the totemic tribes 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 interfertile but the common expectation is that long term married partners will normally be raising children together.

## Barbarians and Magic

Traditional clan based barbarians have avoided the use of Celestial magic feeling it to be unnatural. Instead they have focused their efforts of Earth magic. This has meant that in combat they were inclined to use the reverse ( Chaos ) version of Earth spells to wound their opponents, referring to that as "battle magic". This is viewed askance by many Evendarrians and others outside Kaurath and some non-barbarians since one calls on Chaos to create undead as well and creation of Undead is widely considered a perversion of nature that brings the taint of the Void into the world. Celestial magic is more common among the "civilized" barbarians of the kingdom of Vorlonol than in the other communities where more traditional view are likely to prevail but as with any cultural shift its spread is uneven.

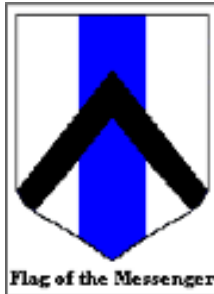
## The Flag of the Peacemaker

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.



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.

## 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.

