

Quick Start Guide to the May 2019 event

It is dawn of a new Age for the peoples of Kaurath, an age of discovery, of forging new connections and new powers, of making new enemies and allies, of reevaluating all the things which have come before.

Today High Kingdom of Kaurath is a royal union of twelve realms including the original Kingdom of Kaurath and has spent half its millennium of existence fighting a (sort of civil) war with the undead Kingdom of the Barrowheart, born in curse and misunderstanding, abetted by the would be Sorcerer King Zoradieth.

Last Fall he conquered the realms and prepared to use them as the platform for his apotheosis, but he ultimately failed through the heroic efforts of the wise, the brave, and the foolish.

At the same time an ancient enemy of those Fae whose realm was intertwined with the mortal lands of Kaurath attacked and to defeat Her, the Great Kings and Queens of the Fair Folk performed a ritual magic of transcendent power, sacrificing themselves to save their land and their kin, hurling everything far far across the multiverse from their enemy to a new world, Erúmír.

Along that journey and since our arrival the magic has surged and many things changed, the species and races of the world, the nature of magic, even some physical abilities are slightly different. Many peoples are different than they were and most folks spent the last Winter learning the ways of the new world. Even now many aspects are still being discovered.

We face new challenges in a new world, first discovering what we are now and how the world works, and then what lies beyond the borders of the 12 Kingdoms and is it friend or foe. And we may not be granted a long wait.

As the snows begin melt away we see our lands are transformed. The Plains of Morathel are no longer sprouting undead and petrification but instead the ancient Forest are beginning to reappear. Distances are changing and increasing, what was once a days travel is now half a weeks journey and the intervening spaces sometimes hold significant new things. Those ritual magick which helped bind the kingdoms together, especially fast travel and communications, have not yet been rediscovered and trade and messengers are travelling afoot and by horseback.

The Crown has offered compensation to those setting up roadside Inns and stables a day's ride apart to permit the Royal Post to handle the new and stronger duties. Many of what were once separate races are now different variations of Humans. Some have started calling the newly humans inhabitants of the underground realms of Malmiheim (beneath Kasember), Āmurs

Akmens (beneath Haltia), Kulta Kerros, and Eltor Szakal the "Mountain Folk" but others of those realms have become Gnomes, apparently a different race altogether though marked by the some of the same strong passions that they had in a different world and form.

The Trading Houses of Seannaught and the Great Merchant's of Briar Hollow are now nicknamed "Riverfolks" and "Hillfolk" in their new human forms, but again a number have shifted to other races to which they feel more affinity.

Most of the Forest Folk, the elven folks of Innos Halal, are still elves, though they acquired elemental affinities and are well termed Elbael, with their elemental basis visible around their eyes and subtly but some seem fully Human now though they still go by the name "Forestfolk".

The King has called on the heroes and adventurers to journey north through the newly opened passes into the new lands beyond. Support caravans are pushing on with them and one of the Barnsteads rushing ahead to rent a tavern for the visitors in whatever town they find there.

So we will see what this land has within it.