

Knighly Orders of Aras

Race	Knighly Order	Crest
Dragons	Kerato	orange tongue of fire
Dragons with over a thousand years of battle experience, prove their wisdom, and have proven their loyalty to Eímai and their Lord and Lady are chosen for the Kerato.		
Drás	Élu	two claw slash across a red tongue of fire
Drás who hatch with warrior traits as the dominant part of their personality become Élu. It is believed that Eímai chose them to be an Élu because He made these traits dominant. While Élu still have to go through warrior training, they are prodigies and learn faster than other Drás.		
Talah	Hod'ji	round green Celtic knot
Only the most skilled Talah soldiers are allowed to become Hod'ji. The best of the Hod'ji are given the title of Elite and it is the Elite who guard the Talah Chieftain and his family. The Hod'ji use tonfa with concealed blades as their weapon. But they are skilled in all forms of weaponry. Elite Hod'ji bear the round green Celtic knot with a gold outline.		
Hikaru	Scelto	upturned white wings on a blue field
The Scelto come from specific family lines. No one outside of a knightly line can become Scelto. Strict genealogies are kept and these families are direct dependents of the original Scelto chosen by Eímai at the beginning of the second age. Rarely does a member of a Scelto line not follow in the path of their ancestors, and when a member of these lines does not become Scelto, they are shunned by all Hikaru.		
Hikaru	King's Scelto	upturned white wings on a blue field under a gold crown
After the Hikaru coup, which took place following the end of the Dragon/Drás War, this faction of the Scelto became fiercely loyal to the Hikaru usurper king. They follow his orders without question. They are notorious for using any means necessary, no matter how brutal, to protect the king's interests and carry out his will.		
Vidarr	Ridarri	four claw slashes
The Ridarri come from the most elite ranks of the Vidarr. These warriors are skilled in battle, stealth, and strategy. They are legendary for their ability to stand against incredible odds and come out alive. They are led by five captains, who answer to the Vidarr Council of Elders. Of the five, one is chosen to be Captain of Captains. Usually the Captain of Captains is a white tiger, though on occasion they came from one of the other cat clans.		
Gwenfrewi	Gwas	gold trident crossed with a scroll
Prospective initiates of the Gwas are given a vision by Eímai telling them He has chosen them. They have to prove His calling with a series of tests of wisdom and battle prowess. Those who pass all tests are initiated into the Gwas.		

Ichtaca**ICno****multifaceted diamond**

The elite of the Ichtaca Guard become ICno.

All Races**El'esh****winged flaming sword**

Eímai chose from the seven races for His holy knights. This knightly order focused on fighting Ba'rel's evil and left the internal affairs of Aras to the seven knightly orders. Created after Ba'rel's failed insurrection, these knights became conduits of Eímai's power. At the height of their prominence, they could perform seemingly impossible feats, making them feared by the Legion and revered by the seven races. None of the El'esh ever come from the other knightly orders, nor are they among the most skilled warriors. They are the least likely beings and this forces them to depend on Eímai for their prowess, skills, and wisdom. The closer their communion with Eímai, the more skilled and powerful they become. Their weapons, armor, and wings are made of holy fire. Their weapons can cut through nearly anything.

All Races**Outcast Clan****four broken claw slashes**

The Outcast Clan was originally made up of Ridarri who joined Captain Ragnar toward the end of the fourth age. The Outcast Clan defends the Rogue Mountains, Aras' western border, against invasion by Ba'rel's Legion. Over time Eímai led other members of the races to join until they numbered over a million members. Legend says the Outcast Clan has special powers and are immortal like their leader. This is false. The Outcast Clan operate in the fullness of the gifts Eímai gave the races when He created them. These gifts have been forgotten, suppressed, or believed to have stopped operating in the races after the first or second ages (the opinion of the ceasing of gifts depends on who you ask). As to their immortality, they eat the fruit of Eímai's trees, drink His water, and use the leaves of the trees for healing. Because Eímai's power flows through them, they heal quickly and are able to survive wounds that would kill an Arasian who has not saturated themselves with Eímai's power.