

Appearance

The appearance of the Kaddri varies widely. While some feature simple animalistic traits, such as ears, tails, horns, or wings, others more closely resemble anthropomorphic animals.

Just as the type of Kaddri may vary, their choice of clothing does as well. However, most adjust their garb, to account for their traits.



Behavior

The Kaddri are usually rather energetic individuals, and often meet anything new with curiosity.

History

The first Kaddri lived in settlements and cities scattered throughout the island of Leppo, making their homes in and around the Darkroot Forest. As few outsiders traveled to their secluded homeland, the early Kaddri found no need for military expansion—turning their attention instead, to studying the heavens and the world around them.

When the Gaesin arrived, they noted having encountered a society of sophisticated peoples of various forms. The Kaddri happily welcomed their new guests, and quickly began sharing their knowledge and trading with them. Over time, many chose to travel to their visitors' homelands, and easily assimilated into their society.

During the time of Emperor Mercius' reign, Kaddri were often kidnapped and kept by the Gaesin aristocracy as pets.

Society

In general, a council of elders leads Kaddri communities. The common council consists of 10 members, and serves the community in many ways—they judge criminals, issue laws, mediate disputes, and provide advice to the citizens who seek it. Community decisions are made by a vote held by the council, and in the case of a tie, the eldest member votes a second time.

The Kaddri place a great emphasis on knowledge and learning, and many choose to devote their lives to philosophy, natural studies, and magic.

Coming of Age

While not common in modern times, Kaddri children would enter a mentoring relationship with an adult of the same gender, to be taught necessary trade and life skills. Most often, these children were sent to live with their mentor at the age of five, and would not return home until the age of seven.

Religion

The majority of Kaddri recognize the influence the gods of the Celestial Pantheon have on the world around them, and offer each of them great respect. The Holy Trinity—Prana, Gaia, and Endo, are given the same degree of respect as the other gods, and are not usually treated as having a greater influence on the world.

Courtship

Courtship can begin as early as three years of age for some Kaddri.

Being the leader of a household, a girl's mother would announce that she is allowing her daughter to marry. Potential suitors then compete against one another for the girl's favor, by means of song, dance, or games, and by offering her extravagant gifts.

Marriage

Prior to the wedding ceremony, both parties to be wed are given a bath to purify their bodies and symbolically wash away their childhood.

The wedding ceremony begins with a sacrifice at the local temple to each of the gods—usually in the form of herbs or flowers. Following the sacrifice, the couple bathes together in a pool of holy water.

On the evening of the wedding, the woman's family holds a feast at their home. Here, both families exchange gifts with each other. After the feast, the guests assist the bride in packing and moving her belongings to her husband's home, consecrating the marriage.

Funerals

Traditionally, corpses washed and dressed in their finest clothes, and blessed with holy water before being laid atop a bed of flowers on a funeral pyre. The body is then cremated, and the ashes are divided into a series of small urns, which are offered to the dead's next of kin.

Burials are not uncommon, however, and take place in similar fashion—the corpse is washed, dressed, and blessed before being wrapped in strips of cloth and laid atop a bed of flowers within a coffin before being buried.

Festivals

Kaddri generally celebrate whatever local and religious festivals and holidays are recognized. Midsummer is the most widely celebrated festival among the Kaddri however, and includes endless dancing, song, feasting, and games.

Games

Simple sports based around feats of strength are popular among the Kaddri—these include discus, javelin, and shotput throwing, boxing, foot and horse racing, and wrestling.

Gender and Family Roles

Women usually tend the household and children while men hunt or perform laborious work. Men and women both tend farms and livestock, and are generally viewed as equals. Women are usually in charge of the home and family, and are often put in charge of the family's money.

Traditional Occupations

Most occupations in Kaddri society are unisex by nature. Those who are not tradesfolk are often philosophers, scholars, apothecaries, and alchemists.

Aging and Life Expectancy

Kaddri age at triple the rate of the average Human and can live for up to 30 years.