



The City-State of Elevatia

The office of Lord Daniel

www.elevatia.eu

Notion about nobility, its origins, meaning and relevance for Elevatia and also a statement about our title politics

Dear micronations, dear world, dear readers,

when we look at the many micronations of the world we can see that nobility is a common theme that plays an important role in their identity. It is not that surprising, of course. When you can create a new state you have to choose some leading roles and noble titles still hold a charm that more democratic titles maybe do not have. After all, The City-State of Elevatia too have their nobility at the center. So what is our take on this?

First, it is important to set the stage. What is a nobility and where did it come from? A nobility is a position within society that says that sets certain individuals higher than others. In its core it is quite undemocratic. However, a lot of it depends on how you actually determine who is and who isn't of a noble origin. In the course of history there were several approaches, which we could split into three main categories - influential, hereditary and as an idea.

The first one, influence, was how most nobility came to be. When some people gained enough power and influence, they set themselves apart from the lesser men. It wasn't right, sure, but this is how it unfortunately often works. Often this concept was tied to owning a land since especially in the past being a landowner in strongly rural societies meant that you had the power. For example the early middle-age nobility in Europe is sometimes traced to large landowners in the late Roman period that consolidated enough territory from other smaller farmers to become the new rulers on their lands, in a time when many city dwellers were fleeing to rural areas in a desperate search of livelihood. There they tied themselves to a perpetual serfdom to their new employers. Simply said, land is power and power means you can call yourself whatever you want.

The second one, heredity, comes right after that. When there is an influential group of people, they usually want to keep that power. And when their times come, they pass it to their heirs. Thus hereditary nobility comes into reality. These next generation nobles do not have to be as ruthless power hoarders like their ancestors as they can just continue with the influence that already flows in their family. In later periods when the nobility hierarchy was really settled they even did not have to hold any real power or large land, the title was theirs just because of their birthright. Sure, other nobles could look down upon them as being poor and weak but they could not simply take their titles from them because that could weaken their own claims on being born better than others.

The final one is an idea. To be of a noble disposition can also mean that you are a well-mannered and cultured person. Partly it will be because of that aura of "nobles are simply better people than others no matter what they do," which was built over centuries to strengthen their leash over common folk. But partly also because of that chivalric ideal where a noble should have a responsibility to behave more civilized and selfless to be the shining example of the best traits in humanity. In this line of thinking, to be a knight is not just about all the rights and privileges, it is also an obligation to the society. One could say it is the precursor of the famous line "With great power comes great responsibility."



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We at Elevatia believe in this ideal. Sure, having a claim on a land is important (and also a basic need to be a micronation as well), just like having enough influence so you can have the reins of your life in your hands. But what you can do with it is the most crucial part. Being a noble in Elevatia should not mean that others will bow to you. It means that they know they can come to you in their time of need, spiritual or material. It means that we will be holding ourselves accountable for making our micronation, and through that the world, a better place.

Since that our noble structure is quite straightforward. Let me explain it in more detail. Ladies/Lords are Elevationian nobility who are leading our country. They have equal powers and should work together as it is stated in our constitution. Currently there are only two of them, that is why Elevatia is now a diarchy, ruled by two. In conformity with the traditions these titles are also hereditary. However, a child cannot be the ruler, for obvious reasons, so an immature offspring of any Lady and/or Lord holds the temporary title of Princess/Prince.

We also plan to use the honorary title of Dame/Sir in the future. It does not come with any sort of administrative powers (although the title holders could of course earn them separately) to avoid having too many rulers at once. Instead it would signify that Elevatia recognizes such individuals, may they be citizens or recognized foreigners, as having a noble disposition and living to the ideals we have talked about earlier. And since Elevatia prides itself on holding family values the title would be granted not only to the decorated individual but to their significant-other and offspring.

Elevationian naming conventions are also kept as simple and humble as possible. A noble is called by his title and first name only. No surnames, no other honorifics.

Titles are granted for life and inherited unless someone falls so far away from the noble ideal that their title has to be revoked. However, in such cases the revocation would be aimed only at the individual while the rest of the family could hold on to their titles. Elevationia does not want to use collective guilt as a means of punishment.

And that is it. I hope that you have found this humble text to be of some interest to you and that it helped to state our worldview. Thank you for your time and have a great rest of your day.

Lord Daniel of Elevatia