# The Solipsist Empire

The realm of Najara has traditionally been confined to the region to the East of Waterdeep and Baldur’s Gate, past the Serpent Hills and Forest of Wyrms. Their capital, the city of Ss’thar’tiss’ssun lies on the Winding water, that runs to the sword coast from the Marsh of Chelimber.

The race of Yuan-ti that comprise the ruling caste are defined by an inherent solipsism. Their minds incapable of conceiving of a universe outside of themselves. As such, the politics of Najara lacks a tension around succession that has been characteristic of other mortal nations.

With no consideration for posterity (Yuan-ti believe the universe will either die with them or be forced to change to accommodate their deaths) the Yuan-ti typically direct their energies towards living aesthetically. To this end Najaran culture is shaped by ‘Paths’, whereby the ruling caste dedicate themselves to a particular tradition of discipline. For example, the Mercantile path, far from being concerned exclusively with accumulation of money, is more fundamentally preoccupied with the acquisition of influence, favours, and strategy.

The artificer path, by contrast, is comprised of the Yuan-ti that direct engineering and scientific works, though the large part of the intellectual labour and the entirety of manual labour is provided by indentured or enslaved workers. It is common for followers of this path to pursue a project or idea single-mindedly to the end of their lives.

A not especially fecund species, the Yuan-ti nations typically comprise a main working class comprised entirely of other species, primarily either as indentured servants or slaves. Influence abroad is typically not sought through exclusively martial means, but by diplomacy, trade, espionage, and patronage.

As an example, Najara has been known historically for interference in the power struggles of the tribes of the High Moor to prevent any one of the peoples from gaining dominance, and to secure the loyalty of the Bullywugs of the Marsh of Chelimber with favourable trade.

When marauding orcish armies have threatened, Najaran forces have been bolstered to a large extent with mercenaries and vassal armies. In such engagements, leadership is provided by the Najaran disciples of the Magus path, who most resemble a warrior tradition.