

# THE FLOATING LANDS

## SUMMARY

The Floating Lands are a huge group of floating archipelagoes, moving through out the planes. It's home to several of the biggest cities on the realm, and a myriad of towns, with a diversity only a moving continent can have, it's normal to see every race imaginable, from humans to warforged.

## INFORMATION

<b>Area</b>	10 million kms <sup>2</sup> .
<b>Population</b>	120 million
<b>Races</b>	40% Humans 15% Elves 15% Dwarves 10% Half-Elves 20% Others
<b>Currency</b>	Celestial Electrum/Silver/-Copper

## POLITICAL ORGANIZATION

The vast majority of the nations are city-states which have control over the area around them<sup>1</sup>

## IMPORTANT NATIONS

A brief summary of some important nations

### IMPEROS

A former empire, named after the capital, and one of the only nations which has more than one city<sup>2</sup>. The current emperor, Giraldus the fourth, has recently taken the throne, after a bloody civil war, as such it's not clear what's gonna happen with them.

### THE CITY OF AERIA

A city of magic, governed by the Council of the Five Sages, and home to the biggest and

arguably the best magic academy in the realm. It's on the far end of the floating isles, in an unnaturally shaped island.

### NEW HELIOS

A city dedicated to the Sun God, it's deeply religious and it's protected by the Helios Order (a Paladin Order). They claim to be the chosen people of the land, and while they seem LG, the ones in charge are LE and NE, clerics, which worship the true side of the Sun God.

## MAIN CITIES AND TOWNS

A short list of cities and towns (ordered by population). This isn't all of them, and there are lots of nameless towns.

### CITIES

- Imperos
- The City of Iahu
- New Helios
- The City of Aeria
- Nova Spheris

### TOWNS

- Nova Aurora
- Cloudhelm
- New Ethos
- Nova Halitos
- Zephyr

<sup>1</sup>ranges from 0 to 100 kms. from their walls

<sup>2</sup>Nova Spheris and The City of Iahu