Idrasia: The Blasted Reach

# The Markarskan Giants

## Description

The giants of this region separated into two ideological camps. One favored ruling over the lesser races more directly. From their perch in Markarska, they terrorize the whole of the plains. Besides demanding a large amount of food and consuming much of the groundwater, they also forced the plainsmen to work in their mines.

#### Tithe

Every month, the under races must provide the giants with ten working age individuals as well as a significant amount of food. These goods are left on the tall steps that are inside the massive mesa. Anyone other than the offering at the doors when they open is killed on sight.

## Affiliation

Giants obviously.

### Naming Conventions

Russian and eastern european.

## Interactions

#### With G:

The rift between the two sets of giants now goes back several decades and stems from their goals and way they seek to interact with the lesser races, one paternal, the other with a fist of iron. Communication has always been possible with magic. Occasionally, envoys visit one another. In this era of breaking barriers, perhaps the two sides will be forced into more cooperation.

## Cities

#### Markarska

*Description*

By far the most advanced city on the continent, high above the clouds, its marble spires and towers of magic cast dark shadows, both literal and metaphoric, over the center of the plain if not the whole continent. The giants of Markarska are the most powerful magic users in the continent and have used the intervening years since the war with the dragons to discover and explore many deep secrets. It would not be surprising if they have or *fabricated* a dragon sphere.

Some of the offered lesser races are used in the mines which lie deep below the mesa, accessible only through magic. Others are used in unspeakable experiments into life and death.

*Seat of Power*

Markarska is ruled by an uneasy council of mage-giants. It is something between a gerontocracy and a meritocracy.

*Trade*

Markarska does not trade usually with other cities or factions, except to consume massive amounts of natural resources. The most sought after resources are reagents for magical spells, rare gems, exotic minerals, and metals of all kinds. The magical items and information created by its labs stay in the city. On rare occasion, they might trade some of their items or artifacts with other giant factions both on the continent and off it.

*Races*

Markarska is almost completely made of giants. However, they do have a sizable slave population as noted below. Certain lesser race collaborators who are of great use to the gaints may be invited to live in the city as well, but it is rare.

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| --- | --- |
| A mix of cloud and storm giants | 70% |
| Assorted slaves (mix of lesser races) | 25% |
| Collaborator Goliaths | 4% |
| Dominated Earth Genasi and constructs (for mining) | 1% |

#### Koprivina

*Description*

Koprivina one of the larger cities on the continent and by far the largest in the plains. Its inhabitants are ruled over by the giants and their collaborators who stifle any rebellious intentions. It is built into the side of the mesa, as if constantly looking up at the splendor of Markarska which it can never hope to equal. The buildings are made of clay and are usually stacked on top of one another forming a twisted three dimensional maze of star-corridors.

There is an internal staircase up to Markarska, but none are allowed through the gates at the top. There are massive water pipes powered by magic which supply Markarska. This is not common knowledge.

It takes a good fourth of a day to climb the many stairs from the plains floor up to the city, and because of such, many inhabitants choose never to leave.

*Seat of power*

The city is ruled over by a Goliath Overseer and his guard of loyal goliaths. He also employs some spies to find dissenters. Overseers are chosen by the ruler of Markarska.

*Trade*

Koprivina's main trade resource is livestock which are used as food for Markarska, and the inhabitants themselves, who the giants above use as slaves. Mercenaries are easy to find here. A large amount of ore and ingots comes into Koprivina, some of which gets smelted. They are therefore better at metalworking than one might assume.

*Races*

Koprivina is a motley mix of lesser races, but mostly Aarakocra, who have the dubious honor of having lived in the area for centuries. Legend spoken in hushed tones says that they once lived at the top of the massive mesa.

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| --- | --- |
| Aarakocra | 70% |
| Humans | 10% |
| Minotaur | 10% |
| Goliath Collaborators | 7% |
| Dwarven metalworking experts | 3% |

# B) The Adisan Collective

## Description

If you want a clear sign of the giant's decaying hegemony you don't need to look father than the Collective. Once a fractured and subjected group of witless mountain and forest dwellers, mostly genasi, these tribes have consolidated in recent years and now a small but present challenge to giant power.

Because they are in fact a collective, their purpose, goals, and actions are sporadic when viewed as an outsider. There are no less than twenty main tribes all with their own systems of internal government and place of origin. They are together only in their hatred of the giants and their underlings.

The Adisan are close to nature, but mostly to the type of surrounding the tribe is from. For instance, those that come from the forest are masters in camouflage and the bow. Those from the river are some of the best fisherman on the continent.

## Affiliation

Fey. The force behind the tribes cohesion is unknown. It might just be mutual interest. Or perhaps there might be someone or a group of someone pulling the strings?

## Naming Conventions

Native American, but with liberty as to the source tribe to reflect the fractured nature of the tribes themseves.

## Interactions

#### With A:

Historically staying on “their” side of the river, they have gotten brash as of late and will raid Markarskan cattle and dwelling located far from the city. The Markarskans will less frequently retaliate or undertake raids of their own, but these are unsupported by the ruling giants.

#### With L:

Although they don't nessesaril share a real border with the Circle, the death zone represents a constant threat to their northern lands. Heroic braves often put together adhoc groups of other warriors to battle the scourge.

Actual diplomatic interaction with the Circle is limited, although the Adisan will occasionally trade wood, ore and beasts of burden. Some more unscrupulous braves work as mercenaries or scouts for the Circle.

#### With P:

Although the mountains prohibit mass trade between the two peoples, the Adisan, especially the mountain tribes maintain good relations with their neighbors, and will trade for dried fish especially in harsh summers when the crops wilt.

## Cities

The majority of Adisan do not live in permanent cities and instead move around between seasonal hunting grounds.

#### Dulbovnin

If you thought this name didn't sound like a Adisan city, you would be right. Dulbovnin was either an outpost town taken through relentless raids or simply abandoned by the Markarskans, depending on who you believe.

The town is situated right on the edge of a canyon. Steep steps take one down to the red stone fracture, through which a mighty river flows. Often times rope bridges span the canyon at this point, but it is just as common for them to require a toll or be destroyed by the elements or angry towns people.

The town itself is a motley collection of mostly one to two story wooden houses. Most houses will have a basement used for living and a sub basement for storage. Some of the houses closer to the canyon edge have their own tunnels down to the river.

Dulbovnin is a chaotic place ruled by no one in particular. Law seems to be only enforced when killings happens and is an adhoc mob response.

*The Trees of Dulbovnin*

One of the most important features of Dulbovnin are its mighty trees which ring the town. It is not allowed to cut them down because they were planted with the express purpose of protecting the city from wind storms. Anyone who cuts down a tree must plant a thousand trees to replace it, and either pay a thousand gold or maintain these trees themselves for perpetuity. If they do no meet with this request, they are strung up on another of the trees until dead and all their possessions are used to pay the cost of replanting.

*Seat of Power*

Because the very existence of a centralized city is counter to the sensibilities of the Adisan, this is not in fact their capital. Instead, the tribes meet every month and a time picked in the previous meeting, but usually falling on natural days like solstices and harvest festivals. The actual process of discerning direction for the collection is an anarchic mash of yelling on all sides between the tribes. However, honor and respect for nature lore plays a large part in convincing course of action.

*Trade*

Dulbovnin exists solely for trade between the various tribes, since it is part of none of them. Therefore, a large amount of fish, crops, cattle, wood, and a small but valuable amount of finished goods and weapons crosses its storefronts.

Of special note is its large mercenary contingent. Merchants from many nations, even those far away know about Dulbovnin's prestige when it comes to these wild men. Mercenaries in this city are not usually part of any larger company and must be hired individually, usually as guards or scouts.

Some mercenaries are have no bounds and simply know the town as a good place to find work, but others have houses and lives in the lawless village that they return to when their contract is done.

*Races*

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| --- | --- |
| Genasi of all types | 50% |
| Humans (mostly farmers or mercenaries) | 20% |
| Aarakocra (some of the original inhabitants stayed, mostly ranchers and merchants) | 15% |
| Minotaurs | 10% |
| Other (Mercenaries) | 5% |