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.

## 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.

|  |  |
| --- | --- |
| 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.

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