dIdrasia: 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.

|  |  |
| --- | --- |
| 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% |

# 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*

|  |  |
| --- | --- |
| 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% |

# C) The Everlasting Kingdom of Basilia

## Description

#### Early Years

In recent years, it is fair to say Basilia is now the second power on the continent, and by far the most active. The kingdom was born from three great city states who in eons past had safely been under giant hegemony. However, almost a hundred years ago, when the schism between the giants emerged, they gained defacto independence. They then engaged in almost a century of intense warfare where they bloodied the ground with dead between themselves. With some help from the dragonborn to the south, the leaders of the three cities signed into affect a peace agreement.

This agreement was not born of pragmatism, but of fear. The **G** had, shortly after the walls come down, engaged on a very militaristic and expansionist course of action, especially their southernmost city.

After a short but furious counter insurgency, again aided by the dragonborn and also by fellow cities D and E, managed to drive the northerners back to the river which marked a natural bottleneck in their expansion.

This situation lasted a few decades, but in the meantime, the elected king consolidated his power, declaring the south one nation. Not everyone in the cities was very happy about this, but because of the continuing threat of war, they viewed it as militarily expedient, at least for the time being. Most would regret their decision.

#### Recent War

Almost ten years ago peace was threatened once again. This time there was fear on both sides. The south had received a great deal of help from their dragonborn and very indirectly, dragon backed friends. Some of the giants in the north but especially their Goliath lieutenants suddenly felt quite worried about their state in local power.

Concerned that the weakening of the barriers had shifted the balance of power, and convinced that every moment they waited only increased the consolidation of the southern powerhouse, the north attacked.

Nor did they attack alone. For one of the first times in the history of Idrasia, there was close to a continent spanning war whose sides defined their current geopolitical status. One one side was the Heartfire Alliance, which included Basilia, D,E and nominally the dragonborn. They were backed financially by the Goldwater Assemblage, but they did not take place in the actual fighting. On the other was the Defense of Order comprising **G,** indirectly **M,** who violated the nominal neutrality of **J;** in addition, for the first time in recorded history, the ice paladins **T** cast off their own neutrality, and joined as well, mostly for reasons of preserving the status quo.

The attack was well planned but was ultimately a monumental failure. The first action was a first strike against the dragonborn in their citadel of cindernost through the use of Triton auxiliaries which attacked from the sea. The goal of this attack was to prevent their coming to the kingdom's aid.

The second attack came across the river which for years now had signified the uneasy border between the two kingdoms. In what would be recognized in hindsight as a disastrous military decision, this attack was split in two, one group attacking Crucible to the east, the other going southward, hoping to cut off Telmasus from the rest of the fighting and so directly engage the kingdom.

Unfortunately, due the efforts of the king and his group of well trained counselors, the north's plans were learned of partially in advance. Spies and saboteurs were slipped into the column heading east, who at the time of fighting, assassinated the head leader and later were able to bring down a landslide on the beleaguered forces.

The southern column didn't fare much better. Despite initial success, they were met at the river and the crossing was successfully contested. The help of the paladins was countered by a group of powerful mages from Crucible, and a sweeping Calvary charge snuck around through the swamps of Telmasus finished the fighting.

#### Outcomes

Two fate defining actions happened in addition to the victory. One was the near death of the elected king of Basilia. The second was the success of the death clerics and their agents. Both would have long reaching effects in the years to come.

Near death, the king was due to pass away, even in victory. However, his closest counselors had discovered a very powerful artifact from unknown origins (The Circle). Using it, they returned him back to life, but not as a human. He was now the Immortal Sovereign, a powerful undead.

The death clerics, seeing their winning hand, encouraged him to destroy the rest of the north. Even as he did so, they attempted to sink their agents into ever part of the fledgling bureaucracy.

However, the king would not be so easy a target. He did take a vast amount of northern land, and one of its cities (Sverograd, the most responsible for the war). However, he stopped well short of the capital, and did not besiege the monastery of the Ice Paladins as was expected. He met the defeated parties by himself and came to terms, much to the dismay of the death clerics. It is thought he feared that if he pressed to hard, the giants themselves would come to the aid of the northerners.

Furthermore, he announced that the gift of unlife would not be one solely for the king. With his announcement, he raised two recently killed ministers, the start of what would become a strange tradition. He also declared the bureaucracy a meritocracy, effectively sidelining the entire former political elite...

#### Current Day

As one could be expected, many of the parties who had once been allies of the kingdom were repulsed by this announcement. In particular, the dragonborn were particularly put off. They felt like the change was a hard turn towards neutrality in the dragon/giant conflict, and felt like the years of help they had given the kingdom had been in vain.

A cult like religion that worships the eternal king has grown up despite his efforts to squash it. Perhaps to got give them any political ammo, he has been seen only rarely outside his closest circles.

#### Ok, sure, history is a thing, but what about the actual description?

Fine, Gosh!

Basilia is a kingdom focused on rule of law. The treaty between the three cities was very important to the inhabitants and laid the foundation for modern culture. In that sense its pretty much a typical lawful good kingdom. There are guards, laws are enacted usually fairly.

Despite having a knowledge of machinery and an entrepreneurial drive, most commoners are still farmers. Getting a job in the bureaucracy is seen as a patriotic action, but one that is hard to achieve. Acheiving the rank nessesary to be bestowed the gift of immortality is only granted to the select few.

*Basilian Undead*

Ever sinc ethe king rose again, he has open the path to immortality for the select few who distinguish themselves in the Kingdom. The actual process is shrouded in secrecy. Necromancy is state-sanctioned only. Performing unlawful necromancy is similarly to forgery only much more severe.

Sentient undead not of the kingdom (The Circle) must carry special papers. Non Sentient undead are still looked down on but not illegal. They too must have papers carried by whoever controls them.

The undeath process is socially disruptive. Although some stay with their families, most leave in order to stay in government provided living spaces.

One last important note is that these beurocrats are not paper pushers. Think instead of investigators and inquisitors. They root out corruption, serve as emmesaries, devise military and economic plans.

There is a military wing of the undead as well. These are the Kingdom's greatest warriors and generals brought back from death.

*Basilian Undead: The Secret Stuff:*

Although the king and the first couple undead are tied to the Silver Horn, the King soon discovered that the horn in some sense is the only thing tying them to the world. Its tied to the Circle in some horrible ways and irrevocably evil. Fearful that the destruction of it would destroy the kingdom, he had the Death Clerics and a group of powerful sorcerors from Crucible and one master alchemist from the Khanate create a new method of undeath:

They made a spell similar to raise dead:

***Eternal Bond of Basilia***

*6th Level Necromancy (ritual)*

*Casting Time: 6 Months. Divided by two for every person contributing to the spell*

*Range: 66m*

*Components: A soul sphere\**

*Duration: Permanent*

*You return a dead humanoid to life. There is no restriciton on how long it has been dead, however it must be a willing target. You must have the body or the soul of the target. The soul can then be sent to any humanoid body, including non-organic ones(!) If the soul is sent to its original body, missing limbs are restored. This spell cleanses any remaining flesh from the body and can only create skeletons.*

*\*The casting of this spell requires a device not unlike a dragon sphere which actually houses the soul of the undead. Creating such a sphere requires 100,000 gold and a solid crystal sphere with no imperfections.*

*Because the soul is actually in the sphere, a fact which is not apparent to the target, destroying the body has little effect in the long term. The process can be repeated. Souls can freely move from sphere to sphere if they know how to (Only the creators are aware of this fact). Destroying the sphere kills those inside it and makes them impossible to re-ressurrect except individually via wish due to the experiemental nature of this spell (Although this efect is unknown to the creators, as it has never happened)*

At massive cost to the kingdom, the king had four of these spheres made, the first one being an actual modified dragonsphere. There is one in each of the major Basilian cities and one buried nearly a mile underneath the capitol in a solid iron room with no door. It is specifically warded against the Grey Mages.

### Ancias Lucenus I “The Eternal Soveriegn”

Born in a small mountain pass village, Ancias departed his home at a young age, joining the military of Olyntheos before the cities had pledged peace. During campaigns against the other cities, he showed his leadership and military brilliance, quickly rising through the ranks.

He had a good connection with the dragonborn, knowing someof them personally as friends. He has traveled to Cindernost several times.

After defeating a Triton expedition against Telmasus, he gained even more renown. He was also instrumental in sabotaguing the power of the old aristocracy, subtly disgracing them, or at times, killing them in duels. He has survived many, many assasination attempts mostly due to a small cadre of very talented advisors who grew up around him in his military years.

When the cities negotiated peace, he was the spokesman for Olyntheos and was instrumental in getting Parintium to agree. In a very unclear process, he somehow emerged as the elected king of the united cities, possibly due to subterfuge and possibly beauase of his military prowess.

After leading the South to victory, rising as undead and finishing the campaign, he has withdrawn somewhat from the public eye.

He controls the south with a fair if absolute rule.

*Secret Stuff:*

The raising process of the horn was neither pleasant nor without harm. He was deeply distrubed by the process. Although he still is Ancias, there was a distinct distancing after his ressurrection from even his closest allies. He would now be almost one hundred and ten. Secretly, the horn does not prevent the mental degeneration due to aging, only the physical (The Circle knew this).

The kingdom has no sucession plan and he himself has not chosen a successor. It is not clear the cities or the people would even support whoever he chose. Secretly, in truth, he hesitates because he doesn't believe anyone is worthy enough to take over for him. If he were forced to choose, he would choose one of the high ranking non-undead investigators in his beurocracy for political reasons.

As his condition worsens, he loses more and more of his political power to four sources: The military and the beurocracy (both undead and alive), the death clerics, and the old aristorcracy. These four groups, along with a small delegation from the dragonborn make up the ruling counsel which advises the king.

He was a powerful force for justice and good for so long, who would dare speak ill of him now?

## Affiliation

Formerly with the dragons. Now still anti-giant, but less so than prior. Think pragmatically neutralish.

## Naming Conventions

Byzantine.

## Interactions

There are few state level groups that Basilia *doesn't* have interactions with.

#### With H:

The dragonborn of Cindernost have a long history with the kingdom even from before it was a kingdom. They always viewed themselves as mentors and advisers to what they consider lesser races. They have in the past helped Basilia both economically, in providing smelting and mining techniques and in military affairs.

Now that the kingdom of Basilia is truly everlasting, the dragonborn feel like their investment in the humans was unrequited. They are on neutral terms now.

#### With D:

Telmasus's history is intertwined with Basilia. Racially and ethnically the inhabitants are the same. If not for the cloying swamps which the Temasians took refuse in during the giant occupation, they might be one whole today.

Telmasus sent forth an even larger contingent of men percentage wise than the kingdom in the last war, and were rewarded with everlasting safety, as they are now surrounded by the kingdom. However, the undeath and tendency towards rule of law is contrary to the more chaotic and libertarian sensibilities of the swamp people. They are on neutral terms now, but Telmasus is somewhat afraid of being forcibly integrated with the kingdom.

#### With E:

Crucible's beginning was also similar to Basilia's establishing their own city state. Like Telmasus, the artists and musicians of Crucible are fundamentally incompatible with the strict yet parental attitude of both the northerners and the kingdom.

Unlike Telmasus, Crucible as a whole very rarely acts as a whole, being a very anarchic place. Therefore, it has no formal embassies, but its mages, musicians and artists are well known in Basilian cities. There is much trade with the city especially in art and magical supplies.

#### With G:

For the first time in centuries, it looks like the Basilians and the Northerners see eye to eye, although many still are ashamed from their defeat. That being said, they understand that Basilia's advantage could have been pressed much stronger than they did.

The Goliaths are somewhere between passively hostile and neutral now towards the kingdom.

#### With F:

The deep shelf supported the Defense of Order during the war, but when the giants failed, the deep ones found themselves again without allies in the area. Rather than reach out to the newly strengthened kingdom, the Tritons seem to be avoiding it at all cost.

#### With J:

The war was a very profitable venture for the Goldwater Assembly; many merchant families made fortunes off of loans and financing. They remain very good friends of the Basilians. Although its likely that most individuals in the Assembly are wary of the Kingdom's new turn towards undeath, they know an opportunity when they see one. For once, North-South trade can continue relatively uninhibited.

#### With S:

The Basalian's have never traded much with the firbolg, but recenlty conflict has broken out over the Basilian's use of some older mountain pass forests for fuel in their industry.

#### With L:

There is no official interaction with the Circle, but not even the king can silence critics pointing out that the artifact the king used was made by the Circle. The king *did* in fact meet with one of the highest Princes after his undeath, but relations soured quickly after that. The Circle is decidedly mercenary, much more so than the law abiding Kingdom.

It is not known, but perhaps suspected that the death clerics are being funded by the Circle. It seems that the Circle has decided that there is not enough room for two immortal nations in Idrasia.

## Cities

#### Parintium

Located at the mouth of a river, Parintum even in its past was a major trading destination. Constructed from grey granite, it has a large curtain wall and barracks. Its port is the largest in the southwest. In recent years it is also the heart of Basilia's new industrial center. Weapons and armor are produced here for the whole kingdom. Its people are practical, down to earth, and dubious of religion and superstition.

Seeking to retain their lucritive trade position, they are currently building an airship center as well.

*Seat of Power*

The city is controled by the King. Local rule is decided by bureocratic rank. There is a sort of mayor who is actually a high ranking federal appointment. Actual representation is nonexistant, but concerns are dealt with by the government (mostly benevolent absolute monarcy and all)

*Trade*

Grain and crops come from upstream as well as ore from the capitol and the hills surrounding it. Fish and other seafood from the tritons. Art comes in, indirectly from the Goldwater Assembly and Crucible. More interestingly, alchemical and mage supplies which are hard to get in the kingdom, come in from here all the way from the Khanate.

*Races*

|  |  |
| --- | --- |
| Humans | 90% |
| Dwarves (metalworking experts) | 5% |
| Minotaur (dockworkers and farmers) | 2% |
| Misc. other races | 2% |
| Undead Margraves (human) | 1% |

#### Idatrea

A medium height wooden wall surrounds only half of this sprawling city. It is a hub for grain and crops. Its buildings are likewise well made from wood and can range all the way to four floors. At its heart is a square for its vaunted agriculture market.

Idatrea's legacy is one of privlidge. The lands surrounding it were and are very fertile. Most of the old aristocracy live here, mostly on overly-large vinyards.

*Races*

|  |  |
| --- | --- |
| Human | 95% |
| Earth Genasi (Farmers) | 5% |
| Undead Margraves (human) | <1% |

#### Olyntheos (The shining city)

The towering capital of the South. Once threatened by war, it is now free to build towards the heavens. Massive white stone buildings reach 3-6 stories tall. It is surrounded by a perfectly circle two story high stone wall.

Its roads are all completely paved. There is a fee to simply enter the city to satisfy the upkeep of all of it.

Theivery is especially looked down upon in this city: theives guild beware. Many are in its large underground jail.

Olyntheos is a city of art and culture as well as a economic powerhouse. It is the home of the beurocracy and many trade houses. The king lives here in a only slightly ostentatious keep on the outskirts of town.

*The sanctum of Basilia*

At the center of the city is a large half dome that takes up nearly a whole city block. At its top is a nearly eight story white marble spire which is used as a lookout post, a time keeping device (it serves as a massive sundial) and a place for observing the stars.

The building itself is the house of the beurocracy. The inner areas are for hearing the voices (or most likley, the complaints) of the citizenry.

Its shape is a architectural wonder, but unknwon to most people, it was built like this for magical reasons. The frescos and stained class built into its sides also are lines with many protection spells. This is the safest bulding besides Cindernost, and the giant strongholds, in the whole continent.

Below the floors are offfices. Below these are living areas for both dead and undead officials. Below these are restricted vaults and private meeting areas. Somewhere on this level the Death Clerics have their center of worship. Below even these are massive food and supply stores extending almost three stories downward. Below these are secret military bunkers. And finally, almost a mile down is a secret iron lined room with no entrace which stores the fourth soulsphere.

*Trade*

There is little that doesn't pass through its walls. You can bscially find anything here. Stone working is common. Unlike the other cities it is even possible to find religious and magical artifacts here, either found or created. The Grey Mages have a local headquarters here which sometimes teaches pupils.

*Races*

|  |  |
| --- | --- |
| Humans | 80% |
| Aarakocra | 5% |
| Dragonborn | 5% |
| Misc races | 5% |
| Undead Margraves (Misc Races) | 5% |

#### Sverograd

Tall shattered guard spires lie empty above a thick ruined stone wall. Inside lies a medium sized city with a small shallow port.

From its inception a millitary city, they fought the initial giant invasion unlike the other cities and were completely destroyed. Undeterred, they greatly admired the Giant and Goliath martial prowess and became their closest human allies. Following their recent defeat in the war, they are starting to understand that the balance of power mgith have shifted in the area.

Sverograd is a city still under Basilian military rule. There is a cerfew in effect. Guards occasionally go missing. The undead investigators are especially active here and sometimes are forced to resort to harsh methods to quiet the rebellious populace.

At the same time, the city itself is split between those that think they should now side with the South, versus those who remain misguidedly faithful to the giants.

Both men and women are taught martial arms from a young age, but little else. Mages are very uncommon.

*Trade*

They have their own weapons supply chain from the hills surrounding the city, but it is nowhere at the scale of the Parintium. That being said, the quality is better, and if there were a master armorer or swordsmith, he would be here.

Races

|  |  |
| --- | --- |
| Human (Native) | 50% |
| Minotaur | 20% |
| Human (Southern Occupation) | 20% |
| Goliath | 9% |
| Undead Margraves (human) | 1% |

# The bog men of Telmasus

## Description

When the giants first exerted hegemony over Idrasia, some fought, some holed themselves up in fortresses. The peaceful rivermen hid in the thick marshes that grew near the coast. Safe from attack for the time being, the built their town while dealing with occassional giant attacks, internal strife and a constant battle with nature that came from living in a swamp.

The bog men are feircely independent, good hunters, trackers and trappers. All of them can swim and are knowledgeable in medicinal plants. They tend to use spears in combat with wooden sheilds, bound with hide. Metal is scarse and good weapons and armor prized in the bogs, especially ones ensorcelled to be rust resistant and several such items are owned by heads of households.

## Affiliation

Dragons.

## Naming Conventions

Also Byzantine.

## Interactions

#### With E:

Crucible is most similar in temperment to Telmasus along the west coast. However, Telmasus's constant struggle for survival they tend to be much more pragmatic. They focus on martial skills and the application of knowledge rather than art or performance.

When sorcerors from Crucible visit, it is usually for arcane supplies. Performers visit once or twice a year and it is always a festive occasion and a welcome break from the slog of everyday life.

#### With F:

The Tritons of the deeps shelf have in the past attempted to conquer the bogs of Telmasus, and the white bones of their warriors that one can still find in the muck of the swamps attests to their failure. There is quite a big of animostiy towards the tritons. Recently, Telmasian fisherman and tritons have come into conflict over fishing rights off the coast.

#### With H:

There didn't used to be much of a connection between the dragonborn and the Telmasians, but with recent developments in Basilia, the dragonborn have turned their attentions to the bog men. Some of it may be recognition of simmilar chaotic spirit. Other of it may be mutual abhorence for the undead direction that the kingdom has taken.

These discussions are still in their infancy, but may yeild something greater in time.

#### With K:

The khanate in recent years has expressed interest in Telmasus because of its knowledge of local plants. A small trade has grown up providing them with crushed petals, extracts and animal parts found in the bogs. Representatives from the Khanate are sometimes seen trying to get infromation from the medicine men and women with varying levels of success.

## Cities

#### Telmasus

The bog men have only one true city, Telmasus. It is a sprawling disorganized affair of rope bridges and planks extending over the ever prescent muck of the swamp. There are little laws, and the theives guild has found this place a great location for recruitment and as a base of operations, its relative seclusion being its only downside.

*Seat of Power*

Never one consolidated power, the men of Telmasus bicker among themselves, usually along family or racial lines. They tend to come to decisions fairly quickly for items of defense, but other things like intra family marrige, fishing rights, forestation and hunting allocations are a thornier issue.

Its a representative democracy, with weight given to the prestige of each individual family.

*Trade*

The city itself is located somewhat close to the shore, but the very shallow water prohibits any real sea trade. Larger ships from Basilia and the Goldwater Assembly have to dock offshore and transfer things to and from the city through smaller boats.

Trade includes animal skins, medicinal herbs, extracts and the prized deadwood, found only in the deepest mires, which has necromatic attributes needed for many spells.

Coming into the city comes grain, finished goods, luxuries, and metal items. A small amount of art is bought by the leading heads of house.

*Races*

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| --- | --- |
| Humans | 70% |
| Swamp Tritons | 20% |
| Swamp Minotaur | 10% |

*Swamp Tritons and Minotaur*

These somewhat distinct subraces have taken to identifying themselves alongside the bog-men. No one is sure when the division has happened, but the effects of hundreds of years of isolation are visible. The swamp tritons are brown green in color and hardier, their skin having bark like coverings on their forearms, shoulders and calves, at the cost of much reduced lifespan. They are also found out of the water more frequently.

The swamp minotaur have special oiled fur which stays waterproof. They can however, catch a fungus which attaches to their fur in green clumps, and causes it to fall out, leaving the hapless indivdual unable to enter the water.

These subraces, especially the tritons reject their ancestral heritage. In the past the tritons have fought against their deepwater relatives and in fact fights between the two nations states are usually started because of fishing conflicts.