Nation Descriptions

# Giants (A)

The giants of this region seperated 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.

### Interaction with Giants (B)

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.

# Giants (B)

The second of the two ideological camps turned out much better. Pursuaded by <insert name of giant here> they favored a much more hands off approach to rule, allowing for their goliath subordinates to take much of the mantle of leadership. For the Defense of Order, <same name of giant> is a paternal figure and one that inspires patriotism.

# Blue Plainsmen

These people, mostly Kenku, have been under the direct rule of Giants (A) for centuries. However, this rule has only created a festering hatred of their overlords. From their lower cities they constantly plot and scheme ways to depose their reviled betters.

They have turned to shamanistic rituals and worship an imagined lord of thunder. A mysterious and violent figure who they hope will one day depose the sky lords of Markarska in a flurry of violent power.

### Interaction with Red and Green Plainsmen

Since their megre military forces are also under direction of the giants, they clash sometimes with these other plainsmen. However, separate clan size conflicts are also very common, especially over land and water.

# Green Plainsmen

Theoretically the most civilized of the plainsmen, these are the only group to create any sort of permanent city. Directly opposed to the Giants, their braves are often employed as scouts in other military's forces.

### The northern watch

Because they share a border with the dead zone, there must be a constant watch for abomination, undead and the other creations of that land. The select few who are employed in this duty are referred to as deathwalkers, and are the elite of any scout on the continent.

# Southern Kingdom

The major human kingdom of the region, these men arose when their pastoral communities were taken by the giants centuries ago. Some of the giant's hierarchical structure seems to have whiped off on this kingdom but their hearts belong to themselves, yearning for independence, they have separated from the Northern Despotism. Think Gondor.

### Interactions

They have been in an on and off state of war with the Northern Despotism. They have an alliance with their surrounding powers, the strongest of which are the dragon born to their south.

More recently they have attracted monetary aid from the merchant cities to the north.

# Northern Despotism

A collection of human and goliaths, this nation believes itself to be the proper kingdom in the West and regards their southern neighbors to be rebels.

# Counsel of the Grey Mages

The leading arcane magic user on the continent, this mysterious and reclusive order has made itself indispensable with its mastery of teleportation. They mostly refuse to get involved with politics directly and are incredibly conservative. Perhaps their exclusiveness was born of the knowledge that the giants could grow to fear their power if they expanded. Although their society is not quite a gerontocracy, it might as well be, as the power of these mages increases with age.

They hate the coming of the skyships since it encroaches on their fantastic logistics skills which they used to be able to charge absurd amounts for.

### Interactions

They are well known to hire themselves to the highest bidder and one of these is found in most courts of nations in the region.

They are at odds with the Silver Circle, but restrict their actions to assassination and other shadowy political actions rather than outright war.

Every race is welcome to study at the Counsel's city of Tempus, but the trials are long and hard. Furthermore, when the initiates leave they are not quite the same as when they entered, they are always Grey Mages, as opposed to whatever culture or identity they had going in.

# The Goldwater Assemblage

This fractious democracy of wealthy merchants is the main facilitator of trade in the region. Although their actual holdings are quite limited, it is not rare to see their ships all the way in the southern kingdoms.

With the opening of the borders, a mad rush has started to get their hands on as many airships as possible. It is common to see theives guild members here, although the assemblage tries to discourage outright stealing: they would prefer dishonest business.

### Interactions

Since they fulfil the same role as the Grey Mages, these two often are at odds, although its not too rare to see them working together as well. There is a shortage of mages in the area and they are needed for the airships after all!

They currently are bankrolling the war to the south as a way of sticking it to the Giants.