

## Children of Maiara

### **Resources:**

While much of the continent is struggling to feed themselves, the faefolk have been graced with abundance. The sentient flora brings forth fruit to feed them, and game thrives within the protected borders of the forest. While they do not “farm”, they do keep small livestock pens. Druids work to maintain clearings filled with hearty produce to stock cellars as added assurances. The rivers and streams that flow throughout are crystal clear and sweet on the tongue. Rumors from border towns suggest the water itself may be infused with some sort of enchantment to keep people drinking.

### **Economy:**

The fae do not prefer currency as mundane as coin. While reluctantly willing to trade in platinum and gold, secrets and favors carry the most weight. With their long lives and inability to lie without discomfort, careful half truths and infuriating wordplay are constant. True knowledge and secrets are treated more precious than gems. Favors and promises are binding, debts can last a millenia.

### **Social and Political Climate:**

The faefolk live communally with species intermingling constantly. Elves hold the highest population, with rising numbers of gnomes and faeries. With their current near immortality, fertility is low and children are rare. A Grand Council of archfey sits above the rest, each chosen based on merit and ability to better their realm. While well intentioned, lack of urgency and decision making has left the denizens feeling the rising pressures from their forest borders on two fronts. Many now seek alternatives and cry for leaders to act. With discontent growing, concern for protecting the Well falls centerstage.

The Council is split- some feel the need to listen to the people, the others argue protecting the font of power and life takes priority. If things do not

improve, they may find themselves as divided as the deepdwellers. This is a perilous prospect for them given the geography and distance between their forests

### **Military:**

The Councilor of Command, Terissin Glenfidol, oversees the military. She acts as grand general and has final say in all strategy and movements. At the cost of great debt, the fae have made a deal with their draconic allies. Drakes have offered bonds to those with the most potential, allowing the faefolk to bolster their lines. Captains, lead individual units of Drakenguards along the forest borders, patrolling and culling threats. Battlemages stay deeper, protecting the Well and constantly threading wards of enchantment and illusion. Organized battle is not preferred and infantrymen are sparse in favor of rangers and scouts who support frontline efforts with irregular warfare from the trees, often paired with strange beasts and sentient foliage.

### **Draconic Allies:**

Dragons who have allied with this faction include gold, emerald, green, copper, and moonstone.