

Eidynites

Resources:

With their late entry into the Rending War, the mountainfolk and deepdwellers have found themselves in the midst of a resource crisis. Those who live nestled in the snowy peaks once relied on hunting and gathering to feed their expanding clans and tribes. The Imperium, in their efforts to drive the mountainfolk from their homes and absorb them into the empire, has begun sending hunting parties out to cull and relocate game. This has left the mountainfolk to attempt agriculture and livestock in less than ideal soil and climate. The deepdwellers, tucked beneath the surface, have become reliant on fungi and vermin that their draconic allies have mutated and enlarged with their divine magic.

Economy:

The mountainfolk prefer barter and trade in place of coin. Drow have marks stamped with the crest of their House which is commonly circulated amongst their allies. Duergar used unmarked coin, believing metal is most valuable when it hasn't been tarnished by the visage of an individual king or crest.

Social and Political Climate:

The mountainfolk are separated into clans and tribes. Orc tribes and Goliath clans range from groups as small as 50 to settlements in the hundreds. Hierarchy is determined by age and wisdom with most being led by a collection of tribal elders. Deeply spiritual, praise and worship of the gods, particularly Eidyn, is ingrained in most actions they take. Those who follow Eidyn's beckoning are elevated to Wise Ones, their form of priesthood. They are wary of outsiders, and treat those who come across their settlements with suspicion and hesitation.

The deepdwellers have fallen under two "regimes". The drow have built great Houses that are strictly matriarchal, brutal, and rife with infighting. They follow the standard drow hierarchy. Matrons are at the top followed by

high priestesses and mages who supplement their own power with the gifts of dragons. Those born male, are always at the bottom and are often forced to fill their military ranks. Nearly as opportunistic as their fae counterparts, they have begun recruiting the “lesser” species, kobolds, goblins, and the like, in return for shelter on the outskirts of their Halls, and shared resources. Deep Gnomes have also been offered protections in the exchange for their engineering and tinkering prowess. Much of their population has now been dedicated to countering Imperium technology.

The duergar consider themselves enemies of the drow and their allies. They detest unnecessary destruction and the use of the “lesser” races which they consider a form of slavery. With equally formidable holdings, they have begun seeking alliances with the surface dwelling mountainfolk clans. It has been a slow process, but they have established some trade and basic treaties. They are currently ruled by a King, Avarr Thornbreaker, beloved by the people for his promises to expand their tunnels and holdings under the tangled borders of the fae forests. Loyal to their own, and disgruntled with the current tensions, worship of deities has fallen to the wayside in favor of honoring fallen ancestors and seeking their guidance.

Military Forces:

The mountainfolk have no organized military, leaving them vulnerable to formal attacks and incursions. Settlements are protected by clan warriors and crude walls.

Each of the great drow Houses have their own forces under their own banner. Matriarchs have final say in all battle commands but the House Weapons Master advises on strategy. Ranks are broken up by Elite (those with magic, specialized skills, mounts, or prowess), Infantry (mostly made of male drow and lesser ranking females) and Frontline aka fodder (kobolds, goblins, and other “lesser” races of the alliance). The House Assassin typically also oversees a small collection of spies, scouts and assassins depending on the wealth and status of the House.

The duergar have a united military force under King Avarr. Commanders lead individual units and strategize collectively. Ranks are broken up by Artillery (heavy crossbowmen and siege weapons), Infantry (standard duergar soldiers and shieldbearers for the front lines), and Scouts (patrols that monitor the tunnels covertly). There are tales of specialized forces spreading throughout the Revas, but no sightings have been officially confirmed. All formal records of such encounters have been redacted and classified by the Imperium.

Draconic Allies:

Dragons that have allied themselves with this faction include black, white, topaz, and silver.