

Faction	Type	Leader	Founded	Population	Location	Tech/Magic	Values	Groups	Clan / Location	Description	Leader	Demography	Ideology and/or Lifestyle	Key attributes & values
Epsilon	Republic	Tendaji Madaki	16??	Very Small	Center (Unclaimed Territory)	Technology	Progress, Knowledge, Development	Cevilla	Clan	Coalition of Adventuring groups	-	Diverse	Expansionists	Possessions, Territory
								The Bronze Shield	Location	Eastern city of warriors and traders	-	Diverse	Not Concrete	Open, Reckless, Opinionated, Combat, Trade
								Bluefire	Location & Clan	Southern city focused on technological research	Tendaji Madaki	Mostly humans, golems and elves, but open to all	Expanding Knowledge	Research, technology
Theta	Kingdom	Queen Lucinda Perpetua	16??	Very Small	Center (Unclaimed Territory)	Magic	Tradition, Order	Constellian Shields	Clan	A group comprised of those who have been cast out from other clans or nations	-	Sylphs, nymphs, dryads, and wolffolk. They offer protection to any outcasts.	Protecting the weak	Acceptance, protection, belonging, community?
								Virtuous Sun	Clan	A clan that focuses on healing and hunting monsters	-	Elf-dominated but inclusive	Protecting the weak/allies	Protecting and healing, fighting and hunting threats
								Blossom	Location	Capital city of Theta that focusing on upholding tradition and magic	Queen Lucinda	Diverse	Traditional	Inclusive, tradition, respecting magic
Matrona	Matriarchy	Madam Meriline?	1607	Small	North West	Mostly Technology?	Diversity, Knowledge	Alchemilla	Clan	Highly influential southern clan that was one of the founders of the Matrona State	Euridice Cliforia	Nymph & Dryad-dominated	Druidic	Xenophobic, Suspicious, Sharing Success
								Snowmage	Location	A democratic but authoritarian city in the north that makes most decisions	Madam Meriline	Diverse	Democratic with hints of Geniocracy	Skeptical of Magic, Education, Sharing and gaining Knowledge, High Importance on Intelligence
								Lanturna Valley	Location	A valley in the east populated by a group of Nymphs and Golems	-	Nymphs & Golems	Not concrete	Generosity (nymphs), Hard Work (golems), Somewhat Xenophobic, Sustainability
Bellator	Republic	Illia Castorius?	1559	Average	South West	Technology	Peace, Order	Flame Crest	Clan	Successful but authoritarian clan in the southeast	[Unknown]	Tiefling-dominated	Authoritarian, Diverse	Xenophobic of those from Matrona, Do what you are told
								Yvera	Location	Democratic and most populous and diverse city in Bellator	Illia Castorius	Diverse	Democratic	Communal, Strength, Combat
								The Magic Hunters	Clan	Human-only clan in the south that are against Magic	[The Eldest]	Humans	Anti-Magic	Fundamentalist, Bigoted, Persecutors of Magic Welders, Skilled Hunters
								Obsidian Blades	Clan	Newer, isolated group of former mercenaries in the southwest mountains	-	Mostly humans & wolffolk	Not Concrete	Kindness, Social ineptness
Tranquilla	Kingdom	Queen Mercy Perpetua	1616	Very large	South East	?	Originally Nomadic, Diverse, Peaceful	Cota Kukol	Location	Communal group of former nomadic sylphs and caplings in a mountain range	-	Sylphs & Caplings	Peaceful	Community, Peace, Self-sustainability
								The Knights of Praesidium	Clan	Group of knights that are spread across the kingdom to provide military and law enforcement	-	Diverse	Law & Order	Lawfulness, Peace, Combat
								Clover	Location	An agricultural settlement of formerly nomadic people		Diverse	Environmental / Druidic	Agriculture, Alchemy, Nature-based rituals, Nomadic tendencies, Peaceful but not scared of conflict, Intelligence, Self-sustainability
								The Clockwise Market	Location	Economic capital of Tranquilla formed by a collective of merchants	-	Unseelie, Wights, Humans, Elves, Avians	Capitalism babyy	Trade
								Perpetua	Location	Capital and largest city in the west of Tranquilla	Queen Mercy Perpetua	Diverse	Diverse	Diverse
Magus	Aristocracy	Grandmaster Mephilim Suvos	1547	Large	North East	Magic	Magic Superiority, Research	House Suvos	Clan Coronium (Location) Belia's Rest (Location)	House located in the central region, split over the ruins of Coronium and the island of Belia's Rest	Mephilim Suvos	Elves & Humans	Aristocratic, Magocracy	Research, Traditional Magic
								House Alkoy	Clan	House comprised of Night Folk who are keen to keep to the shadows	Icrlil Alkoy	Unseelie, Wolffolk, Dwarves, Tieflings	Aristocratic, Magocracy (Morally Ambiguous)	Research, Necromancy, Soul Magic
								House Salint	Clan	Small but very stable house of sylphs and avians	Enepe Salint	Sylphs, Avians	Aristocratic, Magocracy	Research, Dream & Mind Magic, Expert interrogators
								House Uron	Clan	House of dwarven nobles who created golem commoners. In a state of disarray as the golems are revolting	Meshnum Uron	Dwarves, Golems	Aristocratic, Magocracy	Artificing, Enchanting
								House Mevos	Clan	Isolationist house who wish to serve more than just the Magus Collective.	-	Diverse	Slight aristocracy (but anti-traditional)	Healing, Serving the greater good/anyone who needs it?
Azura	Kingdom	King Epoch Spades	1580	Small	East	Technology	Opportunistic, Trade, Expansion	Keepers of the Coin	Clan	Centerpiece of Divian Economy, this alliance of merchants serve as regulators and advisors for the rest of Divian	-	Originally caplings but now diverse	Capitalism babyy	Money, Status
								Circuit Mountain	Location	Mountain inhabited by dwarves and golems focused on mining and selling redstone	-	Dwarves and Golems, but inclusive	Communal	Common good, Dedication, Everyone must contribute
								Altairia	Location Grandt Sky Association (clan)	A sky city in eastern Azura inhabited by a mercentile clan called the Grandt Sky Association	-	Diverse	Capitalism babyy	Technology, Research, Market Regulation & Profit
								Daikoten	Location	An alliance of caplings and dwarves who focus on crafting jewelry and collaborate with Circuit Mountain	-	Caplings & Dwarves	Materialism	Self Image, Luxury Goods, Bartering