



THE NATIONS AT A GLANCE

General Information about Nyth's Current Nations & Regions

Core Lands

Kingdom of Solace Elective Monarchy from among the *Great Houses* of their sorcerous noble social class; covers a vast area of land; lots of great farming land; strong military but spread thinly;

Campia Nistor Elective Oligarchy from sorcerous population, almost always from their own sorcerous noble social class; fortress city-state; culturally stubborn; vast mining operations and great quality smiths;

Galatia Hereditary Monarchy (tyrannical with no checks on power); city-state; sorcerous noble class; oppressed underclass; cultural rival of Urzica;

Urzica Athenian Democracy ruled by a senate elected by *citizens*; island city-state; must contribute to nation's independence to be a *citizen*; naval power; cultural rival of Galatia;

Grand Cities Insulated Socialist Utopia where elves & dwarves live together in 5 mountain cities; the *Twin Thrones* are technically a Hereditary Monarchy with appointed heirs (1 dwarf & 1 elf), but each city is administered by an elected council; high social mobility;

Wild Lands

Moldovar Region w/ no single government; Large Familial Clans clash over limited resources; some clans migrate during the year; cultural hatred of lycanthropes; old city-state is a ruin;

Satu Amanar City with No Formal Government; frozen ruined city on edge of setting map; the only 2 'laws' recognized are against Theft and Murder;

Great Tundra Region w/ no single government; Plethora of Tribes with shifting membership and alliances; very nomadic; violent raiding is commonplace, but brutal war is rare;

Seas & the South

Bacau Gara Benevolent Theocracy of a fire deity (non-proselytizing); island city-state equally distant between northern and southern continents;

Shalanar Hereditary Monarchy; city-state; elven population with human slaves; fairly rigid cultural caste system; powerful navy;

Talos Hereditary Monarchy; city-state; elven population with human slaves; known for being particularly cruel;

Merchant Fleets Plethora of independent seafaring fleets or ships; vast majority of population is (self-sustaining) half-elves called *ailushae*; Most Function as Direct Democracies, but withship-board structure necessary for survival; most stay neutral in other nations' politics or war; most are welcome in Shalanar and Talos;

