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Dalaichin Nomads

These former Drow elves live on the Eastern Ocean and Western Ocean upon great Crystal Ships. Their society is ocean-faring, and they have no known land-based settlements. As a result of their unique history, they cannot cast spells in the traditional sense. Instead, they have adapted a great number of different techniques to accomplish many of the same feats without the use of spellcasting.

They are known to the people of the mainland as secular and insular traders who never shy away from a good bargain. If luxurious and exotic wares are what you desire, wait in a port for the Dalaichin Nomads to arrive.

Within their own society, there is a healthy culture of sharing the wealth. When someone on the ship nets a generous profit, all aboard are likely to see a portion of the benefit. That being said, private property is a healthy concept, and Dalaichin elves are fond of displaying unique and exotic clothing and accessories to showcase their shrewd trading skills.

Each ship is organized such that there is a ruling council that decides together how to best spend the public wealth. The three masters are:

The Master of Harvest sees to incoming supplies and their rightful distribution among the population, usually through purchasing goods in ports and supplementing them with the bounty of the sea. They are focused on the health of the people, but also on the health of the ship. They see to repairs and maintenance, as well as to the tertiary vessels that the ship keeps. Superstition says that it is bad luck for a Harvest Master to set foot on dry land, as that is when the ship will call for their attention.

The Master of Wealth attends to the raw profit brought in by the purchase and sale of trade goods. It is this master's responsibility to learn of the markets in as much of the world as can be reached by the ship. Because of this, they will often cultivate a healthy network of eyes and ears on the mainland to learn what to purchase and what to sell in each port. This also lends them to the secondary role of spymaster, ensuring that the interests and reputation of their ship, as well as Dalaichin Nomads as a whole, are well represented. They will also sometimes dispatch agents as spies or diplomats to smooth over tensions which would disrupt trade and interrupt the flow of profit.

The Master of Crystals is in charge of all magic aboard the ship. Dalaichin elves are unable to cast spells themselves, meaning that scrolls, potions, wands, staves, rods, and all other magical items are especially precious to them. This master also attempts to cultivate Mana crystals, though it is rare that they will succeed in creating a seed that bears a meaningful yield. They ration out the stockpile of Mana crystals that they acquire from their trips back to the Mother Ship, ensuring that the fuel needs of the ship are met without running dry.

Counter to this council is an executive branch comprised of the Waveseeeker, or navigator, and Wheelmistress, or captain. Traditionally both roles are reserved for women, a holdover from the older Drow culture. They work to make a plan of movement and action for the ship as a single entity. Though the Council is in charge of material and as such have a tremendous amount of sway, the Wheelmistress can veto any decision on the ship, and her word is law.

Not all Dalaichin Nomads bind themselves to the great ships, however. Some find work as couriers on their own vessels, then end up working exclusively with outsiders. Sometimes that work even takes place on land. Sometimes, an agent of a Harvest Master finds a place to their liking and bids farewell to their shipmates. Additionally, the long life of an elf gives lots of time to master many skills, and those who wish to ply their trade without the prying of other Dalaichin may take to the mainland to do so. Those who leave their ships are not outright banished, but it can be difficult for a 'land-tainted' Dalaichin to regain the comradeship of their shipmates if they come back.

The Still Chain

A religious order who worship Helm and oppose the Thorists who see them as the cause of violent storms and a dangerous sect who must be silenced or controller. They have been known to dismantle storm shrines, attack the Thorist halls, imprison storm clerics and paladins, and are working to get our the Thorist order outlawed for being “uncontained threats”.

The ledger of the calm seas

The combined power of the eastern coast's shipping guilds who are bankrolling groups like the Still Chain, in hopes of silencing storm worship out of fear for their business model. The ledger couldn't care less about the religious differences between the Thorists and the Chain, they simply believe that once storm worship gets outlawed they will never lose another ship at sea, and that's all they care about - the bottom line.

Zaharan (Tabaxi) Tribes

Zaharan tribes generally form the basis for the small settlements found across the harsh region, with each town headed by an elder who operates as the figurehead and chief of the town.

Tabaxi Elders are not officially recognized by the Crown as figures of authority in the Crown -> Duchies -> Counties -> Baronies structure, but function as voices of authority within the tribes and villages of the Zahar.

Due to the remote nature of the region they are allowed to effectively self-govern within the structure of the kingdom. Royal authority is of course still present in the form of tax collectors, and there is both legal and enforcement precedent for the Crown upholding trade agreements if the situation calls for it.

Tabaxi trade caravans

Trade caravans occupy a central place in [Zaharan](#) society. While many Tabaxi live in permanent settlements such as [Ri'shara](#), the vast distances between communities and the culture's long-standing tradition of travel have given rise to a network of small caravans that crisscross [Eusia](#). Caravans carry goods, news, stories, maps, and introductions between distant peoples, serving as merchants, messengers, and cultural ambassadors all at once. For many young Tabaxi, joining a caravan is considered a rite of passage and a chance to satisfy their curiosity, earn a living, and bring new knowledge home.

Most caravans consist of five to six Tabaxi, large enough to defend themselves and manage their pack animals, yet small enough to travel quickly and adapt to changing conditions. Each member typically fills a specialized role, such as leader, trader, scout, guard, healer, storyteller, or apprentice, though experienced caravaners are often expected to help wherever needed.

Zahari trade caravans are such a reliable and dependable network of goods transport that they form the Eusian continent's largest over land distribution system of goods. Either you sell your goods to a caravan (who will sell it on with a healthy profit) or hire them to deliver your goods to your customer. Their utility is so renowned that most people know that "Unless you can send it by ship, it will have passed through Zahari hands".