

Nations and Cultures of Artemisia

South West

Iraisian City States

Greek Confederation of semi-autonomous City States (Human)

Very mercantile. Some are ruled by a Prince/Princess, but all are in fact controlled by the Mercantylers Guild.

Cities

Stromphe

Tartateos

Otykos

Arete

Hippolytia

Tiresia

Towns

Manthasou

Dikinia

Helmonte

Greek Island Dictatorship (Human)

Cities

Mennidas

Pagouphon

Aladousis

Greek Island Democracy – limited (Human)

Towns

Enthymysia

Themisia Kingdom

Greek Kingdom (Human)

Hereditary Monarchy and Council of Elders rule. Often skirmishes with the Leondar Imperium.

Cities

Helena

Archsyne

Leondar Imperium

Greek Empire – autocracy (Human)

Headed by an Emperor, and a vast bureaucracy. Not hereditary (think Roman Empire)

Cities

Melanphon

Lycosyne

Mikrouthion

Epamineis

Hekatenes

South and South East

All Greek Humans

Lakiope

Greek Principality (Human)

Ruled by an elected prince (think Venice)

Cities

Katakaros

Isisippe

Kalliochos Republic

Greek Republic – plutocracy (Human)

Cities

Nyxotos

Bucharikles

Statrippe

Greek Archduchy (Human)

Ruled by Hereditary Archduke with advisory Council

Cities

Perieon

Demosthenes Swamp

Ruled by Queen.

Lizard-folk (precursor form – larvae - of Dragons)

No cities

Central and North West

Lampetuo

Greek City-State (Human)

Ruled by elected Prince

Cities

Lampetuo

Kalyptaskos

Greek City-State (Human)

Ruled by Council headed by Lord Mayor

Cities

Kalyptaskos

Khargad tribes

Mixed Grim (orc-goblin) and Lycanthropes

Kal Karadol

Davarin (dwarven) – mainly underground

Ruled by Davarin King – fairly autocratic

Matriarchy of Verinress'ArI

Aeifa (surface dwelling drow)

Ruled by Matriarch, succession is by fight to the death among her female offspring.

Cities

Da'Udossat

Aerth'Carin

Tlin'Rae

North

Magamul Empire

Minotaur Imperial Autocracy. Emperor holds both civil power and religious leadership.

Very intolerant of dissent, foreigners and religious 'heresy'

Cities

Khelaphet

Kuremet

Othosa

Cheshegna

Moonaphet

Nugnish

Nashmurmul

Grim (orc-goblin) Principality, ruled by amazingly enlightened Grim Prince (ie, these 'orcs' are both civilized and reasonable).

Cities

Golgord

East

Elen Daelarion

Aeifa (elven) Kingdom, ruled by King/Queen and High Council

Cities

Ananrion

Zil Brokungol

Davarin (dwarven) – mainly underground

Ruled by autocratic Davarin King

Ak Gatholbund

Davarin (dwarven) – mainly underground

Ruled by elected High Chief, and representatives of each of the seven clans

Wilderness Areas

Inhabited by tribal Grim (orc-goblin), Lycanthropes, Greek Humans, Wild Aiefa (elves and surface dwelling drow).

Many wild animals and some ‘monsters’ eg Dragons (arise from lizard-folk after they go into chrysalis stage)

There is an evil Sorcerer in a tower in the small archipelago to the NW

Various ruins and towers around, with some islands settled with small villages

LANGUAGE GROUPS

Greek – ancient Greek names (see Greek mythology)

Davarin – Tolkien Khuzdul

Aeifa (normal) – Tolkien Sindarin/Noldorin

Aeifa (dark olive-skinned and white hair– Drow

Grim – Orcish names

Minotaurs – names like:

Khuaglumb	Magutunku
Khel'ohr	Truroshi
Aphomete	Kheletunk
Moonohr	Okhutunki
Kurumet	Illephete
Moonatunk	Doink
Dhuemet	Ogrimul
Onori	Uurgipheto
Onitro	Ignicha
Onketunki	Uurgemeto
Aphohru	Anatr
Michetru	
Aghitunka	
Khueglumb	
Ogmatuko	
Itratu	
Uchush	
Aghaphete	
Aphunku	