

Kalliochos Republic

The Republic of Kalliochos is situated on the central south coast of Artemisia, and its main strength is trade. It strives to compete economically with the stronger Irisian City States, not always successfully, but more than holds its own against its neighbours northwest (Lakiope) and southeast (Statrippe).

It is Hellenic in culture; and is mainly comprised of those Greek descendants who came through the Portal Gate millennia ago. There are some Aeifa (elves) and Davarin (dwarfs) who make their home here, in the artistic and craftsman professions respectively.

Its government is organized so as to keep actual power in the hands of the wealthy trading houses. The Senate is made up of eligible men – they must be related to one of the five ‘noble’ families (these family head the five wealthiest trading consortiums in the nation), AND have a monetary worth of over 1 million Kalliochan drachma.

To assuage the masses (and help to keep them from revolting) there is also an Assembly, made up of all male citizens (free men born to a citizen father and without criminal record) who can meet and propose legislation, and vote on it to be sent to the Senate.

The head of the State is the Patrician, Geogios Vasilokou, a spritely septuagenarian. The post of Patrician is held for 5 years, and can be renewed only once. The next Patrician is voted on by all Senators present at the Succession Vote held in the capital city of Nyxotos every five years in Spring, or when a Patrician dies. Most are elderly and conservative.

The two main settlements are the capital of Nyxotos, pop 15,000 and Bucharikles, pop 12,000. The countryside is littered with farms and vineyards and olive plantations.

To the north lies the heathlands of the Hoppotria Scrub, unsuitable for agriculture, but good for hunting birds, and some are moving in from both Lakiope and Kalliochos to begin herding cattle, but so far with little success – the land is salty and the grass bitter.

Also to the north, the Scrublands give way in the east to the vast noisome swamplands, bogs and fens of the lizardmen infested Demosthenes Swamp, while to the east is the dense forests of Legephele. Here reside a mixed population of wild human and humanoid tribes, even some wood elves, and a dwarven stronghold. There is rumoured to be a holdfast of an evil coven of witches and warlocks somewhere in the forest, and several ruined keeps and settlements. Needless to say, the bulk of the Republic’s defences are spent in keeping watch on all these wilderlands.