

# FACTIONS OF KAGARI

There are several organizations that have wide ranging influence in the Kagari Islands. There are other factions besides the ones listed below, but these are the ones with the most influence.

## BOSNOKAN TERRITORIES

This faction is a coalition of nations that exist primarily in western Kagari. They are united in their devotion to the purity of piskari culture. Trade is good, but foreign influence should stop at the port.

Bosnoka is the backbone of this coalition, and that is a fact that is very clear to all. One of the goals of the organization is to halt the spread of Kaluda's ideology of democracy and acceptance of other cultures, for they feel that the influence of other cultures could turn the young away from the gods thereby dooming their souls to an eternity of torment.



## CHILDREN OF MAIGARA

Maigara is the mother of all, and many piskari believe they should be spending more effort in communing with her rather than learning to build and destroy.

This belief and the faction's efforts to slow piskari progression have put them at odds with many of the nation's temples and rulers; in fact, they are often labeled heretics and persecuted.



## CULT OF HLAKISKOS

Hlakiskos is the god of war. This cult believes that engaging in battle is the greatest form of worship. To the warriors of this cult, war serves the purpose of culling the weak thus making the piskari stronger.

The cult is often called upon to act as mercenaries; however, the kings that use them often find that they've invited a cancer into their midst once the battles have ended. This is because the cult often gobbles up the impressionable young, and then sends them off to fight in battles where many of them are likely to die.



## KALUDA ALLIANCE

This faction was formed in the wake of the war with Nahaka. Many of the countries across Kagari were greatly weakened by that war, so this alliance was formed as a means of protection from aggressive countries that would take advantage. Thanks to Kaluda's strong navy, the countries belonging to this faction are spread out all over Kagari rather than confined to land ties.

Unlike the Bosnokan Territories this organization is a true coalition with each country having an equal voice on their council. Kaluda is easily the strongest politically, but they are still subject to the collective voices of the other nations.

Many view the faction's acceptance of other cultures into their midst and the study of arcane magic as an affront to the gods. This fact is a major hurdle for the faction's growth efforts.



## MERCHANT LORDS OF HLAKONAE BAY

In the north is a bay shaped like the tip of a spear. The cities that exist on its shores are great centers of trade; however, they rely heavily on the southern maritime trade routes which are often disrupted by war.

This faction is led by the wealthiest dwarf and human merchants of the cities in the bay. Their goal is to insure the continued existence of trade, so their source of wealth is protected. To this end, they often engage in espionage to gather information. The information is then used to foil plots of war or sanctions that may disrupt their flow of wealth.



## EYE OF MORADA

Many places on Kagari are not safe for the weak or those that don't conform to the accepted image of a Kagari citizen. The Shield Daughters of Kamorra have long fought against this prejudice, and they are the founders and backbone of this faction.

These warriors are quick to join causes that fight against oppression or wanton destruction. This faction has a popular saying which is: "Take care how you treat others, for the Eye of Morada is ever watchful".



## THE ORDER OF THE SPIDER

This mysterious order is believed to be based in the Ehuri Islands, but they also have cells in almost every nation or port. They are an organization of spies and thieves that deal in information, piracy, smuggling and assassination.

