

THE COUNTRIES OF THE 7 SKIES

NAME	CULTURE	POLITICS	MILITARY	TRADE	GEOGRAPHY
BARATHI <i>p.27</i>	“Decadent schemers”... Vengeful... Legalistic... Mercantile	Noble Houses, ruled by Empress	Imperial Spiders <i>p.152</i>	PRODUCES: kelp products (rope, drugs, cloth...), pearls, Water of Life WANTS: grains, livestock, meats, metal, wood	Large archipelago
KINGDOM of COLRONNA (“ROYALIST”) <i>p.44</i>	“Romantic fools”... Chivalrous ... Faux-European... Sexist... Anti- Koldun	Feudal monarchy, ruled by King	Colronnan Musketeers <i>p.145</i>	PRODUCES: Beer & wine, art, books, music, horses, trigo	Temperate forests & plains
ZULTANATE of COLRONNA <i>p.49</i>	Faux-Arabian... Honor-bound... Religious... Intellectual... Class- conscious... Anti-Koldun	Theocratic meritocracy ruled by Zultan, administered by Mirrored Bureaucracy	Colronnan Sandmen <i>p.146</i>	PRODUCES: Glass & lenses, pottery, cheeses, drugs, educators, horses, trigo	Mountains, savannah, desert
CRAIL <i>p.57</i>	Trading hub... Cosmopolitan... Mercantile... Corrupt... Secular	Constitutional military dictatorship, ruled by Commandant, Judges & Deraads	Crailese Falcons <i>p.146</i>	PRODUCES: blackcotton, citrus, spices, olives, sky flotsam	Small, weatherbeaten, much wasteland
ILWUZ <i>p.64</i>	“Wretched hive of scum & villainy”... Libertarian... Egalitarian	Libertarian/anarchy (with informal democratic Congresses)	Pirates! <i>p.159</i>	Piracy, black market, gambling, &c.	Small, skull-shaped, mobile
SHA KA RUQ <i>p.71</i>	“Exotic, savage” ... Faux- Polynesian... Non- technological... Reputation economy... Animistic... Witty	Confederation of tribes; class system based on momentary reputation	Sha Ku Ruqriders <i>p.162</i>	PRODUCES: Tym wood, Ruqs, fruits & vegetables, animals WANTS: Metals	Huge, tropical, overgrown, large sea, mineral-poor
VIRIDIA <i>p.34</i>	Martial... Self-reliant... Stoic... Warmaster & Paxjen castes	Autonomous Freeholds (city-states), gathering in Conclaves	Viridese Warmasters <i>p.168</i>	PRODUCES: Wix steel, gold, minerals, gems, eggfruit WANTS: Grains, fruits, livestock, wood, paper	Harsh, mountainous, mineral-rich

Cultural skills: p.157

Travel times: p.117