

DISCLAIMER:

This packet is currently in a pre-release/beta state and may have some details changed between now and final release. We will strive to only add to the information, rather than dramatically change or remove anything, but anyone building ideas off of this packet should absolutely double-check details before their first game, or communicate with staff closer to the first game.

Customs and holidays will be filled out at a later time, based on other factors being developed for the game world.

The Periphery

“The Empire’s Breadbasket” (empire nickname)

“The Remnants” (northwest regional nickname)

AWY Local Culture Packet v2.00 (Last edited 3/2021)

The two young human teens moved slowly through the pre-dawn woods, slowly pursuing an elk they had spent an hour peeling off from its herd. The beast would provide food for the village for days and was sorely needed after the last caravan of supplies from the eastern pass and the empire outposts beyond it had failed to reach them.

Finally, the animal had been chased into a narrow section of the woods, where it had to search for a way to escape again, or wind up in one of several lakes nearby, or trapped by stone ruins that appeared out of the trees. The humans knew the terrain, penning in the elk to bring it down more easily.

Easing into position not far from her hunting partner, Yira readied an arrow to take the first shot, once she was sure that Kol had the elk’s escape route blocked, just in case. Slowly, she pulled the string back, steadying her breathing to take the shot...

The elk fell with a shriek as an arrow slammed into it from a different direction.

Lowering her weapon, Yira searched the woods for Kol, thinking he had simply taken an opportunity, but then saw that he was sitting among the trees in the opposite direction, giving her a questioning stare.

“Weapon down, outsider,” warned a gruff voice behind her, chilling Yira to the bones.

“I’m not alone out here,” she warned, even as she lowered the bow to the ground.

“We know,” the man behind her replied. “That child’s being dealt with, too. Why’re you hunting on our land?”

Yira knew by the question who she was dealing with and that she was not in immediate danger. Getting up slowly, she turned to face a large hunting party, made up of humans, elves, a few dwarves, and even one wolf-kin--likely their tracker. The whole group was dressed in old and badly-worn leather and furs, and appeared more than ready to fight, despite only having encountered two teens.

“We’re hunting to feed our village,” she explained. From the corner of her eye, she saw that more hunters were leading Kol her way. “Since when do Remnants hunt this close to our town?”

The elven man who had confronted her laughed. “We hunt where we want. We are hunting, so this is our land, unless you can take it from us. Tell that to your empire masters.”

Yira sighed and wanted to scream. “The empire barely knows we exist. Why are we fighting over food? Our people used to trade. It’s not like we’re helping the empire. They just built a road through town. That doesn’t make us lapdogs.”

“Yet you bent a knee, outsider,” the man replied. “Go back to your mansions. We have no quarrel with you. Run along.”

There was no sense in arguing. The mere fact that her village had not waged war against the empire made them “outsiders” to the people who called themselves Remnants, despite the two groups having far more in common with each other than with the empire’s troops.

Resigned to having lost her hunt, Yira picked up her bow and hurried away, with Kol following close behind. Once they were out of sight of the raiding party, they began running, trying to get far away in case someone decided they were a threat.

Soon, they were able to slow again as they reached the outskirts of their village. Despite the comment about “mansions”, the tiny ramshackle homes were built in the same style that the Remnants used in their remote villages a bit farther northwest. The only true difference was that Yira could see a pair of armored soldiers patrolling her village--empire troops, meant to keep the peace--whereas the Remnants would never have allowed such a thing. Even for her people, this was a new addition.

Walking quickly into town, Yira ignored Kol’s insistence that they simply go home and try again later. She instead headed toward the longhouse--mostly just a name, given that it was not any larger than the other buildings--where a group of human and elven elders were sitting around, drinking.

“Remnants are raiding the woods again,” she announced, then repeated herself when the elders ignored her the first time.

“War party or hunting?” one of the elders finally asked in reply.

Kol spoke up for Yira. “Hunting. They took our kill.”

“What do you want from us, then?” the elder asked, raising her hands in dismay. “We share the woods. They may be tough to deal with, but we aren’t taking sides. If you want to pick a fight with them, take it to the imperials. This village has not, and will not, start a war with either side. We’ve been trading with the Remnants for generations and will not turn on them, simply because someone claims we’re not part of some empire.”

Yira turned to search the cobblestone street--a gift from the empire to allow their caravans through more easily--having already dismissed the elders the way they had dismissed her. She soon spotted what she was looking for: A group of brightly-dressed foothill people, trying to curry favor with a few imperial soldiers.

“Let it go, Yira,” Kol told her, following as she started walking. “It’s not worth involving soldiers. Nothing good comes from that for anyone.”

Ignoring Kol, Yira made her way across the street to the group. There, she had to push her way through the well-dressed foothillers, who grumbled about a “dirty mudfarmer” touching them, and finally reached the soldiers. Apparently, they were more observant than most soldiers in the area, as they perked up, recognizing that she was not there to bolster their egos.

“What’s the matter, child?” asked the orcish soldier, while the sylvanborn one listened silently. “Someone steal from your fruit stand? What’s the crime today?”

Yira tried to organize her jumbled thoughts, then saw someone else entering the village, scattering any chance of thinking through what she wanted to say.

A large group walked slowly into town, led by the elf and wolf-kin she had seen in the woods. Farther back in the group, other Remnant hunters pulled a wagon with the elk they had felled, along with a variety of other smaller animals. Unlike their confrontational behavior in the woods, the group did little more than posture to look dangerous as they made their way to the town’s butcher.

Seeing Yira, the leader of the group stopped, while the others continued on. The older man stared at her, as though waiting to see what she would do.

“Well? What is it, child?” the soldier demanded again. He seemed to also notice the Remnants passing through. “Let me guess...they’re causing trouble again? Give me a reason and I’ll arrest them all. I just need something to tell my captain.”

Yira glanced back at the Remnant leader and sighed. “Nothing. Just an argument. Nothing for the empire to worry about.”

“Just give us something and we can cut those barbarians down,” the sylvanborn added. “The empire has no use for their kind.”

Yira shrugged and walked away, somewhat upset with herself both for engaging with the empire over something so stupid and also for not being willing to do anything about the Remnants’ behavior. They were troublesome brutes and everyone knew it, even this far into the periphery region. Still, until a few months ago, they were not even considered a distinct people...just “those ruffians in the woods.” The empire’s arrival had changed that rapidly.

She did not get far before the Remnant elf fell in at her side, though he made a point of acting as though he was simply going the same direction and not following her.

“You could have turned us in,” he said after a few steps.

“I considered it.”

“Why didn’t you, outsider?”

Yira kept walking, but made sure not to look at the man when she talked. It would only draw attention from the empire soldiers. “My parents still say the Remnants were our people before the empire and will be again once the empire moves on. Not that you act like it.”

“Hrmp,” the man grumbled. “Not all outsiders are lost to the empire, it seems. We’ll avoid your hunting trails for a time. I will leave enough meat for your family at the butcher. He will hold it for you, and knows crossing me will be bad for his business.”

Yira stopped and stared as the man continued on about his business, though he was trailed the whole time by empire soldiers, making sure he was not starting trouble.

Unsure how she really felt about being caught between the Remnants and the empire--both of whom she could understand and had no reason to hate--Yira wondered how things would play out over the next few years.

Culture Basics

To sum up the Periphery is difficult, given the vast amount of land encompassed. Until the empire’s arrival in recent years, the region was wild and untamed for generations...as were its people.

Several hundred years ago, under a previous kingdom that spanned the continent, the Periphery was considered remote, but still part of the kingdom. With that kingdom’s collapse, the region fell into disarray, run by one would-be king after another, then by warlords, and eventually returning to the wilderness it was once carved out of. All that remains of the old kingdom and its ways are collapsed old fortresses, overgrown by the woods, along with legends of what they were built to protect against. These legends have shaped generations of bards, and few historians would recognize the region’s local history if comparing it to what little documentation does exist regarding it.

When the current empire moved in about a hundred years ago, the move was largely ignored by the locals. They considered even the armies moving through to be little more than another temporary warlord.

Now, with the recent appearance of a mysterious floating island chain nearby, the empire has taken a *much* larger interest in the region. Those closest to the empire accepted the new benefits of joining with open arms, while those farthest out reacted (and still do) as though their culture was being stamped out. As a result, those hanging onto their past identity refer to themselves as the Remnants--the remnants of an old civilization, in their minds, with some even claiming they still follow the old ways of the first kingdom.

Despite the hardline stance the Remnants have taken against the empire and any other invader, the majority of the Periphery remains staunchly neutral, even in areas that joined the empire.

At its core, the Periphery culture is about blending old ways and new in a remote region of the world, far from the core of empire politics. These are farmers, fishermen, hunters, and traders who have never been part of any established government in their history until recently, and really don’t know how to accept it.

From one village to the next, specific customs might vary, but the idea remains the same: Accept the people coming through, so long as they treat your people well. The closer one gets to the empire, the more cultured and better-educated the people are, but the sense of living for what's best in your tiny corner of the world is fairly universal to the Periphery.

The only part of the Periphery that has taken a strong stand on anything are the Remnants, who oppose the empire's expansion into their region, though most of their people don't extend that hatred to the other residents of the Periphery, even if they did join the empire.

Costume Requirements

Remnants: Costuming for a Remnant should be somewhat mismatched, battered, and rough-looking. It does not have to be shambles or tattered, but should give the impression of someone living in the wilderness, or spending too much time there. Fur and leather are recommended, though not required.

It is not unusual for Remnants to adorn themselves with tattoos, village markings, or even bones of their enemies (animal, humanoid, or other). Those who draw strength from magic, rather than muscle, will often prefer simpler attire, without the heavy hides, but generally incorporate more representations of their preferred form of magic, whether that be pieces of creatures (earth magic) or objects that they feel draw power from the world's natural elements (celestial magic).

If your Remnant doesn't look rough, savage, or otherwise dangerous, other Remnants probably won't treat them as an equal at first.

General Periphery: Due to the blurred lines between the empire, the former Remnants of the region, and those who have come in by ship, there is no specific costuming or appearance requirement for this region's residents.

Traditionally, the residents here were farmers and fishermen, though the fashion and style has become too diversified to call it the norm anymore.

Please see the roleplaying section for how this region interprets the appearance of others, while imposing no restrictions on their own people.

Foothills: Traditionally a fishing and fur-trading region, the foothills have gradually become more civilized as the empire continues to exert more influence over the region by way of roads and the related merchant trade. As such, their attire and look tends to be a mix between country village and a pseudo-Byzantine clothing look (not armor or other aspects of the culture, just some of the clothing style aspects).

The mismatching between what is made locally and the empire's goods is distinctly part of the look for the foothills. It would be akin to someone wearing a tuxedo coat with dirty and torn old pants.

Roleplaying Tips

Please remember that local culture behavior cannot override the national race packets. Trying to use local culture to ignore game rules regarding a race is cheating.

Remnants: Those from the Remnants are a proud people, who see the incursion of the empire as a weakening of the tribal strengths of their ancestral lands. Those who support the empire are viewed as weak, or at least contributors to the failing of a once-great region.

To roleplay a character from this region, you should be willing to portray the character as a bit uncivilized, or rough and unkempt. The Remnants have never been conquered (at least that's what they claim), and jealously guard both the woods they inhabit and the ancient ruins of former civilizations. Characters from here see themselves as the last remnant of those fallen civilizations, struggling against invasion, despite the fact that their civilization has always largely revolved around raiding their neighbors...and the empire only arrived recently.

Remnant characters should be a bit gruff, uncouth, and willing to be belligerent, especially when talked down to or when others are praising the empire, which is generally seen by the Remnants as the great invader.

The lands of the Remnants are off-limits to outsiders, to the point of attacking without hesitation if someone enters uninvited. This defense has been aided by generations of stories about woodland spirits and monsters in their lands, many of which likely don't exist.

Even when dealing with others they don't hate, the Remnants are a rough sort of people. They respect strength and shows of force, though this does not have to be physical might. Those they see as soft or weak are afforded little respect or protection, and will often be ignored entirely. This includes the people of other regions, and most people that they haven't met previously.

General Periphery: Those from this area have startlingly few prejudices regarding those from the world around. Rather, they see themselves as a nexus for people of all sorts, even welcoming the Remnants into their towns, so long as the Remnants behave.

Though it is not discussed, the people here tend to view themselves in a precarious situation. The rising of the island has drawn tremendous attention to them, including fresh roads from the empire. They had long considered themselves "technically" part of the empire, but so remote as to ignore the empire's rules entirely. Now, they must show some lip service to the empire, while trying to keep the Remnants from considering them completely under the empire's thumb.

The majority of the Periphery's people know eventually the interest in the island will wane and the empire will all but abandon them. They hope to benefit from the time they do have the empire's attention, without angering the Remnants any more than necessary.

The result of the above is that characters from here should be willing to work with just about anyone, so long as it does not burn other bridges. They tend to be very welcoming as a result, though it's not uncommon for them to distance themselves from issues that could snowball for their people in the future.

Largely fictional versions of local legends shape many of the Periphery's laws and beliefs, mostly having evolved from stories about the old ruins and other artifacts that have been found from the original kingdom. It is not uncommon for a village in the Periphery to claim a legendary hero was born there as "proven" by a broken old weapon or unearched skeleton.

Foothills: The people of the foothills are far more empire-focused than their brethren farther west. Whereas this tends to be viewed as the foothills having sold out to the empire and become far "too civilized" for the region, the reality is that the empire still treats them as backwoods hillbillies.

With empire caravans moving straight through their lands and villages, the foothills have chosen a side, though they had little choice. They will adamantly oppose anything dealing with the Remnants, who they see as a fallen society that desperately needs the empire's help. They are welcoming enough to those who seem to be part of the empire or are overtly civilized, but harshly hostile to those they see as barbaric. This leads to the foothills people being somewhat standoffish until they get a sense for the people they are meeting and how the empire might view their involvement with those people.

It is not unusual for those from the foothills to meet unknown groups--especially those looking like they might be Remnants--with a row of archers, while runners make for the empire outpost near the pass.

One could say that the residents are paranoid and isolationist...and the locals likely would not disagree or see that as a bad thing.

Unlike their brethren in both western areas, the foothills people have little interest in the ancient kingdom, only the current one. As a result, most ruins have been stripped or even destroyed, if not able to be reused by the empire.

History of the Region

A human generation ago, those from any part of the Periphery would have largely seemed similar, no matter what part of the region they came from. This part of the land had been isolated and mostly ignored for longer than most of the local storytellers could recall. This led to a general sense of each village fending for itself, with minor trade among nearby settlements. There was no government or unifying leadership that most can think of.

That changed with the more organized re-arrival of the empire in the year 821 (empire calendar), bringing an end to the belief that the region had been forgotten. The initial expansion was met with limited resistance, as few

expected the empire to stick around. Even once roads were built, the locals viewed it as more of a passing fad than anything to worry about. Those farthest out had the least interest in what was happening, while those in the path of the empire's roads were at least willing to admit that they were vaguely under someone's control.

With the rising of the mysterious island southwest of the region's sole tiny port--Port Elry--any sense of independence has gone by the wayside. The empire has brought in military forces and supply trains to keep their hold on whatever might be found in the new island. Many locals now pine for the day the island sinks back under the sea, allowing them to once again ignore the empire. A few have gone so far as to theorize how best to sink the island by force.

Due to the way the empire moved into the region, there are three distinct areas that characters might be from.

Remnants: Farthest west, the forested region is the home of the people who now refer to themselves as the Remnants. These barbaric people come from many races (both humanoid and otherwise) and ancient origins, but these days are largely focused on driving off the "invaders" that they see the empire's armies as.

The only thing keeping the Remnants from mounting gorilla-style attacks on the empire's thin supply lines is the fact that they do appreciate the roads and goods the empire provides, as well as the fact that they are defending their homeland on both sides. The empire encroaches on the east, while unknown enemies appear in the dead of night from the north. This has hardened these people and convinced them that anyone or anything entering "their" lands is an enemy to be crushed.

To this day, the Remnants tend to survive as a hunter-gatherer society. Where they once had to raid the farms southeast for supplies, they now concentrate their efforts more directly on empire supply caravans.

General Periphery: Somewhat more central and including the tiny port of Elry, this area represents the outermost reach of the empire's influence. This is also the region where that will be the central focus of AWY's main campaign.

The port and surrounding regions have a reputation for poor obedience to the empire's laws, though troops have been sent on occasion to remind the locals of their allegiance. Being squarely between better-controlled areas and the absolute chaos of the Remnants, this area tends toward being a melting pot of various cultures. This has only grown more prevalent with the rising of the island, as more people arrive by the day, both from the land and sea.

Unwilling to turn away those who might add to their regional stories--and economy--the port has become a hodge-podge of backgrounds, while maintaining a somewhat apathetic view of the empire as a whole...in private. Publicly, they support the empire whole-heartedly, as their financial survival depends on it as does their

protection against their less civilized cousins to the northwest in the Remnants.

Historically, this portion of the region was the most focused on agriculture, with vast farms and livestock ranges.

Foothills: Encompassing the eastern lake, the foothills proper, and the entrance to the empire's fortified mountain pass, the Eastern Foothills tend toward more true obedience to the empire. Many locals still despise the empire telling them what to do, but the constant merchant transports, military caravans, and various advancements the empire has provided have more than won over the majority.

Before the empire's arrival, this region depended entirely on a combination of fishing and fur-trade. While these are still essential to their economy, dependence on the empire has lessened the profitability of such professions.

Leaders

Remnants: The varied factions of the Remnants have remained "varied factions" because they rarely unify under any form of leadership, including among their own people. Instead, each village or tribe tends to follow the guidance of their own war leaders and decisions of their tribal elders. Only in times of danger to multiple villages do they tend to gather together, choosing a war leader to speak for the unified villages' hunting parties. More often than not, hunting or war heroes of the Remnants are treated as a form of nobility or leadership, at least when outside the purview of an elder.

Over time, city leaders may be announced or added to this document.

General Periphery: As the people still living both geographically and culturally close to the Remnants, the majority of the people in the periphery struggle with the idea of a leader or ruler. On paper, the Periphery is under the sway of the empire, and thus all citizens are led by the emperor, their provincial representatives, and the city by city managers. However, the villages of the Periphery tend to put more credence in the decisions of their elders, at least when not being watched by the eyes and ears of the empire. This reliance on traditional leadership is one of the few reasons the Remnants are usually willing to interact civilly with the other parts of the Periphery.

Specific city elders or empire representatives may be announced or added to this document.

Foothills: In years past, the foothills relied on elders for both legal and societal guidance. This tradition has all but died out with the recent influence of the empire, leading to the elders taking more of a "local advisor" role for the empire's troops stationed nearby. The empire is under no

requirement to take their advice, but for the sake of maintaining calm, they often do to some degree.

At this time, the empire maintains a military captain within each major city, both to lead the city's people and to control the military forces stationed there. In addition, provincial non-military leaders have been assigned to sections of the foothills, often referred to as provincial governors.

Allies and Adversaries

Remnants

- Allies
 - No known allies outside their own people.
- Neutral
 - Periphery residents and others who seem to either not take sides or who support the Remnants.
- Enemies
 - All "outsiders", which tends to focus on the empire and any other encroaching civilization.

General Periphery

- Allies
 - None. The Periphery tries to keep itself neutral and allying with anyone would jeopardize that.
- Neutral
 - Essentially anyone that does not pose an immediate threat receives the benefit of the doubt from the Periphery. This has led to both empire and Remnant forces passing through the same towns--and fighting outside them--while the residents sit by, staying neutral.
- Enemies
 - The idea of having an "enemy" group that isn't overly specific is not normal for the Periphery. They may announce they're at war with bandits, or raiders, or a specific monster tribe, but they do not generally take sides against a people.

Foothills

- Allies
 - The empire. The foothills have closely aligned themselves with the empire to encourage further investment in roads and other aspects of trade.
- Neutral
 - Periphery residents and others who seem to either not take sides or who support the Remnants.
- Enemies
 - The Remnants, or anyone else the empire declares as an enemy of the state.

Laws

Remnants: The Remnants pride themselves on minimal laws or control over their people. There are many traditions, but nothing quite so well-defined as “laws”.

A few of the Remnant traditions that are fairly universal, regardless of village:

- Acting against the direct order of the village elder will result in the entire village turning on you. The penalty is generally death.
- Taking food or water from another member of the village or someone designated as a friend by the elders, such that the victim suffers harm. The penalty varies from a public beating to death, based on the harm caused.
- Aiding the enemies of the Remnants. The penalty varies from banishment, to public beating, to death.
- Breaching the hospitality of a hearth after inviting someone in. The penalty is normally banishment or death.
- Abandoning the “old ways” in favor of a new way. The penalty varies from disgust from fellow Remnants, to public beatings, to banishment. In the most severe cases, this can be viewed as aiding an enemy.

General Periphery: The majority of the Periphery tends to ride the wave of whatever the populace seems to want, while maintaining a certain subset of laws taken both from their history and from the empire.

Officially, as part of the empire, all residents are bound by the empire’s laws, though this is normally only enforced by the empire itself, not by local villages. The only constant in this region is that any law that both the locals and the empire see as important will likely be enforced, though usually with a tilt toward traditional views on the topic.

Empire laws most likely to be enforced by empire troops:

- Theft: Taking of anything owned by a citizen without their consent.
- Assault: Causing harm to a citizen or their property.
- Murder: The taking of a citizen’s life, even if the victim can be restored.
- Interfering with the empire’s goals and/or roads.
- Impersonating an empire official.
- Conspiring to overthrow the empire.
- Necromancy: The use of any form of chaos magic, whether to harm others or to animate or control the dead.

Regional/traditional laws most likely to be enforced by local leaders:

- Theft: Taking of anything owned by another, within the town itself, or under the hearth of a home that is part of the town.
- Assault: Causing significant harm to another person. This includes breaching the trust of hospitality at the hearth.
- Murder: The taking of a sentient being’s life, even if the victim can be restored.
- Necromancy: The use of chaos magic to animate or control the dead.

Foothills: The foothills officially adhere to the entirety of the empire’s laws, without question. Unofficially, they tend to be a bit loose about enforcing them when the empire’s troops are not around. If left to their own, the foothills’ laws are similar to the general Periphery, though in towns closest to the empire’s roads, the laws will be far more stringently enforced.

****Customs and Holidays

Remnants
General Periphery
Foothills

Racial Influences

Remnants

- Biata, Dwarves, Elves (any), Humans, Half-Ogres, Half-Orcs, and Wylderkin
 - These races make up the vast majority of the Remnant population and are least likely to seem out of place in the populace of any given village.
- Oathsworn and Selunari
 - While the Oathsworn would likely fit right into the Remnants, they are not abundant by any stretch. As such, they are viewed as outsiders who need to prove themselves a bit more than someone who seems to “fit”. Those who do live among the Remnants are often those who have come to the region for a reason, or who were adopted by a local village.
 - Selunari are another unknown to the Remnants. They certainly can and do exist there, but aren’t common enough for the locals to really know what to make of them. While those who live in the Remnants have likely proven themselves, they are likely still viewed with suspicion by the locals.
- Dryad, Hobling, and Sylvanborn
 - Though not strangers to the region, these three races are often viewed by the locals as “soft” and thus are treated no differently than those they consider outsiders. It is

difficult, if not impossible, for them to prove themselves as locals to more than individuals.

- “Outsiders”
 - Anyone not from the Remnants, or who is seen as “soft” is considered an outsider by the locals. This category encompasses any number of societies, races, cultures, etc, but essentially is the way the Remnants refer to those they see as easily preyed upon. There is no social stigma against using force or threats of such against an outsider.

General Periphery

- Dwarves, Elves (any), Humans, Oathsworn, Wylderkin
 - These races are the predominant “original” races of the region, before the empire’s arrival. They are the most numerous and familiar. They tend to make up most of the older families in villages, but not exclusively.
- All other races
 - With the empire’s arrival, all races have migrated through in vast numbers. This has led to a melting-pot mentality that resists discounting any race as being an outcast or inferior. They’re simply new arrivals.
- Remnants
 - Though not a race, the Remnants are a sore spot for the rest of the Periphery. The Remnants have long threatened to drag the Periphery into a war with the empire, though for the time being, there has been little more than hostility and angry words. In general, the Periphery views the Remnants as somewhat of a powderkeg, and watches them carefully.

Foothills

- Dwarves, Hobblings, Humans, Half-Orcs, and Half-Ogres
 - These races are the original dominant inhabitants of the foothills on the eastern edge of the Periphery. Most villages and even some of the empire patrol groups will be made up largely of these races as a result. They will tend to have slightly more influence in the region, due to their families being around longer.
- Selunari and Sylvanborn
 - The traveling nature of these people has caused most in the foothills to believe that any and all selunari or sylvanborn are simply passing through. It is genuinely difficult for some residents to believe that either of these people are staying for more than a day or two. This can cause odd friction when a selunari or sylvanborn intends to set

up residence or shop, only to be told not to due to their impending departure.

- All other races
 - The foothills’ residents tend to see travelers--especially those from the empire--in a favorable light, as they bring new ideas and new items for sale. The craving for new “things” has led to some viewing the foothills’ people as somewhat greedy, but they’re more like a kid in a candy store when it comes to things they haven’t seen before.
- Remnants
 - There is not one ounce of love wasted on the Remnants, who the foothills people see as backwards savages. While the foothills leapt in with both feet supporting the empire and new advancements, the Remnants stagnated. The foothillers see this as proof of the Remnants being ignorant and barbaric. Few from the foothills would hesitate to get the empire involved if they even thought that a Remnant was in their town.