

# Nations

## Bas-Lag

Capitol: New Crobuzon

Politics: New Crobuzon and outlying regions are policed by The Militia. A secret-police organisation similar to the KGB. Anyone can be a member of the Militia - the only way to tell is if they suddenly pull hoods over their heads and make an arrest. Suspects, as well as criminals have a tendency to disappear. All legal proceedings are secret. After the Construct Wars, however - the Militia come out in the open, and wear uniforms much like regular police. However - they double as both police and the military.

Inhabitants: All races

Book Reference: All three books.

Map: <http://www.curufea.com/images/BasLag.jpg> By Kay Johnston

## High Cromlech

Capitol: Unknown

Politics: Necrocrasy (rule by the dead)

Inhabitants: Undead, Humans and Vampires

Book Reference: The Scar

## Armada

Capitol: Armada - a floating city of captured ships

Politics: Council of pirate kings

Inhabitants: Pirates and kidnapes and their descendants

Book Reference: The Scar (most of the book concerns Armada)

Map: <http://www.curufea.com/images/Armada.jpg> By Kay Johnston

## Tesh

Capitol: Unknown

Politics: Tribal

Inhabitants: Tribal

Book Reference: Iron Council (at war with Bas-Lag)

## Grindylow

Capitol: Unknown

Politics: Thaumocracy (rule by magic)

Inhabitants: Grindylow

Book Reference: The Scar

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Last update: **2009/04/01 14:30**

