

The Treasure Valley

As of 2063 within the DragonScape.

This is something far more experimental in the DragonScape, talking about smaller regions in more depth as I feel it gives more intimacy to lands once controlled by humanity and now dominated by dragons. I feel a good place to start is the region I call home, this is an overview of what became of the people living in the Treasure Valley in Southern Idaho. The ruins of Boise and the surrounding region has remained the home of the once human drekir who have since thinned in numbers due to a mix of sivilão incursions, infighting, and general lack of resources. But by 2063 the region has stabilized somewhat, though fights do break out between select groups.

General Information:

Drekir Population: 400,000 roughly speaking. This population is concentrated in the Boise-Nampa Metropolitan area with well over 90% of the population living in the ruins of the urban sprawl. Roughly 20,000-30,000 live in the villages outside of the urban region as well as within small groups of survivors scattered within the urban environment and the stretches of wilderness.

Breeds: DrekirPura are the most common breed here, DrekirFijal do often travel south into this region however and there is a notable presence of DrekirHimi. DrekirErlen can also be found on occasion due to the limited presence of humanity.

Sivilão Presence: The Northeastern stretch of this region holds the borders of the a sivilão kingdom called *Tūrs Vi (Tee-urs-Vee)* (Meaning Sage Whispers) They have been known to launch expeditions and small-scale incursions into the region to kidnap drekir and take them back home as caste workers.

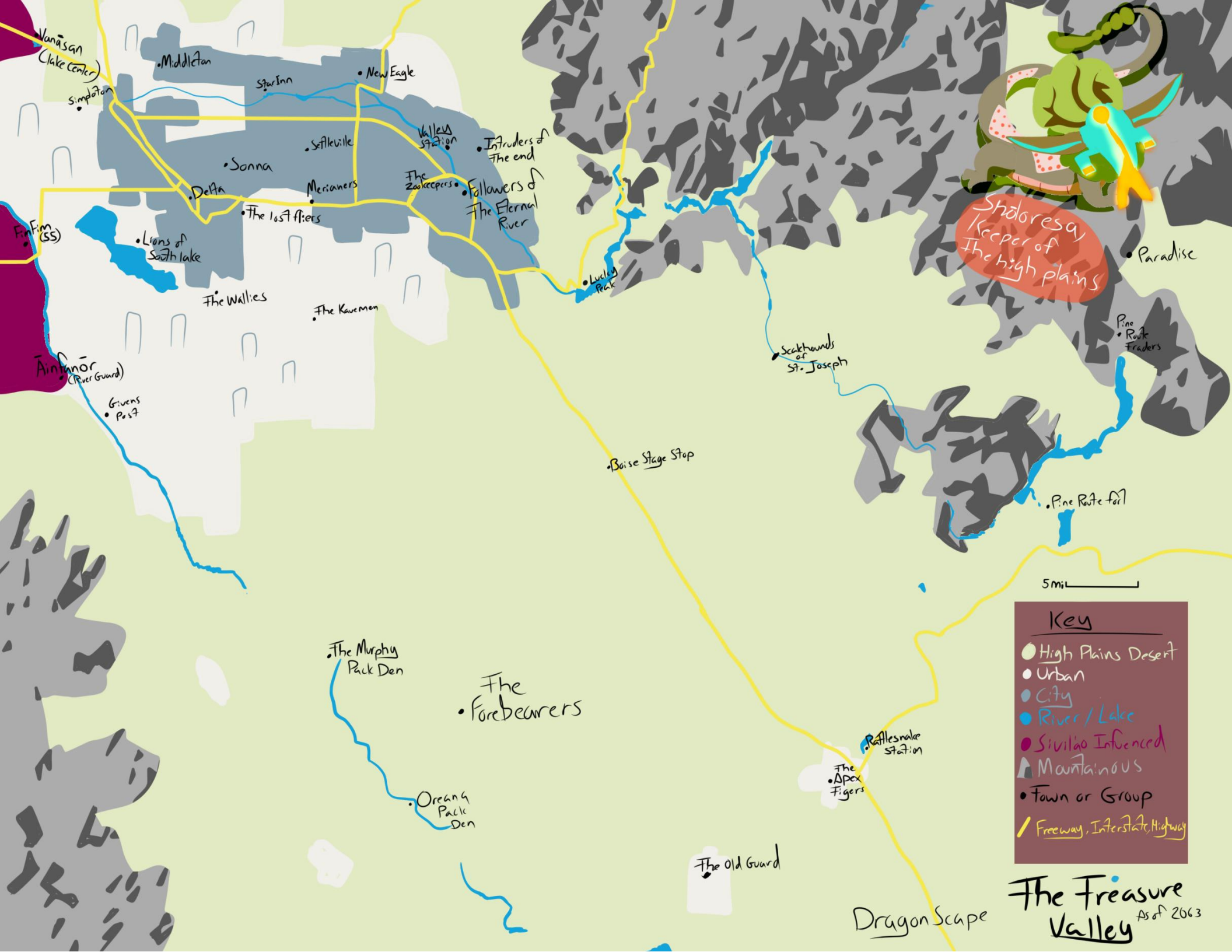
Human Presence: Various human groups have been beginning to launch explorational groups into the region in an attempt to set up semi-permanent research stations. Hawaii, Australia, and Japan are known for attempting these scouting, and settlement operations.

Voicelakes: There are no Voicelakes in this region

Balār: There is one Bal in the region known as *Shōloresa, Keeper of the High Plains*. Whom will be discussed at the end of this entry

Currency: Barter is the general form of trade in this region, though some drekir are known to trade with pre-pulse coinage.

Languages present: English is the most common, followed by Spanish and Sivilão as the dominant languages.



Vanasan
(Lake Center)

Middletan

New Eagle

Spar Inn

Seftleville

Sonna

Delta

Merianers

The Zookeepers

Followers of
The Eternal
River

Intruders of
The end

Valley
Station

The last fliers

Lions of
South lake

The Wallies

The Kavenen

Lucas
Peak

Scrublands
of
St. Joseph

Boise Stage Stop

Pine Route forl

The Murphy
Pack Den

The
Forebearers

Oregon
Pack
Den

The old Guard

The
Apex
Figers

Rattlesnake
Station

Shaloresa,
Keeper of
the high plains

Paradise

Pine
Route
Traders

5mi

Key

- High Plains Desert
- Urban
- City
- River / Lake
- Sivilao Influenced
- Mountainous
- Town or Group
- Freeway, Interstate, Highway

The Treasure
Valley
As of 2063

Dragon Scope

Technology: Scrap and Repurposed, Decent Magic, Limited VerdaStal, Little Industry, Limited Electricity and Little Running Water.

Technology in the Treasure Valley is varies but is generally limited. Motorized vehicles are nonexistent and running water/ electricity are hard to come by. Generally, most towns only have a very finite amount of electricity and need to use it more for utilities such as lighting in the nighttime and to power the most beneficial devices, such as repaired or recovered communication devices like short wave radios.

Most things built by drekir here tend to be made of repurposed materials, animal drawn wagons built from hollow car chassis, old buildings and unusable vehicles repaired and turned into living spaces, storage and granaries, or other sorts of important town buildings. On this same note, tools are often built of repurposed materials, such as using an old steel sign to make several utility knives, or woodcutting axes and picks built of steel spikes and/or a sharpened chunk of metal bumper. These tools will still have the form of the intended tool. Hoes and plows look like hoes and plows, hatchets and knives look like hatchets and knives, etc.

On a similar note, weapons and armor that drekir will make to protect their towns and themselves are similarly often makeshift and built of repurposed materials. Often armor is little more than road signs strapped onto oneself, bows and crossbows made of PVC pipe as often as wood. Makeshift swords and spears are often ground out of scrap metal and bound to handles or shafts and of the guns that do exist, the majority are clunky zip guns with very makeshift homemade ammunition and black powder. Think junkyard warriors as a theme here.

There is very limited of human technology due to the presence of a human settlement (Valley Station) in the region those this can be considered relatively negligible due to the notably limited trade between humans and drekir in the region, though some human technology will surely get around over time thanks to raiders stealing it from humans.

Magic is decently well known in the region, with some groups being well known for employing magic for both utility as well as fighting. groups such as The Followers of the Eternal River, The Lost Fliers, The Forebearers, and The Scalehounds of St. Joseph having quite adept dragon mages, also there are many more independent magic users of varying strengths scattered throughout the region.

VerdaStal is often taken from fallen sivilão invaders and resmithed into more suitable weapons and armor by local drekir, however no one really understands how to make fresh VerdaStal themselves. As such VerdaStal weaponry and armor is rare, but highly sought after due to its incredible properties.

Towns and Groups

Rattlesnake Station: Rattlesnake Station is a town that is built around the shores of Mountain Home reservoir by many of the once-residents of Mountain Home. It is heavily built around it's agriculture, with many of the town's residents focused around farming Wheat, Potatoes, Corn, Barley, and Apples. They also raise Dracows, Cockatrices, and Wool wyrms for meat, feathers and wool. They have been able to use their surplus resources to establish decent trade deals with many of the groups near and around the Boise Ruins, particularly with the Pine Route Traders, Boise Stage Stop, Lucky Peak, and even as far North as the Merianers. This has allowed them to keep a decently high quality of life and to gradually expand their settlement to surround the whole of the Mountain Home Reservoir.

Often Rattlesnake Station traders wind up in conflict against the gang in Mountain Home's ruins known as The Apex Tigers, who tend to attack and try to rob trader caravans. Often the traders will instead try to cut through the wild plains to the north to sneak past the town and reach the reliable route along Interstate 84.

Most of the inhabitants of Rattlesnake station hold onto their older identity as Americans and grabbing onto their old identities. The towns notable structures are an improvised Senate room, in which a governing senate tries to manage the town, as well as a Church, a small Schoolhouse, Granary, Town Scrap-smith, a merchant center to organize trade caravans, and an Inn for travelers to spend the night in.

The Apex Tigers: These guys are a type of tribal culture that has grown in Mountain Home's ruins, they survive by farming the various town parks scattered throughout the town as well as robbing travelers (usually from Rattlesnake Station) and by attacking and raiding an ex-military group known as The Old Guard. Finally, they will on occasion send raiders further north to attack the wealthy Boise Stage Stop. As such they tend to be maligned by almost everyone who has contacted them.

The Apex Tigers are split into four smaller gangs scattered throughout the town, *The Cubs* who are mostly younger drekir who have settled in the Junior High and Senior High schools, the *Downtowners* who have set up in downtown (of course). There is also *The Auto Ranchers* who live around the western side, and finally *The Legacy Drakes* Who have settled Legacy Park. These four gangs will often fight eachother for territorial, disagreement or resource related reasons. Due to this constant state of small scale, tribal warfare many travelers have been warned to steer clear of the town.

Most of the Apex Tiger Gangsters or Tribals (interchangeable terms in this case) tend to be more religiously influenced, with *The Legacy Drakes* being notable Revelionists religiously and *The Cubs* Being heavily Formist in their belief system. The *Downtowners* and *Auto Ranchers* aren't unified by any single religion. Governmentally these tribes tend to be lead by an individual, how the single leader is determined varies, with the *Auto Ranchers* preferring a test

of combat as the go to way of deciding a leader, The *Downtowners* electing the oldest drek as a leader, with *The Legacy* and *Cubs* putting it down to a vote.

The Old Guard: The old guard is a town built out of the Mountain Home Air Force Base and consists mostly of ex- Air Force Drekir who have been working to repair and turn the military base into a permanent home. While the dozens of jets, and other military equipment has long fallen into disrepair The Old Guard has been able to repurpose many of these materials to fortify the base walls, repair and maintain some of the weaponry on the base, as well as create new ones and repair many of the old buildings.

The Old Guard has been trying to retake Mountain Home to both further their resources and civilize the Apex Tiger Tribes whom they consider dangerous but can be re-civilized if given the chance. As such a lot of the Old Guard's efforts are both in trying to retake territory in Mountain Home from the Apex Tigers as well as to try and reach out to the Drekir settled in Rattlesnake Station. So far they have failed to make much progress however and are stalemated against the Apex Tigers. Turns out the four groups are more than happy to team up to beat the Old Guard back to the military base and have even on occasion assaulted the base.

The Old Guard govern themselves via a military style management (highest surviving rank on the air force base is a Captain) Every drek who is living in the base and isn't working on farming food, hunting in the surrounding desert, or doing any other types of necessary work are drafted to work military duty. While military culture dominates the Old Guard also try to stress traditional American customs and religion. Some important structures involve the old Commissary, repurposed into a general town center and hall, as well as the Rebuilt and somewhat functional school and the old airfields that have now been improvised into a testing range for weaponry.

Pine Route Fort: Part of a local cult known as the *Dragons of Paradise*, the Pine Route Fort is primarily a defensive structure to serve as a way to both protect from bandit attacks and to manage the influx of new believers (which are few and far between) and potential traders (often Rattlesnake Station traders). As such, they only have a minimum of agriculture and infrastructure in the town which is mostly inhabited by volunteer fighters. The fort is mostly supplied by the Pine Route Traders further northward in the mountains.

The Fort has a few important structures, It is a circular fort surrounded by a wall mostly built of stone and cement bricks. Barracks are also inside the walls, built from scratch of local lumber and timber as well as an Armory which houses mostly scrap built crossbows, spears and swords. Lastly there is a tower that sticks up from the center of town, both to serve as a home for the managing "Bishop of Paradise" as well as to allow inhabitants to look out towards the mountain, towards the Bal *Shōloresa*.

The fort culturally is centered around the worship of *Shōloresa*, often dedicating Tuesday and Thursday to religious ceremonies involving group circular dances, drinks and festivities that end with a purging of everything drank and ate. These ceremonies last

throughout the evening. Additionally, they keep a stockpile of beer, wine, and tobacco specifically for this ceremony.

Pine Route Traders: This town is essentially a merchant's guild that manages the export of vices and the import of arguably more important things such as varied foods, tools, and building materials. Additionally, the Pine Route Trading town is also far more involved in agriculture and the production of food and alcohol to send back up North to *Paradise*. Finally, it also serves as an important pass into the main town of *The Dragons of Paradise*, known simply as *Paradise*.

In addition to run of the mill farming and trading, the Pine Route Traders are also skilled fishers, taking to the Anderson Ranch Reservoir to catch many different species of fish. Generally, the farming and fishing here are done by those who are in need of punishment, often just simply labeled as "Sad Feet", these drekir work much like indentured servants, working off some sort of crime or sin through hard labor on the lake or the farm. In spite of the long days of work however these "sad feet" seem convinced to work off their supposed sins rather than take the opportunity to flee into the wild.

The Pine Route Trader's town is complete with defensive walls as well as group housing for the town's inhabitants, as well as a granary and a office to manage merchants and commerce with Western towns. Finally, this town also has a tall tower in the center of town to observe the Bal *Shōloresa* and houses the town Bishop of Paradise. The religious ceremonies aren't nearly as involved as other towns belonging to *The Dragons of Paradise* due to the need of work and quotas to be met. However on Thursdays, they engage in a similar religious ceremony as seen in the Pine Route Fort, Dancing, drinking and partying all evening before purging alcohol from the system at the end of it. Often the use of the magical hive minding tobacco is employed to make sure everyone is coming along for the party.

Paradise: Something akin to a Capital to *the Dragons of Paradise* and holding most of the cult's population at around 500 drekir. The drekir here are solely tasked with the worship of *Shōloresa*, whom seems to enjoy their worship for some reason unknown to *The Dragons of Paradise* and will gift them with knowledge and magical foods. This allows *The Dragons of Paradise* to continue their worship of *Shōloresa* up to six days out of the week.

The Ceremonies here happen on every day except Wednesday. It always involves a morning of organized warmup stretching, followed by drinking and the smoking of tobacco to force everyone into the same hivemind. Throughout the afternoon the collective worship will consist of a continuous circular dance around a central tower and shrine dedicated to the bal. The effects of the magical tobacco will wear off at sundown in which the ceremony concludes with a long party with drinking, feasting, and general celebration. It's this ritual that seems to appease *Shōloresa* and the reason he keeps providing gifts, *The Dragons of Paradise* also believe this keeps *Shōloresa* from losing his patience and wreaking havoc to the region. To

make sure no one dies from exhaustion or substance abuse drekir are cycled from Paradise to the outer towns, often by volunteers who are generally volunteering out of genuine exhaustion.

Paradise is a very simple town, having only a central tower and shrine dedicated to the Bal as well as a collective housing building and a vast hand-built kitchen with dedicated “Priests of Cuisine” who spend every day cooking up as great a feast as possible. These practices are pretty isolated from the rest of the region and as such, not many other drekir actually know this ceremony goes on.

Oreana Pack Den: The Oreana Pack is one of two large groups of feral drekir known to the Treasure Valley, these are drekir that have slowly lost their humanity over the past decade and a half, relying on natural instincts and as such going feral. The pack is known to organize itself more like a hyena clan with females often having higher priority over males in the pack. They often subsist hunting like wild animals within the Snake River Birds of Prey National Park.

They often get in territorial disputes with a northern pack of feral drekir referred to as the *Murphy Pack* which results in constant fights between the two groups of feral drekir. Their diet consists almost entirely on local dragon rodents such as prairie skinks, squirrel drakes, and marmots in addition to true reptiles such as giant rattlesnakes.

The pack is a serious problem to the local village belonging to *The Forebearers* who have to deal with constant feral predation on their local livestock in addition to ferals attacking and injuring drekir villagers. As such they are frequently hunted

Murphy Pack Den: Similar to the Oreana pack and just as feral and wild, the Murphy pack is known to have a different, more wolf like organization system and frequently gets in territorial dogfights with the Oreana pack, they tend to subsist on the same sorta prey as the Oreana pack and get into similar problems with *The Forebearers*.

The Forebearers: The Forebearers are a group of drekir survivors located in the heavily rural and isolated Snake River Birds of Prey National Park. This was once a hidden compound of a radical US separatist group, of which still lives in the compound. These drekir see themselves as the inheritors of a new country, this runs into a problem due to the fact that this small compound is only home to a little over 200 drekir however this doesn't seem to be a problem for them.

The Forebearers are only known of in a vague sense by other towns in the region, with the Old Guard and the drekir at Boise Stage Stop being vaguely aware of the Forebearers existent only as “some very rural town.” The Forebearers tend to not have any type of trade or commerce with anyone else both due to how isolated they are as well as the perceptions of outsiders as interlopers.

Most interactions with the outside world comes in the form of conflicts against the two local feral packs of drekir, the *Murphy* and *Oreana pack*, which they hunt and kill to keep their small numbers of dracows and wool wyrms safe. They have also captures some of these drekir

to find ways to “humanize” them through what they consider to be a proper education and an instilment of their own ideology and values through religion and political teachings. So far this hasn’t worked too well.

Boise Stage Stop: A restored truck stop and gas station that sits between Mountain Home and Boise, the Boise Stage Stop has turned into a wealthy inn or hotel, utilizing its old housing for truckers and reserving it for new travelers who take to the I84 via foot, donkey, bikes and wagons. Over the years the permanent population here has swelled thanks to a need for more professional cooks, cleaners, management and other trades of work needed to maintain the bustling midway inn.

The inn is complete with a refurbished indoor restaurant, A general store and trading center to barter and trade for general commodities, and two housing stations with the abandoned cars and semi-trucks refurbished into small rooms and beds and the much higher quality (and pricier) “Trucker’s Spot” hotel like rooms, which are complete with a couple showers. The most common customers come from *Rattlesnake Station*, *Lucky Peak*, and from the town of *The Scalehounds of St. Joseph*. As well as a large variety of drekir from the Boise-Nampa urban sprawl, often unaffiliated with any of the groups and factions in the city ruins. Due to the good supply of supplies for sale here it has additionally just become a decent place to stop and pick up supplies for your town.

Most of the permanent residents are unofficial employees of the hotel town, working as chefs, janitors, managers, clerks, builders, and other necessary vocations to keep the place running, tidy and not collapsing. Due to their placement on the I84 however it is expected to occasionally see wandering bandits, thieves and other types of criminal types target the Boise Stage Stop for potential profit. As such the town has a fresh wall built around it in addition to a modest posting of guards to keep the law and preserve the peace.

Scalehounds of St. Joseph: A local variation of DragonScape Mormonism, the Scalehounds of St. Joseph follow many traditions and practices typical of followers from the Church of Latter-Day Saints. They specifically have concluded their drekification, The Pulse, and the consequent DragonScape are all believed to be part of Jesus’s efforts to cleanse humanity of sin. This cleansing of sin has reverted the body to something more primal and freer of sin to help insure the people of this mortal life are to ascend into heaven upon death to live in heaven eternally. They have additionally concluded the Raddir in the Sky are Gods way of watching down upon them.

The town is really rural and mostly agricultural, getting most of its tools and supplies by trading with at *The Boise Stage Stop*. The only really notable structure is the Church at the center of town that leads the residents through worship. There are few problems with issues of bandits due to their seclusion and generally most of the residents get along with each other well enough.

Most outwards perceptions lean slightly on the annoyed side, as the Scalehounds presence at *The Boise Stage Stop* tends to be mixed with some aggressive missionaries who are known to pester residents to convert to Mormonism. But overall most people who have contacted these Mormons feel as they are relatively harmless and little more than a bit annoying.

Lucky Peak: A settlement built on top of and around the Lucky Peak dam, lucky peak is a larger town that is home to somewhere near 1500 drekir whom have settled the land and farm the surrounding territory. The dam is mostly left alone for fear of inducing a failure and flooding the entire region. However, it is common for drekir to fish. They often use there fishing economy to barter with the groups in the nearby Boise ruins and southwards towards *The Boise Stop*.

The residents of Lucky Peak have on occasion run into issues with the two cults close to the North, *Followers of the Eternal River* and the *Intruders of the End*. Often providing shelter to *Followers of the Eternal River* who are caught out alone and fleeing from fighters within *The Intruders of the End* and getting into conflict with them for that reason. However this generally doesn't get too much in the way of a generally peaceful environment.

Most of the villagers here either work as fishers, farmers, or hunters along with some basic infrastructure workers. The town governs itself via city council, these council members are voted in via direct democracy. The town is also home to a cultural revival of Basque culture in the region, becoming the de facto center of Basque Culture in the region. Spanish is a very common language at Lucky Peak and is often spoken in tandem with English.

Followers of the Eternal River: The Followers of the Eternal River are a small cult that has settled the campus of Boise State University, repurposing many of the buildings and surrounding parks into farmable and survivable land. They additionally believe in embracing their draconic form and body seeking to learn to live with and be comfortable within it.

They believe all magic comes from the Raddir in the sky (whom they refer to as the great river fish) and that magic flows down from the night sky in a manner similar to a river before flowing into the land, providing magic for all. Because of this they view their current form and the magic and mana that exists in the land as a sort of divine gift that must be spread to as many people as possible. They are happy to teach and tell people of the incredible properties of mana and how it can be used in incredible magic and often teach students otherwise not related to the Followers of the Eternal River. Additionally, it is common for other groups of drekir to buy magical items from them, from mana to infused items.

Despite their embrace of the draconic way of life they are still quite cautious of the larger sivilão caste dragons, whom occasionally do launch expeditions and campaigns westward, due to the hostility of the larger dragons. However overall, they try to be as peaceful and accepting of others as possible. They are in a large conflict with the much larger cult known

as the *Intruders of the End*, whom have been taking territory closer and closer to the BSU campus.

Intruders of the End: The Intruders of the End are another cult in the main cluster of Boise Ruins, they are a coalition of drekir from various traditionally human faiths (Christianity, Judaism, and Islam primarily). They believe in end times are upon them in the form of revelations, despite religious differences they all believe that demons have risen up from the depths of hell, corrupting the souls of those left behind from a planet corrupted in evil.

Believing that they were left behind in rapture and thus, turned to demons themselves has left them highly religious in a blended mix of all their religious beliefs. Additionally, they believe in preserving the ruins of the US as best they can, keeping the Lincoln statue outside of the Idaho capitol building as tidy as possible. They live in the Idaho capitol building and spend their days in a variety of manners spread between managing several small gardens, hunting, scavenging, and praying for god's forgiveness so that they can ascend to heaven and flee a destroyed Earth.

Due to a conflict of religious beliefs, the Intruders of the End often attack members of the *Followers of the Eternal River*, who's use of magic and embracing of the draconic form the Intruders of the End find abhorrent. Due to the much larger size of the Intruders of the End, they have been able to push very close to BSU on multiple occasions before being forced back by magical bombardment. This small-scale war has been declared a "Crusade of Redemption" by the Intruders of the End.

The Zookeepers: The Zookeepers are a neutral group of drekir who are simply trying to help keep the animals of the Boise City Zoo as alive and well as possible, often at their own sacrifices. Most of them were once workers at the zoo prior to the pulse and, seeing these animals as in need built a small fortress around the zoo that now doubles as their own home as well.

Due to the conflict between the *Followers of the Eternal River* and the *Invaders of the End* frequently resulting in fights very close to their home, as well as attempted assaults by the much more aggressive *Invaders of the End*. The Zookeepers have in turn armed themselves by learning magic from the *Followers of the Eternal River* (and in turn helping them protect BSU) as well as arming themselves with what they can scavenge and create with what's available in the city ruins.

Due to their preservation efforts of the animals in the zoo they are known for being great trade partners, willing to pay a high price for the food that is necessary for the survival of the animals. They also have opened the zoo to the public (after thoroughly searching them for weapons or anything that might harm the personnel or animals as another method of keeping resources coming in to care for both the zookeepers and the animals.

Valley Station: The only Human centric town in the whole region, Valley Station is a semi-permanent human settlement with the main involved nations being primarily Hawaii, Australia, Japan, and to a limited extent India. The town is mostly a station for refueling and as a staging location for expeditions that are to be launched further inland.

The population varies between prime travel times, but there is rarely more than 250 humans on site and rarely less than a skeleton crew of 20. There is no sustenance farming or hunting done by the personnel working on location. Rather the town is entirely supplied and sustained by supply shipments from colonies closer to the coasts.

Due to the notable lack of extreme magical anomalies in the Treasure Valley (outside of the Bal presence), human scientists who explore the Boise ruins are usually less interested in magical research and more interested in the cultures that have grown out of the ruins as well as drek biology. Often sending out researchers and operatives to interview local drekir about what they believe and things such as daily life in the Treasure Valley as well as other biology or anthropology involved ventures. This has led to some issues related to nonhazardous contact with groups like the *Followers of the Eternal River* and other groups that use a lot of magic in their daily lives.

Merianers: This is a town built up out the Roaring Springs water park and the city block to the south, mostly by survivors from Meridian, the town of the Merianers is a notable trade hub in the area. While the park and the surrounding land severely lacks farmable land they are able to make up for it by selling the plastic, metal, and concrete from the park, nearby Walmart and Lowes to trade and barter for enough food to survive.

The only area they have to farm is the Bear Creek park to the south, which they protect aggressively, being the only town in the Boise urban sprawl to boast a semi-permanent military. In reality, this is a lie as they rely on a militia-based system to protect their town. What isn't a lie are the thick walls they have built up on the city block South of Roaring Springs to protect their land, made up of hundreds of cars.

They tend to be perceived as heavily militaristic by surrounding drekir, often pointing to their walls as the signs of a settlement fallen into paranoia rather than one open to commerce, but they can't complain with the supplies the Merianers have on offer. The Merianers govern themselves by a single ruler akin to a monarchy who is just colloquially called "The Boss". Despite lukewarm perceptions of the Merianers, the amount of tools and supplies they have cannot be argued with and they remain an important trading post and town for travelers and merchants alike.

Settleville: True to its name, Settleville is a town that was built in Settlers Park and is also comprised mostly of once meridian detectives and has come to expand to some of the suburban neighborhoods. It is primarily an agricultural town that sells its excess crops to the Merianers, New Eagle and as far North as Star Inn. They farm the various yards and the park field for common crops, mostly corn, wheat and potatoes.

The town is thankfully situated in such a way that there are few threats to it, which is great for most the of the year, but the town is notorious for it's tendency to be abandoned at the nearest sign of trouble due to the towns lack of walls or other forms of effective defenses. Often nicknamed "Unsettleville" by the locals of other nearby towns. It's especially a big problem when the sivilão from the West come barreling through looking for drekir to abduct and return to the proper caste.

Often the villagers of Settleville usually flee south or north, either into the suburb ruins that haven't been fully settled yet. Often invading the homes of other drekir who are living alone or just with their families or trying to persuade Sonna or the Merianers to open their town walls. In recent years there has been efforts to finally fortify the town but attempts are often ruined by Sonnan bandits or sivilão attacks.

Sonna: A settlement that has sprouted around the fertile yards of the suburbs around Purdam Gulch Drain that is known to be something akin to a bandit fortress, a heavily walled off town that scratches out a living from raiding the surrounding survivors in addition to farming the ruined yards and fields within there walls.

Sonna fighters and raiders frequently target some of the easier targets in the region, such as Settleville as well as some of the lone families and smaller groups scattered throughout the suburbs. The Merianers and Delta are more than capable enough to beat back attempted assaults but that doesn't stop Sonna raiders from robbing and taking drekir who wander out of the cities. Usually Sonna will simply rob caravans, traders, and anyone who might be holding something useful. However, if the sivilão are heading through they might try to trade kidnapped drekir to the sivilão in exchange for VerdaStal.

The residents of Sonna justify their behavior under a "Do what you need to do" mentality, the Sonnans are nonetheless much maligned by surrounding groups, but in spite of several attempts to chase them out of the region, Sonna has (at least as of 2063) been able to stick around.

Delta: Called Delta due to it being a haven of civilization surrounded by what the Deltas believe are “savages” Delta takes up the entire area of space caged off by the 184 and Caldwell Boulevard. They use the Indian Creek to farm a small amount of food with little to no surplus.

Due to the presence of the *Sonna* bandits to the North and the *Lions of South Lake* to the south it is difficult for the residents of Delta to leave their walled city safely without some form of attack from either party. This has led to a heavily isolationist culture as the Delta drekir have deemed the rest of the world to of become overly savage, through this they have tried to embrace the arts and human culture. The expeditions they send out of their town are often heavily armed and meant to recover not only supplies but also whatever remnants of literature, art and culture. This often means heavily armed groups traveling far eastward to raid the Boise Libraries, Art Galleries and Museums with the nearest and most commonly searched target being the College of Western Idaho Library.

This focus on heavy isolation, with the rare exception of traveling east for supplies and human culture has resulted in a lot of drekir considering them some sort of extreme cult in the same vein of the *Lions of South Lake*. It doesn't help that they often try to avoid contact with anyone who is not from Delta. The only exception to this rule of isolation and non-contact is with *The Lost Fliers*, whom they find to be a strange, but final bastion of civility in Idaho.

The Lost Fliers: The lost fliers are a cult that has formed out from the survivors who were in the Boise Airport at the time of the pulse. Due to the nature of the airport there is a sizeable population of DrekirHimi whom had either woken up in or flown to the airport on their own. This has resulted in a 50/50 split between the wyvern DrekirHimi and the more common DrekirPura and even less common DrekirFijal.

This cult centers around the worship and idolization of the DrekirHimi as angels by the DrekirPura and Fijal. As such out of the roughly 400 drekir living in the airport there is a clear hierarchy as the non-wyverns spend their time farming the air field for food, giving the DrekirHimi a larger cut of the food. The DrekirHimi spend their days praying to the Raddir, whom they refer to as “The Great Wyverns” for good fortune and good health. Between these two social classes, the DrekirHimi are known to practice and use magic which is forbidden to the lower, non-wyvern class.

This class-based culture has chased away many of the surrounding groups from making contact, such as the *Lions of South Lake*. However, they have found an unexpected ally with the drekir of *Delta*, who view their organization and general civility agreeable, even in spite of the worship of the Wyverns.

Lions of South Lake: The Lions of South Lake are another gang that lives in the Nampa ruins around Lake Lowell. Originating from the survivors at Lions park the Lions of South Lake have made a living for themselves by modest agriculture, hunting, and raiding the dozens of smaller groups of drekir who find themselves living in or walking through the Nampa ruins.

The Lions of South Lake have also become very religious over the years, they believe that the Raddir (Called the Skylights) demand tributes to keep the Lions in the Raddir's good graces. These tributes vary from season to season, with four tributes a year. These tributes often escalate as the year continues, with winter being a simple gift of food and the fall being an offering of someone's tail. This often means the Lions are a lot more content to kidnap drekir who are caught wandering the Nampa Ruins for such offerings.

It's a mix of their raiding and banditry as well as their kidnappings and offerings that has made them enemies of The Wallies, who have frequently attacked Lion scavenging or raiding parties. So far this has led into a small-scale war that echoes throughout the ruins of Nampa.

The Wallies: The Wallies are a group that used to live in the ruins of a Walmart supercenter before being chased eastward by the *Lions of South Lake*. Since then they have been living a hard life trying to struggle to resettle, due to this struggle they have been trying to prepare to retake the Walmart for over a year.

Due to this, the Wallies have turned to a more militaristic perspective, with nothing to really survive off of due to their inability to find good land they've become a wandering tribe of drekir, robbing out of need and scavenging things on the go. They have so far been unable to find a new permanent home and in the meantime have focused on building bigger and better weapons that are not only portable, but powerful. The Wallies are some of the best weapon makers in the whole Treasure Valley. Building things ranging from swords sharpened from bumpers and improvised clubs to effective firearms and even hand portable bombards out of old acetylene tanks. While the Wallies frequently take to banditry to survive they are also known to be willing to trade, only robbing as a last ditch. This often means you'd best buy one of their highly priced weapons, either way you're losing your money or commodities, the question is whether or not you get something in return.

With an ever-growing arsenal of improvised weaponry The Wallies have been migrating closer and closer to their old Walmart, using their arms advantage to take vengeance upon their aggressors.

The Kavemen: The Kavemen are a group of drekir who students at the Kuna high school were once were originally, taking on their old mascots name as an identifier. They are heavily isolationist, fortifying the school's campus into a makeshift fortress compound. This has allowed them to withstand attacks from other smaller survivor groups and even repel The Wallies on one occasion. They are able to survive by farming the available land on campus and scavenging the surrounding ruins.

The Kavemen are indeed heavily religious, concluding that the Raddir (referred to as the star snakes) are beings to be hidden from, when the star snakes come out in the night sky they believe anyone who is caught in their starlight is cursed, which is how they explain the frequent aggression of any and all outsiders. As such anyone who is out and about in a night in which the Raddir can be seen are shunned from the society, forced into the city ruins to survive on their own.

This attitude has led to a group of exiled kavemen that frequently wind up joining groups that have wanted to break into the Kaveman compound such as *The Wallies* or form much smaller groups of drekir who are bent on getting back into the Kaveman compound.

Given's Post: One of the only two villages of drekir within an arm's throw away from the Sivilão kingdom of *Tūrs Vi*, the reason they are able to stay so close to the kingdom's border towns without their village getting leveled and the inhabitants forcibly taken into the kingdom's fold is thanks to their worship and tributes to the sivilão.

When the sivilão first marched into the village to take the drekir and show them their proper caste the drekir of Given's post instead had prepared a series of tributes and abandoned the settlement. Having heard word of the sivilão from survivors of northern raids during a widespread invasion in the early days of the Post Pulse era, The tribute was food, and several drek eggs for the invaders to grab. Overtime this would become a seasonal occurrence, with the drekir of Given's Post giving gifts of food, wooden carvings and artwork depicting the majesty and power of the sivilão castes, and drek eggs. This has ended in a sort of "truce" between the sivilão and the drekir of Given's post. The sivilão ormer and driyalkir won't destroy the town and in return, they get drek eggs to raise in the proper sivilão way.

Due to the sivilão not being a threat the drekir of Given's Post have built up a religion around the Ormer, viewing them as heavenly spirits whom are asking for the tributes from the drekir to raise as gods own children to bring about a new age of god on Earth, even if the new children (and them) are not strange and lizard like, its gods way.

Āinfanōr (Yain-fahn-yor): Meaning Riverguard (or guard river if poorly translated), Āinfanōr is one a Bōrp, a border town belonging to the kingdom of Tūrs Vi. It functions as primarily an agricultural town, farming dragon fruits and lindir to feed its own villagers as well as to ship surplus back to the Ōfuth-Raddir. Additionally, it is one of the main gathering points for sivilão forces before they head into the Boise urban sprawl to try and find more drekir who have yet to see the superior sivilão way of life. Lastly true to their name they are an outpost to monitor activity on the border and watch for any potential dangers.

Āinfanōr's main interaction is their involvement with the drekir of Given's post, who seem to wish to trade drek eggs and supplies in return for their own freedom which is technically against the Prejag's divine rules. However, the Mavōtur managing the border town understand the potential long-term benefits of such a trade, allowing them to vastly increase their workforce with drekir that are far less rebellious than the ones that are captured. So the deal continues somewhat in secrecy, with the eggs shipped back to the Ōfuth labeled as "found" or "un-sanctioned breeding" which are both *technically* correct.

Āinfanōr is also the most isolated of the Bōrpar, not a lot of extra support is given to the town since it is clearly a very profitable town from the Prejag's perspective. Seeing as it is constantly returning a large supply of eggs and surplus food the Prejag has concluded that it there is no need to send any help, at least until its needed.

FimerFim (Feemerfeem): Literally meaning 55, this town was built on the I-55 and serves primarily as a center to prepare for excursions into the Treasure Valley by sivilão to scout out drekir towns and settlements for future raids, as well as to try and research and learn the language of the locals in order to better communicate with them, this is technically against divine rules of the Prejag, but very practical towards the needs of the Ormer, Driyalkir and Mavōtur . As such there is an exceptional concentration of Mavōtur within this bōrp.

Drekir who are brought to this town in particular tend to spend more time in this bōrp compared to other similar towns, this extra time is spent interviewing and studying the English and Spanish of the local drekir in an attempt to teach it to the Ormer and Driyalkir castes of the sivilão in order to allow the lower castes to better explain what they are doing to the drekir they are trying to take back to the kingdom.

Due to the town being built on the I-55, it is also a great route for Sivilão to march military forces into the Treasure valley due to the road being a great landmark for navigation. As such once every few months the town will swell with sivilão sent from the ōfuth in preparation for expeditions into the strange stone fields that lie to the East.

Vanāsan (Van-yasan): Meaning Lake center, the town is built on small collection of lakes and primarily serves to be a management town of the border to try and make sure all the other border towns in the Treasure Valley are following religious rules and staying true to the Castes and the Raddir's Will. However, they are notably very, very negligent on their duties to keep the sivilão living at the other bōrpar in line.

This issue is mostly driven by the fact that none of the sivilão really want to work the Eastern border of their kingdom because it is frankly boring, even for the often purpose driven and heavily religious sivilão caste dragons. There is little reason to mobilize the ormer and driyalkir for any military reasons outside of expeditions, and being in a border town means they miss out on the majority of more intensive ceremonies and jobs such as VerdaStal smithing. As such the majority of sivilão here are more intent on waiting until they cycle back into the deeper cities of the kingdom for more meaningful roles in their respective castes.

This lethargy has gotten to such a point (in 2063) that a drek town is able to thrive just over 20 miles away, mostly unthreatened by any concentrated efforts of Vanāsan, who will occasionally just send an orm or two southwardw, which the drekir are often able to chase away with concentrated gunfire. As such the town continues to twaddle its thumbs instead of upholding its duties of managing the other bōrpar and giving more concentrated raids on drekir settlements.

Simploton: A drek town creatively named after the Simplot the town was founded in. The residents of Simploton believe they were turned into aliens by an invading force of aliens. So far the collective ego of the villagers at Simploton has been bolstered thanks to several ineffective raids by the sivilão.

Simploton has been turned into an improvised fortress, thanks to the fact that most of the surrounding land was farmland before the pulse they have been able to keep a steady supply of food that they have been stockpiling in case of a full siege by the sivilão. However, they aren't too worried seeing as they've already beat back several small attacks by the ormer several times. This has given them a reputation with the villagers east of Simploton, who perceive the Simplotons as arrogant and overly showboaty. These villagers often call them Simpletons behind their back but that doesn't stop trade between towns as the Simplotons have a lot of extra food and are more than willing to trade it for supplies to build thicker and taller walls.

Additionally whether other drekir like it or not, the Simplotons are going to be the first and biggest defense against any massive sivilão invasion of the Treasure Valley, so most drekir understand the importance of keeping the fort town well supplied.

Middleton: A town built in the ruins of a town with the same name, Middleton had a vast increase in its population thanks to a group that had migrated into the town in 2055. These refugees were fleeing from the Saint Alphonsus Medical Center in the Boise Ruins, over the years since more and more medical workers had moved into Middleton making it a bustling town that has essentially become a medical school for drekir from all around the region.

Additionally, the town is also a popular place to trade for medicine, as most of the crops Middleton grows are focused around medical herbs such as Chamomile, Echinacea, Ginger and Ginseng. As well as more modern medicines thanks to dedicated scavengers focusing on gathering surviving medication throughout the ruins of the dozens of small hospitals and medical centers scattered throughout the urban sprawl. This has allowed them to subsist almost entirely off of trade and barter for food, materials, and food.

On the downside it has also led to the villagers of Middleton being a frequent target of bandit groups, usually too small to belong to any of the larger groups. Due to the constant threat of bandit attacks they have proven very willing to invest in paid guards and mercenaries to protect their interests.

Star Inn: A link between the Northeast and Northwest the residents of the town once known as Star have rebranded themselves into an hotel town, offering room, board, and luxuries for travelers to enjoy (and pay for). The other thing of note is the town's trading post at the Star Mercantile, allowing travelers to barter for commodities, supplies, materials, and even a wagon ride straight to New Eagle.

The permanent residents of Star Inn only have minimal defenses around their town due to the lack of significant threats in the area, save the occasional smaller bandit gang attacking outgoing wagons or robbing the town. However, this has proven in the past to make the town very vulnerable to a potential sivilão assault. Due to this many of the residents of Star Inn have taken to establishing an official truce with the Drekir at New Eagle for mutual support in times of danger.

Due to Star Inn's placement within a few days travel of Settleville it is common to see drekir fleeing from that area into Star Inn for short periods of time due to conflicts in the denser cityscape. This has drawn a limited conflict between the residents of Settleville and Star Inn because many of Star Inn's residents don't have a problem charging the fleeing drekir and denying service to them in leu of something to barter with. Due to the fact that people fleeing an often-burning town aren't always able of bringing any currency or barter items often results in tension and even violence sometimes, which has drawn condemnation from Star Inn's partner town New Eagle. But due to the importance of Star Inn's place in the Treasure Valley they aren't too keen on fixing it too quickly.

New Eagle: New Eagle is a large town built out of the ruins of Eagle, it is primarily a agricultural town that has built a new religion out of the recent arrival of humanity. An important aspect of this town is centered around a Skydrop 3d printer given to them from their southern human operative neighbors to help forge an alliance. This printer has allowed them to vastly increase their quality of life with easily constructed buildings, printable tools (that aren't the best but hey free!) as well as other benefits that come with such a powerful printer.

The town was originally more similar to the Intruders of the End religiously, however with the arrival of an untainted humanity their religion changed to a worship of humanity. Frequently they make journeys to Valley Station for prayers (which annoys, terrifies, or amuses the humans there) and will frequently offer gifts in the form of supplies and armed guards to protect the station. When they figured out about drekification the decision was made to not offer them food or anything that could potentially transfer magic or mana.

This relationship has proven odd to the humans at Valley Station, however beneficial as they have a group that is cooperative and loyal to them. The New Eagles have helped in everything from giving out and gathering poll information from other groups in the Treasure Valley for cultural information, gathering old prepulse technology, and helping gather plants and meat from the wildlife for biological research.

Shōloresa, Keeper of the High Plains

Shōloresa (Shiyo-loresa) is the only Bal in the Treasure Valley region. Best described as a giant skink-like lizard with a giant turquoise mask, a neck shrouded in sagebrush, rattlesnake scales and a rattle tipping his tail. He sits on the edge of the Sawtooth mountain range and can be seen from any point from within the Treasure Valley.

Shōloresa is simply a bored demigod, with nothing to do to pass the time for his first 30 years he was excited to see the drekir wake up in 2048, and even moreso when a cult started form in his name by local survivors. He thought it more entertaining to simply let them worship him and find their own conclusions, resulting in the bizarre cult of the *Dragons of Paradise*. No matter what sort of ceremonies they were to do he would give them gifts of food and knowledge just to keep them going so he can be entertained.

Shōloresa isn't fond of drekir who don't humor him and is quick to simply declare them nonbelievers and let the cult deal with them however the cult sees fit, however Shōloresa himself isn't particularly combative as far as balār go. However, it is believed that he once killed a second bal in the region who once lived in the same mountain range, which might explain why the sivilão kingdom of *Turs Vi* hadn't expanded very far into the Treasure Valley as of the drekir wakeup in 2048.

The only time in which it was recorded that the bal struck out aggressively was when a group of bandits tried to interrupt the *Dragons of Paradise* in the city of *Paradise* while within their ceremony, he responded by turning the bandits into a collective tree at the center of the town and told the *Dragons of Paradise* to turn the tree into a tower to better see him and to have the tower become a center of worship.

Shōloresa weird like that.

Shōloresa's impact on the region is a whole is however minimal, outside of his visibility from any point within the Treasure Valley he would much rather be entertained by his little cult than watch over or act anywhere within the Treasure Valley. His unavoidable silhouette every morning however has drawn many a drek into the southern cult however, so you can count that an influence.