The Carcosan Empire is centered on the City of Carcos, which sits in the Northwestern Corner of the Emerald Sea. They are a republic with an Emperor acting as the de facto head of state. The Emperor is a political figure who gets the title by gathering political influence. They are a conqueror people, who control all trade on the Emerald Sea, in addition to a significant portion of the coastal areas around it. They trade freely with the Dwarven Empire to the North of their territory, the men of the Free Cities to the South, and the People of the Twilight Hills on their Eastern Border. The nation state built its wealth and resulting empire from trading valuable materials from the plainsfolk of the West with the rest of their border regions.

Carcosan society revolves around the power plays and political maneuvering of the members of the Carcosan Senate. The senate is a group of 100 of the wealthiest nobles of the empire, who vie against one another, for wealth, political power, and hopefully a chance to rule a Emperor. The senate votes on all important matters of state, with a simple majority rule deciding the outcome of a proposal. The only real powers the emperor himself (or sometimes herself) has is that of raising armies, waging war for the greater glory of Carcos, and casting a tie breaking vote in the senate. The power to raise armies and wage war gives the Emperor an almost limitless ability to tax the rest of the noble class, who in turn squeeze the working class all the harder to pay for the constant wars being waged by the emperor.

The only way for the working class to avoid taxation is to sign up for a term of service in the Carcoasan military. While serving, citizens of the empire earn a wage from the Emperor, and pay no taxes. In addition to the individual tax relief the soldier's family can only be taxed at a rate of 10%. As the tax rate for those not affiliated with the military can be as high as 60%, most families have at least one son or daughter in service at any given time.

The taxation policy, and cultural glorification of war means that here is always a lack of labor for unskilled professions. As such, Carcos has an active and thriving slave trade. One can be made a slave by several means.

- Most criminal infractions result in either a temporary or permanent change of status to that of slave.
- Anyone captured in any war can be brought back and made a slave.
- If one incurs significant debts that go unpaid, the debtor can sell the individual's debts to a slaver, who can demand a term of servitude until the debt is paid off.
- Desertion from the army, or failure to obey an order results in a permanent change of status to that of slave.
- Any child born to a slave woman is considered a slave.

The Carcosan Military forces are comprised of the Army, Navy, and Skyguard. The army utilizes low skill soldiers in tight formation using crossbows, great shields, and spears. The Navy protects Carcosan shipping interests, and is one of the most capable in the world. The sky guard sets constant patrol over the skies of Carcosan territory. Their airships are small, light, fast, and heavily armed. The craft are propelled by several slaves working pedals that drive

fans. The use of gears, and other technology make them some of the fastest in the world. The Carcosan senate, in a move to keep control of all trade into and out of the Empire, have outlawed any other airships from using their airspace. Some smugglers get through, but the Carcosan Sky Guard destroys any interlopers without so much as a warning. The only repliable ways to get into or out of the Empire are either by land or Sea.

The Emperor, and individual Senators often stage elaborate gladiatorial games in the city's many arenas to entertain the populous. The matches are often to the death. Gladiators are almost always slaves.