

THE TWIN CITIES OF

GIVVTH AND TAKKTH



The Twin Cities found tranquility between nature and industry over 2 centuries ago when its merchant founders met with the druids of the Circle of Balance at the base of the canyon and agreed upon 4 tenants:

1. A city may only use manufactured goods purchased from their sister city.
2. A city may manufacture goods using materials harvested from their territory or purchased from their sister city.
3. A city may only harvest materials with the blessing of the sister city's representatives from the Circle of Balance.
4. A city may trade with outside kingdoms using goods purchased from their sister city.

By following these tenants, each city provides what the other needs and is incentivized to respect their resources or be punished by the Circle of Balance.

1. {Givvth Market} Merchants come from near and far to purchase the rare potions and artworks crafted in Takkth.
2. {Baker's Guild} Takkth's lack of abundant food sources has led to a thriving but fiercely competitive baking industry.
3. {Lumber Guild} Takkth's artisans and craftsmen are in constant need of lumber which Givvth has an abundance of.
4. {Miner's Guild} Using special tools purchased from Takkth, Givvth's miners can pull magical ores from the earth.
5. {Sky Port} Excess materials and supplies purchased from Givvth are easily sold off from this small but bustling sky port.
6. {Artists Guild} Patronized by Givvth's nobles, Takkth's artists are some of the most well-paid in all the realm.
7. {Smithies Guild} There are none in Givvth as skilled in the crafting of complex machinery than Takkth's own smithies.
8. {Mage's Guild} With so few resources to work with, some of Takkth's citizens have delved into the arcane for employment.