

# Buffalo's Rest

This city (more a kingdom what with it's massive size) is undoubtedly the best place to live this side of the guard. What with it's plentiful meats and cactus fruits and veggies providing a even diet for the citizen's of the area. The city itself was founded on an oasis that never runs out of water, supposedly the last act of the great founder of the city. The military is mostly made of career soldiers who are paid in room and board, as well as food a drink. It's also one of two places where slavery of any kind is illegal. As such, it's the second most popular place for knowledge seekers to find Defects and other rare peoples.

# The Four Chiefs

The Various tribes under the chiefs of the Deadlands, the Deserts, The plains, and the cactus lands. Food is provided by the Plane Striders and the Cactus Men, Protection is provided by the peerless warriors of the Deadlands, and Life given liquids are made by the alchemists of the deserts. The tribes are known for not taking kindly to visitors from the west due to the skirmishes that occurred back when only the oldest and wisest of the Dead Men were but babes in the cradle. However, the recent attacks by Goblins and Orcs have made them more willing to cooperate with the 'civil' folk. Of special note, due to the nature of the tribes slavery in their lands is illegal. This along with the rich histories of the tribes people and their story tellers makes it the most popular place for seeking knowledge of ages past.

# The Guard

What most people call the Guards at the Crossing, these Machines despite otherwise resembling humans only live to protect the forts of the crossings. It often theorized by scholars and humans that have formed close bonds with the defectors that the one who made them was very messed up in the head and kind of a pervert as the whole of the guard is female and often young looking. From time to time older models... disappear. That's what both the Guard that have accepted interviewing on the topic and the Defects that reappeared near civilization have said. These so called defects remember nothing of the Guard except the standard procedure for making the passes needed to go through the crossings. As such they're highly sought after as slaves for their large number of uses as merchant body guards.