

The Mahiri Family

Neighbours to the Maret and Laguerre, the Mahiri family quickly realized it was better to avoid that conflict all together. The family's territory quickly shifted to the thick forests in the north. Lacking the resource heavy lands of the Maret and Laguerre, their focus shifted to agility and defense. The Mahiri make heavy use of personal flying apparatus (or P.F.A.s) and explosives of all kind to allow for an arboreal lifestyle and hit and run warfare tactics.

- [History](#)

History

Mahiri history is sparse at best and completely missing at worst. Family histories tend to be kept tight secrets to any outsiders, and while the people themselves are friendly towards strangers, true trust is reserved for close friends and family only.

Mahiri culture has leaned towards anarchy since after the Second Great War, at least on a macro scale. While the family maintains a tentative grasp on its people as a whole, individual settlements are mostly left to their own devices. Trade with the Mahiri is an absolute nightmare logistically as prices of goods can vary from one of the small "city states" to the next. However, trade remains due to the Mahiri's incredible knowledge of the Personal Flying Apparatus, as well as various construction and demolition tools.

Each settlement in Mahiri functions as its own small governed "city state". Laws and restrictions (if any) rarely stretch outside of city limits. Individuals are expected to fend for themselves and settle disagreements on their own.

Mahiri was the most vocal against Kota when the Family created their Empire. Ever since, despite Kota's attempts at pacification, Mahiri's already scattered and self-sufficient community systems have proved a thorn in the Empire's side.