



As a result of the increasing wealth of the various city-states, directly resulting from the burgeoning industrial revolution, there has been increased public spending on art, science, and literature in most major centres. Political types talk about the Enlightenment, a great Cultural Re-awakening, but much of it is less cultural than technological; those same politicians and noble houses are eagerly investing in the first railways and the new airship services enabled by trade with the technomancers, hoping to increase their own wealth as they do so.

Country folk still tell stories of the fae, of demons and dragons, although educated men no longer believe in such tales. They are not entirely correct to do so.

West of Europa lie the Western Isles, inhabited mainly by fierce Pictish tribes - and dragons. For the most part, the dragon clans make their lairs among the smaller islands further west, but some do lair in the more inaccessible places on the larger islands. Some even take the form of humans or elves, and use the old elvish villas - left over from the elvish presence in the Western Isles before the fall of Rome - or build themselves new mansions or castles as lairs.

There is one remaining Elvish community on the isles, in the south of the largest island, is called Caer Maugglyn. Legend has it that the town was founded by a man who was the child of a white dragon and a red dragon, though that may be simply legend. Whatever the truth, dragons do visit this community, taking on elvish form to do so, and the elves who study magic there know secrets that other magicians across Europa do not. They also make very fine wines and ciders, which are very occasionally traded east to the city-states of Europa.

Further west there is only open ocean, although sailors tell stories of mythical islands in the deep ocean where faeries and fish-people live. There are also always stories about the lost city of the Elves, the great Shining City which the Elves call Mu, but humans know as Atlantis.