

The Glass Council

The nation is run by a network of Councils at city, regional, and national level, made up of representatives of each Order. An international council also exists within the Dragon Wing. The Orders cover the following areas:

- **Jhereg** – Education, lore and history, philosophy and religion
- **Jabreff** – Governance, leadership, civic administration
- **Velkyn** – Information gathering, collation and dissemination
- **Ameth** – Influence and diplomacy
- **Theda** – Inquisition and law
- **Yendi** – Magic of all kinds, including conjoined magic, ritual
- **Enwar** – Industry, including crafting, brewing, farming and production
- **Jhegalla** – Commerce and trade
- **Orca** – Offensive military, including war, tactics, and strategy
- **Kre'gora** – Defensive militia, including protection, guarding, and refuge
- **Tiessa** – Scouting
- **Morcoth** – The Darker Arts, including theft, assassination, and vengeance

People over the age of 16 are encouraged to join an Order which most aligns to their interests and skills. Those who have not yet found their calling, or who are under 16, are wards of the Jhereg Order, who teach them about the Jhereg and help them find their Order. People are not tied to their choice of Order for life, but will change Order as their interests change, as well as working with and for other Orders that they are not part of.

Who to speak to in the Dragon Wing

Jhereg

Councillor: Alaric



Jabreff

Councillor: Wyatt



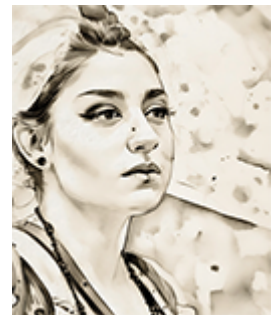
Velkyn

Councillor: Natalyelena



Ameth

Councillor: Magpie



Shard: Ralf



Shard: Tai



Shard: Vanya



Shard: Agatha



Theda

Councillor: Liv



Yendi

Councillor: Za'le



Enwar

Councillor: Imora



Jhegalla

Councillor: Isabella



Shard: Paroth



Shard: Talos



Shard: Shaper of Ten
Thousand Nightmares



Shard: Castor



Orca

Councillor: Gabriel



Kre'gora

Councillor: Frederik



Tiessa

Councillor: Katya



Morcoth

Councillor: Boris



Shard: Persephone



Shard: Hrolf



Shard: Alt-ir



Shard: -anon-