

KINGDOM OF RENALTA

Current Status: Tense.

Geography: Primarily rolling grasslands, farmlands, mines, and idyllic townsteads. Their northern border is with the Kingdom of Rheinfeld along a mountain range, their eastern border is split against the Kingdom of Liveria, their southern border leads into a difficult to traverse swamp, and their western border contains miles upon miles of trees that they have been cutting through to expand their kingdom.

Capital: Renalta (3 Million).

Major Cities: Windcrest (1 Million).

Introduction (Brief): The Kingdom of Renalta is a peaceful civilization founded in 75 AC after the overthrow of their Vampire Lord. They are dedicated to peace and tolerance, and have built their empire upon these principles. At present, the civil war in Rheinfeld is waged on their northern border, and Liveria--a kingdom they were at war with just ten years prior--is on their eastern border. They are surrounded by potential enemies, and their government is currently in disarray as the Archduke is elderly, with no heir readily apparent.

They once rose up as a golden age power, outperforming all other nations in every category. Though they are presently lethargic, they have been slowly recovering from a brutal loss against Archangel Abarron, and given a few more years, they may once again rise up to take their place as the diplomatic and cultural leaders of the world.

Known Facts

- Renalta has a small but well trained military comprised primarily of specialist units. They are the only military force in the world to use guns as an active part of their military force, typically as sniping units dedicated to taking out heavily armoured combatants and enemy commanders. They used them to great effect in the Liverian Civil War, where Liverian officers grew to learn how to stay in cover throughout most battles.
- Renalta has a stable internal economy, producing most of what it needs internally. The only thing it lacks is a coastal port, but they are allowed to use Liveria's port as part of their ceasefire agreement. Anyone from peasants to Lords may own land.
- Renalta has always welcomed immigrants with open arms, and always will.
- The rate of crime in Renalta is relatively low in most regions, though along the Liverian border there are occasional disputes with Liverian witch hunters.
- Renalta's local language is the common tongue. It is spoken throughout the civilized world. (English.)
- The Kingdom of Renalta is the second most populous nation in the world--though they still trail 2/3rds behind the population of the Free Holds. Renalta's population is the most diverse out of any nation in the world, possessing the most Elves and Dwarves, though the Free Holds possess the most Lizardmen.
- Their national symbol is a shield laid over a tree, symbolizing the final resting place of the King and Queen within the castle of Renalta--which was rebuilt after it was burned down by Abarron.

KINGDOM OF LIVERIA

Current Status: Sombre.

Geography: Rolling grasslands, idyllic farmland. Their eastern border is a natural coastline leading out to an expansive ocean, with plentiful fish and some monstrous dangers that prevent long-range exploration. Their northern border is a mountain range that is shared with Rheinfeld, and their southern border leads to a swamp.

Capital: Liveria (2 Million).

Major Cities: None.

Introduction (Brief): The Kingdom of Liveria is a cold nation in a temperate land. They are isolationist by nature, distrusting of foreigners and magic, and seeing the Kingdom of Renalta as the only kingdom worth much in the way of discussing. They were founded after a council of nobles decided to declare independence from Renalta, choosing to stand in contrast to its welcoming of foreigners and its laissez-faire attitude toward magic.

Though they see Renalta as family, they see them as the family living in the idyllic past--in a world that cares not for them, and which would destroy them every time they tried to rise up. The Kingdom of Liveria chooses to stand on its own--no mages, no strangers--to enshrine its culture of principle. Though they lost the succession war against Renalta, they will come to rise, eventually...

Known Facts

- The Kingdom of Liveria's military is weak, primarily comprised of peasant levies. They have a few heavy knight regiments and crossbow regiments, but their neighbours--Rheinfeld and Renalta--are both stronger than them. Their crown jewel however is their Witch Hunters--extrajudicial, well trained specialists who hunt down and kill mages as threats to their land. They are masters of espionage and assassination, and often end conflicts before anyone even knew they had begun in the first place.
- The Liverian economy is still recovering from the Renaltan-Liverian civil war, though is stable enough to provide the basics for most families.
- Though the Kingdom of Liveria allows immigrants into its borders, it treats them with suspicion until they have earned their place among their Kingdom.
- Crime is almost unheard of in the Kingdom of Liveria. Those few foolish enough to pursue it tend to be put down by Witch Hunters shortly thereafter.
- The Kingdom of Liveria's official language is the common tongue (English), though regionally, some still speak the local native tongue, simply known as Liverian. (French.)
- In terms of population, the Kingdom of Liveria is squarely in the middle. However, their rate of growth is atrocious, and given another 10-20 years, Renalta will outnumber them 2 to 1.
- Their national symbol is the face of a white owl with red eyes, pressed against a black background.

KINGDOM OF RHEINFELD

Current Status: Destitute, wartorn, nightmarish.

Geography: A mix of small forests and rolling grasslands, wherein a few corpses here and there, or signs of battles from years ago, scar the otherwise beautiful landscape. There are ghost towns where people used to live, but were long since mass conscripted and abandoned, or put to the torch by The Forsaken. To the north and west is the Blood Sea--a sea of fresh water. To the south lies a mountain border with Renalta and Liveria. The west leads to a mountain barrier, then ocean beyond it.

Capital: Rheinfeld (600,000).

Major Cities: Eisernerthron (500,000) (OCCUPIED BY THE FORSAKEN!)

Introduction (Brief): The Kingdom of Rheinfeld was the first of the Southern Kingdoms to rise up and overthrow its Vampiric Lords, and was formed in 70 AC. They follow the word of God, and have formed their society around this figure--possessing both a monarchy, and a church that legitimizes it. Both operate in tandem to ensure that the needs of the people of Rheinfeld are met spiritually, and logistically.

They have been trapped in a civil war with The Forsaken for thirty years--a large split of their own people who became religious fanatics hellbent on overthrowing the government and church and installing their own ruler, Archangel Abarron, as well as their own church in worship of him. This war has decimated 75% of the population--both in terms of fatalities, and refugees who have fled the country. They are down to the last men and women able to fight, having become as desperate as conscripting fourteen year old girls and throwing them onto the front line equipped with little more than a spear and prayer.

Rheinfeld overthrew vampiric overlords, and survived. Rheinfeld defeated demonic cults that sprang up when God ceased to speak with the world, and won. Rheinfeld has survived thirty years of a civil war with a disgraced archangel that God himself shunned--though they march, fight, and die, they will never surrender, never retreat, never break. They will fight to their last, and in their minds, faith will persevere. They will win in the end, and when they do, the world will begin to realize their true saviours were the men of God who were willing to give it all to protect them from every threat the world has ever known.

Known Facts

- Rheinfeld's military is in a sorry, decrepit state. It is ill equipped and many are ill trained, but it maintains a highly trained core of Templar--magic immune religious knights who maintain the peace and inspire hope in their brothers in arms. Push comes to shove, Rheinfeld's military--though small--is still a capable fighting force, and has proven itself time and again for thirty years.
- The Rheinfelder economy is in shambles. People wait in food lines to survive. The government is heavily in debt to Free Holder merchants. They are on the verge of collapse.
- They have no policy on immigrants at this time that can be remotely enforced.

- Crime is rampant outside of the capital, with highwaymen and brigands often attacking both Rheinfelder citizens *and* Forsaken worshippers.
- The Kingdom of Rheinfeld's official language is Rheinfelder (German), but they often speak the common tongue too simply to facilitate trade and diplomacy.
- Rheinfeld's total population is less than 5% of the world's population. They are on their last legs, having only two million left.
- The national symbol of Rheinfeld was updated in the past ten years.
 - The old symbol of Rheinfeld is a white sword, sheathed in a golden cross.
 - The new symbol of Rheinfeld is a bloodied white sword, lying atop the same cross as in the old symbol, with the words "Glaube Verwaltet" emblazoned across the length of the sword.

FREE HOLDS

Current Status: Flourishing.

Geography: Flat fields and plains, swamps, and occasionally even jungle. Their northern frontier leads toward monstrosities in deep jungles that provide a natural barrier to expansion, their eastern frontier leads to large amounts of forested land that they have been slowly digging through, their western frontier leads to an ocean, and their southern frontier leads to the blood sea. There is a narrow land bridge along the eastern coast to Rheinfeld, but most of it is comprised of mountains.

Capital: None. (No Federal Capital.)

Major Cities: Soldihold (4 Million), Legamhold (2 Million), Fucinahold (1 Million), Catenahold (1 Million).

Introduction (Brief): The Free Holds are the largest nation by land mass, sprawling across a large amount of terrain comprising the entirety of the ancient Imperium's northern territories. They are the oldest surviving nation in the world, founded in 60 AC after they backstabbed their Vampiric masters. Ever since, they have been slowly growing and building an empire of greed. They believe that the only thing that matters is strength and ambition--those who possess both, become rulers. Those who lack both, become slaves. Each city-state is ruled by a local Warlord, who is a member of the Black Council that maintains their cultural stranglehold over the region.

The Free Holds have been biding their time. They have watched the idealists rise and fall to angels, the loyalists be slaughtered by vampires, the delusional religious fools of Rheinfeld get torn apart in a civil war. There is an air of excitement within the Free Holds, for indeed, it is only a matter of time until the Southern Kingdoms decimate themselves so badly that the Free Holds will be able to step in and show them the error of their ways. No government can save them, no God can free them--they can only free themselves.

And soon, perhaps, the Free Holds will demonstrate this to them...

Known Facts

- By and far the largest military in the form of mercenary companies and Warlord Bands. They have an unpredictable army, capable of moving rapidly and striking in several places at once. Though they're not the best trained, their sheer numbers can sometimes make up for this by tiring the enemy out and then taking advantage of their weakness to pick them off one by one.
- The Free Holder economy is powered primarily through slavery. Some slaves are rendered docile through magic, others are simply loyal due to being treated well by their masters. Regardless, their slave revolts have hit an all time low, and as such, they have secured their reputation as the economic powerhouse of the world. None can match them.
- The Free Holds are welcoming of immigrants, of course! Naturally, though, the Free Holds tend to have a higher emigration rate rather than immigration rate.
- There can't be any crime if nothing is a crime, right?

- The Free Holds speak every language in the world, but their native language is Free Holder (Italian), a direct dialectal descendent of the old Imperial (Latin) tongue. Pretty well all of them speak common, however. The Lizardfolk tribes who live on their borders speak their own language, known as the Lizard Tongue (Basque).
- The Free Holds are the most populous nation in the world at fifteen million. Still no Imperium, but well on their way to achieving it.
- The Free Holds do not have a national symbol. Individual Warlords may choose to use them or not.