The Continents and Countries of Lok

Continents: Lok, for all intents and purposes, is our Real planet, Earth. The main difference is that Lok is double the size. With this doubling, the Major continents were separated by rivers that grew into lakes, lakes into straits, straits into seas, and seas into oceans. The exception is Central America, which is now an Island archipelago. The Continents are as follows.

The Great White North: a massive ice sheet extending from the North Pole, making up about twenty-five percent of the northern hemisphere. A barren expanse of permafrost, tundra, and frozen forests, only two active settlements exist on this continent.

Europa: This continent expands across Europe and Russia. Its biomes are the same as they are in our natural world.

Afrique: It's just Africa but larger.

Oishias: Spans from the Middle East across Asia and its Islands.

Isle Of Ustra: Australia and New Zealand.

Amarique: North America and Canada.

Umirique: South America.

The Frost South: Expanding out from the South Pole and making up twenty-five percent of the Southern Hemisphere, it is the Great White North's mirror.

The Countries of Lok

Eloran and Crodium: Located on the Southern Eastern coast of The GWN on its furthest peninsula. Eloran is primarily a harbor/coastal city whose population is mostly middle class. The breakdown is seventy-five percent middle class, twenty percent upper class, and five percent lower class/poor. Its population is a little over twenty thousand, with a racial breakdown of humans and elves and a minority of dwarves and "smaller folk." Eloran exists primarily to supply the only other Settlement Crodium. Located at the center of the GWN, this free city is the location of the main head churches of the world's religions following the Lawful and Good Gods of Mount Celestia. Several of the Neutral and Chaotic good gods

are also represented here. Its entire population comprises the church members and their support staff.

Britania is a human kingdom and is considered the birthplace of the human race—a wealthy nation with a human first position and few international allies. The current rulers of Britania are **King,** His Imperial Eminence Agnarr Alberktsson. **Queen,** Her Illustrious Majesty, Wilhelmina Albrektsson. **Prince,** His Revered Excellency, Quintillus Albrektsson. **Princess,** Her Serene Lady, Cecilia Albrektsson. **The Council Of Nobles.** These nobles rule over the five major cities of Britania. They are responsible for the state of the realm, maintenance of the army, trade deals with other nations, codification of laws, the collection of taxes, and lastly, the growing of food and harvesting of resources. **The Noble of Holtwa,** Lord Hans Watson. **The Noble of Stratton,** Lady Jeannette Hope. **The Noble of Middleman,** Lord Gregorious Parrish. **The Noble of Southwark,** Lady Marilynn Atwood.

Isbralder is an Elvish nation and is considered the birthplace of the Elvish nation—a wealthy country with few but strong international allies. A Royal Family and Noble Council rules this nation. **King,** Flores Ralotumal. **Queen,** Aenwyn Yeshan Ralotumal. The King and Queen oversee the logistics of the capital city and the country's strategic decisions. In contrast, the Council of Noble Houses oversees the running of the rest of the nation's bureaucracy. They are **The Noble House of Corailin, The Noble House of Anthas, The Noble House of Gundacar, The Noble House of Harcalen, and The Noble House of Lithcar.**

Blackrock: Blackrock is Unique in that its governance is solely based on wealth and is considered the birthplace of the Dwarven race. It is incredibly wealthy and has trade deals with and allies in almost all of Lok's other nations. The nation's rulers are a council of the richest corporations and unions in the country. These ruling groups are The Bracken Mining Corp, The Forgers Union, and The Builders Union.

Dawnbright: A traditional republic that is considered the birthplace of Halflings. This nation has healthy trade relationships with its closest neighbors but a little less. Its leadership is known as the Council of Five, which comprised the

Leaders of the Five Aligned city-states that made up Dawnbright: Willowroot, Mistfall, Marshland, Ironwood, and Saltcliff. They are **The Councilor of Willowroot**, Gauwis Trunnell, **The Councilor of Mistfall**, George Lacey, **The Councilor of Marshland**, Thomas Cleves, **The Councilor of Ironwood**, Orpip Davgim Kelbar, **The Councilor of Saltcliff** Jade Eyes.

Midguardia: Midguardia is the newest nation in Europa. This Nation, a true democracy, was born of violent rebellion against Britania and Isbralder in response to an incident known as the Night of A Thousand Tears. This nation has three powerful allies, and the discovery of the incredibly rich Lacrima has caused it to explode in wealth and influence. A taker of all and a melting pot, Midguardia is the most racially diverse nation in the world. While humans, elves, and half-elves comprise most of the population, the other races, including traditionally "evil" races, live in large populations nationwide. The current Presidential Council is as follows. **President** Bifund Drakegut, **Vice President**, Destrain Writingham, **Head of Commerce**, Amelia Chaucer, **Head of National Records**, Finduilye Falaraul, **Head of the Armed Forces**, Galebre Orren, and **Head Judge** Grenceli Kriceli Tinove Triniana.

Sethara: This nation is the largest nation on the Continent of Afrique. Its vast borders hold many large mines of various precious metals, which has led Sethara to have a robust and deep economy and makes them a significant presence on the world stage. A Merchant Republic, the leadership comprises elected representatives of the country's major cities and three grand judges. They are The Councilors from Uhara and Avara Mystan. **The Councilor From Muhara**, Naal Galanodel. **The Councilor From Keya**, Nedda Reedfellow. **The Councilor From Mecha**, Sentra Reese. **The Councilor From Genna**, Dabulai Manzi Monifa. **First Grand Judge**, Irim Flintgranatie. **Second Grand Judge**, Ariel Writingham. **Third Grand Judge**, Emma Stonesworn.

New Hopia: A medium-sized nation of religious devotees to their Devine Ruler, New Hopia has a modest economy along the west coast of Afrique. The country has many trade relations and few allies. Mostly Humans and Elf, there is a noticeable minority of Half-Elves and drow. The rulers are **King,** His Apostolic Eminence, Bararod Elian, **Queen,** Her Serene Majesty Sheae Naela Elian, **Prince,**

His Royal Majesty Elralade Bartond Elian, **Archduke**, Sir Thoriall Mailstrom III, **Duke,** Lady Cillia Reathall Wise, and **Grand Duke,** His Lordship Villicus Maladius Cainin.

HardEarth: This nation on the easter Coast of Afrique is a Councilor Olagarcy, with the leaders of the wealthiest sections of society acting as rulers of the country. This ruler is the **Head of the Armed Forces,** Sarod Derthag. **Head of Commerce,** Celwyn Elwyse. **Head of the Advancement of Knowledge,** Grok Soso Anthu, **Head of the Farmers Unions,** Ellowise Moontystl, and **Head of the Civil Security Forces,** Catherine McKinnon.

Oceanica: Arguably, Lok's most unique nation, Oceanica, is run and populated by Tieflings. Located several miles east of Afrique, a large Island had been discovered. This Island believed to be of little value, was settled and explored by mostly wealthy Tieflings from several Afriquen nations. More and more Tieflings would arrive seeking a reprieve from their persecution, and its population grew. The heads of the five families who settled on the Island came together. They declared Oceanica's independence from the world with a resounding shrug of indifference until a rich deposit of gold and Mythril ores was discovered. Its government is a representative democracy. **Citizen sovereignty represents the collective population of Oceanica, which meets** to vote on national law. **President of the Armed Forces,** Aradani. **National Tax Accountant,** Arrias. **The Public Services Supervisor,** Grace. **The Hall Of Justice Councilor,** Detachment. **Lead Overwatch Reigent,** Dissension.

Inorgas: Inorgas is one of Two religious hegemonies on the Oishian continent. Worshipping the Goddess Chauntea, This country has been, in one way or another, at war with its Eastern Neighbor, Andor. The leadership is as follows: **Pope** Oliver Cornwallis III. **The Council of High Cardinals,** Payton Cromwell, Eleven Keen Relics, Erelnil Eleneth, Jhihris Judemath, and Lioner Dnon Aerabriniel. **The Council of Archbishops,** Arabella Crewe, Ira Satana, Superior Lucira, Acedia Phegor, Gulla Beeleza, Avaritia Mon, Vanagloria Athan.

Andor: A religious hegemony like its neighbor Inorgas, the people of Andor worship the goddess Sune, their High Pristis being one of her Chosen. They

denounce the leadership of Inorgas as corrupt puppets to masters from the Nine Hells and have successfully defended each invasion by Inorgas. Their leadership comprises **The High Priestess,** Marigold Sunaxe—the **Council of High Priests,** and **The Peoples Council.**

Tongrao: The single Largest nation on Lok, making up most of the Oishian Continent. Tongrao is a feudal cast nation with their God King leading and supported by several powerful heads of state and nobility; they are as follows: **Huangdi,** Fushu Oi, **Khan of War,** Yao Yohi, **Ginco of Coin,** Shi-Ma Rahon, **Dayang of Script,** Laoki Shizen, **The People's Steward,** Dato Jim.

Draconia: The sole nation of the Isles of Ustra. Draconia is the birthplace of the Dragonborn and, before the Drake War, enjoyed prosperous trade relations with the rest of the Civilized world. In the years following the war, they have become highly Isolationsist in the face of intense hatred by the other races of Lok. A hierarchical meritocracy is led by its primary leader, who has a clear line of succession and a rigid, military-centralized governing body. **Primarch,** Aryte. **The Council of Generals,** Tavrinth, Erfoly, Miath, Beroan, and Jura. **The Civilian Governors** Garurt, Caydranth, Baseshra, Mesarth, and Barishara.

There exists a rumor that a hidden nation is in the wastes of Oishis. A strange assortment of Orcs, Goblins, Kobolds, and Ogers have been attacking Caravans along the major trade routes. They attack with incredible strategy, never kill unarmed civilians, and leave them their gold. Only by stealing those items could one build settlements. They wear what can only be described as matching military uniforms and fly a banner bearing a symbol of an Orcish fist clutching a crown of thorns laid over a rising blood sun.