

1. Kingdom Name (does not have to be Kingdom- can be Duchy/Baronetcy/Principality, ect- however you want to style it).

The *Order of the Righteous Trinity* arose how many organizations affiliated with the Church of the Three do, through war. 47 years ago, a neighboring duke (now subjugated by the Order) hired a wandering band of mercenaries, all sworn to the service of the Church of the Three, to conquer a neighboring kingdom of Aldea in a desperate attempt to win a war he was embroiled in.

The mercenaries, then known as the Brotherhood of the Righteous Trinity, were a ferocious bunch, and though the fighting was brutal they won the day. The duke's forces were barely half of their own, and made up of conscripts who could barely hold a spear. The Brotherhood realized that this brought little glory to the Three, and chose instead to keep the kingdom for themselves.

The first years were turbulent, but power was centralized with a council of elected militia commanders and a Dean selected by the Council of Commanders, based out of the [Basilica of the Trinity's Glory](#) a large, opulent, and highly fortified cathedral near Aldenmark, the former capital of Aldea.

Under the rule of the first Dean, a warpriest named Ellran Tenmare, the Order expanded their borders, including bringing the duchy that had initially hired them under their dominion. Since then, they've maintained their status as a mercenary organization, sending their armies to fight for the highest bidder.

2. King/Ruler Name, Race, Intended Class, and alignment

Dean Adweard Holte, Human, Slayer or Inquisitor, CG

3. Racial Makeup of Kingdom (in %'s) and which of those races have noble families in the Kingdom

75% are human, 10% are hill dwarves, 5% are mongrel elves, and the remaining 10% are gnomes and other elven and dwarven subraces

The old Aldean nobility was mostly human, but the Order has done their best to reduce the influence of the nobility. The Church of the Three is heavily meritocratic, and the entrenched power of the nobility, especially those who do nothing but coast off generations-old wealth, flies in the face of their doctrine. Status in the Order is most often gained by martial skill, mercantile acumen, or political savvy rather than right of blood. As such, the veterans of the first conquest of Aldea hold substantial sway in the kingdom.

4. Kingdom Alignment (both general population and the ruling elite if there is a mismatch)

The kingdom is almost universally chaotic, though remnants of the much more regimented and lawful Aldean nation remain.

Most civilians tend towards chaotic good, as a result of the widespread worship of Jarrett. The Order takes a light touch in governance, and so their alignments differ more widely. Most members of the Order's ranks are chaotic good or chaotic neutral, with a shunned few chaotic evil devotees of Drexiesh.

6. How You Came To Power: This should be relatively recent and covered in about one paragraph (did your beloved father just die? Did you execute a coup? Were you chosen at a Witten?)

Selected as the commander of the region of Holtesburgh for his role as an unexpected leader during a bandit raid, Adweard never expected to take the position of Dean. He became a close confidante of the previous Dean and the successor to the legendary Ellran Tenmare, a plains elven cavalier named Azitaccio Encanditore. They fought together on many occasions and struck up a powerful rapport. The Mourning Bell rang thrice for the death of a Dean on a cold, clear morning in early spring. Azitaccio was dead, slain in a border conflict between two southern lords.

His last testament was a glowing endorsement of Adweard's skill and potential, and a strong recommendation that the Council of Commanders appoint him Dean.

The vote was tight, but a week later Adweard was confirmed as the newest Dean of the Order of the Righteous Trinity in an elaborate ceremony where he donned the ceremonial implements of office, a breastplate, a spear, and a crown forged from the sword of the last king of Aldea.

7. Three Power Players in your Kingdom who will NOT be represented by player characters (A rival duke? A troublesome uncle/nephew? A banker? A respected lord?)- these don't need to be rivals, but they should have their own agenda that should not be in lockstep with your own, even if their goals overlap to varying degrees; cover each in about a paragraph (3 sentences perhaps)

**Count Ceoldred:** The eldest son of Aethmon, the last king of Aldea, Count Ceoldred is the rallying point that the dispossessed former nobility and the strongest claimant to the throne of the fallen nation. He's a canny negotiator and a reasonably skilled combatant, but despite his potential as a member of the Order he has entirely avoided their hierarchy. While retaking the kingdom is a distant goal, Ceoldred will do what he can to make sure that at least its memory remains.

**Mertenius Civayn:** A veteran of the conquest, Mertenius Civayn was the most vocal opponent of Adweard's elevation to Dean, in part due to being the other most obvious candidate. Though he's one of the most senior commanders, his general abrasiveness and disdain for courtesy has made him few allies on the council. Despite that, he was a ferocious combatant and remains a brilliant strategist with martial talents that fully eclipse Adweard's. Mertenius maintains that the role of Dean was selected not on merit, but on favoritism, and will stop at nothing to slander Adweard's name.

**Ygrunka:** The Deans of the Order are protected by a wing of elite gargoyle bodyguards called the Threefold Wing, of which the hulking gargoyle Ygrunka is the commander. Thanks to the long lifespan of gargoyles, the Threefold Wing has guarded each Dean of the Order, making them valuable, if bellicose, advisors. Ygrunka in particular rallies for expanding the borders of the Order through military force.

8. What Does Your Character Want? Are you trying to regain a lost county? To avenge a slain family member? To find true love? This should be a personal goal for your King.

Adweard has three desires as Dean. The first is his most public desire, and that is to expand the power and glory of the Order. He follows Jarrett most highly of the Three, and his main political goal is to remold the Order's philosophy to align with Jarrett's teachings more closely. Rather than prolonging conflict, Adweard wants to take the fight to the wicked, to protect the weak, and fight not for war's own sake, but for righteousness and justice. His most personal goal stems from deeply rooted insecurity. He wants to prove himself as a ruler, to show all his naysayers that his appointment was the best decision possible.

9. What Does Your KINGDOM Want? A goal that is a desire in the Kingdom at large- or at least a substantial subset of it

The Order is fiercely zealous in their desire to enhance the power and prestige of the Church of the Three. The common folk of the kingdom follow this credo to varying degrees based on faith, but most full members of the Order are entirely committed to this cause.

10. What is the traditional "elite" unit of your kingdom? Viking Reavers? Mounted Knights? Dwarven Sappers? What's the Order/unit/THING that young noblemen aspire to earn glory and join when they grow up.

The elites of the Order are known as the Knights Trinitarum, composed almost entirely of inquisitors and warpriests, though there are a few slayers, rangers, and barbarians as well. Every remaining veteran of the first conquest is a member of their number, and those others that have been inducted to their ranks have seen more conflict than many soldiers will see in a lifetime. Most focus on the art of the spear, able to decimate the traditional cavalry of many of the kingdoms of the Fair Lands. Combat is not the only requirement for admittance, as members must exemplify all the virtues of the Church of the Three, showing skill in business and politics as well. They are the scions of the Order, and every neophyte dreams of gaining the esteemed title of Knight Trinitarium.