

World Lore: The Kingdom of Fife

During the first era, the kingdom of fife were a group of separate warring clans. Each vying for control of the lands to the north. In the early second age—around 40 years ago, the clans reached an agreement to bring about protection from external forces and cataclysms. This initially largely means the recent cataclysm of unlife, and the nation of Rosti to the north; it later came to include threats from the south as well.

The clans set aside their differences and devised up a plan. Each clan would keep its autonomy, and power over the land it currently holds. Further more, each clan keeps its freedom to seek out the expansion of its borders, even within the kingdom itself.

Each of the clans has its own internal ruling structure, but all of them select one person to be their representative on the high council (usually the highest ranking member of the clan). As far as the public is concerned the high council then secretly elects one of their number to be the king. In truth, all members consider each other equal, and any can take up the mantle of king at any time if it is required.

As for the powers of the ‘king’. The king has power to bring together the each clan’s military, and each has preset assignments agreed upon by the council. This is only done in times of threat. Should one clan completely obliterate or subjugate another, the losing side loses their seat. Should new clans come to power as one falls apart, or a rebellion forms a new faction, they are recognised once they are able to establish irrefutable control of a town or major settlement.

The military of Fife is broken down into 10 chapters, The first 9 of which are known to the public. The Front Lines, the Military Police, the Supply Line, the Engineering Corps, the Scientific Research Agency, the Public Information Agency (Propaganda), counterintelligence, the Military Strategy Agency, the Last Line of Defence (who establish and hold a barricade as far from the invading forces as possible that will be held at all costs), and the Black Ops.

As for civilian life, most live fairly plainly, though there is no huge inequality of life in most clans, many have internally a number of feudal structures. Most people will live their lives under a simple trade, work, go to market in large towns.

Approximately 10 years ago, Rosti launched a full scale invasion into Fife, displacing many people from their homes and taking control of all or most of the northern clans and northerly coastal clans. They were not successful in pushing in entirely, and made it nowhere close to the barricade of the ninth chapter, but they were successful in taking and holding a significant amount of land.