**World** – Sophros  
  
**Countries** – Moneta, Pathos, Unitas

**Other lands** – The Wilds (the desert to the west), Valence (The empire to the south), Sariel (The content to the east across the Wide Sea)

**History**

832 years ago, a catastrophic event decimated the continent of Sariel, causing many people to flee across the ocean. Few survived the long voyage, and when they arrived, they found themselves in a harsh land with no friends. The Valence empire saw them as foreign invaders and began trying to eliminate them. The survivors of Sariel were divided in thought, and split into many fractured groups, making them easy to pick off. After 32 years in the new land, an accord was struck, the Alliance of Nations, which formed three nations, each with their own government and roles. Moneta, Pathos, and Unitas. Those survivors who did not want to join any of these factions became known as the Free Folk, carving out a place for themselves as the neutral faction who would arbitrate between the three nations. Borders were drawn and the three nations became strong enough to make the land their own and defend against the Valence forces. Over the centuries, the three nations learned to thrive together, despite their differences. This year will mark the 800 year celebration of that first accord.

**Moneta**  
**Motto**: Duty, Honor, Glory.

**Capital**: Highhaven

**Cities**: Newgate, Roseport, Wyvernedge, Silvermarsh, Cleardale, Westden

**Founder:** Sevrin  
**Philosophy**: The people of Moneta have a lasting appreciation for Sevrin, the founder of their nation. His words and deeds are legend, and his leadership has been an inspiration for all the leaders who came after him. They believe that a people must be strong and decisive, there are many dangers in the world, and that tradition is important, as those traditions that stand the test of time have shown their value. Moneta was positioned to the south to protect the Alliance from the constant incursions from the Valence empire.

**Culture**: Their culture prizes individual achievement and a lasting legacy. They believe that ones place must be earned through hard work and dedication. Those who break the law lose property and status, which must be earned back through working toward the betterment of the nation. While some may call it slavery, the people of Moneta believe that criminals must earn their right to be free citizens again, both for their own character, and for the good of society. Moneta has the largest standing army in Sophors, because all of their citizens are required to spend a portion of their life serving in this capacity.  
**Politics**: Moneta has a single Primarch elected for life following the death of the previous leader. Leaders are chosen by the top generals of the Navy, the Army, and the Air Battalion from among those who have shown great bravery and an ability to lead. The Primarch appoints his own advisors, generally to shore up his weaknesses.

**Pathos**  
**Motto**: Through struggle we are joined.

**Capital**: Avalus

**Cities**: Llano, Verse, Myta, Nimre, Shina, Rese

**Founder:** Illuvien  
**Philosophy**: In all things, the people of Pathos strive for understanding, consensus, and a strong community. They believe that each individual in the world has their own story to tell, and their own hardships to face.

**Culture**: Pathos is situated among the most beautiful parts of Sophros. It prizes itself for its dedication to beauty in all things, through art, architecture, and even weaponry. Some might mistake their dedication to beauty and community as a weakness, but as they have proven through the centuries, those ideals can sustain them through any threat or darkness.

**Politics**: Pathos is ruled by a group of forty nobles know collectively as the Concord. Representatives are selected by popular vote of the people based on their dedication to the ideals of the community. The station is for life or until a quorum of the Concord removes a member.

**Unitas**  
**Motto**: Out of darkness, light.

**Capital**: Adar

**Cities**: Neveh, Dunius, Tanab, Thadria, Ardand

**Founder:** Bastion  
**Philosophy**: The people of Unitas are united by reason and understanding. They believe that true growth can only come from hearing all sides and weighing their merit based on the merits of science and fairness.

**Culture**: Unitas is the center of learning and progress in Sophros, and also typically the center of trade and commerce. Because of their dedication to fairness and their ability to provide impartial judges, people know that they can trust arbitration of trades from the local judges. It helps that Unitas is positioned between the other two counties and the traders from the desert Wilds. A combination of their magical and technological prowess, their trading leverage, and their lack of desire to threaten other nations borders means that Unitas has no need of a standing army.

**Politics:** Unitas is ruled by the Triad, the name given to the Master of Trade (head of the trade guilds), the Arbiter (the highest judge in the land), and the Grand Magister (the headmaster of the Tower of Light)

**List of Free Cities:**Valbridge – The central hub of the world, where most trade and negotiations between the nations of Moneta, Pathos, and Unitas happen. This city is sovereign territory ruled over by the Free Folk. Typically lodging and admittance is prioritized by the power and prestige one possesses.

Dhabi – Desert city on the west edge of the known world, trade caravans from the wilds come here to trade with the three nations. Shares borders with Pathos and Unitas

Erimede – A city near Valbridge where adventurers and mercenaries meet with those who require their services. It is ruled by the Merchant’s Guild, and is the place where the lesser folk tend to congregate between all nations.

Ostfort – Home of most of the Free Folk, and unofficial capitol of their non-nation. Here is where soldiers that keep the peace along borders and in the free folk towns are stationed and trained. It is widely considered the most defensible city in all of Sophros, and is agreed by the three nations to be the mediator of conflicts between the three nations. Borders Pathos and Moneta

Raymoor – While the Alliance of Nations was drawing borders, somehow a section of land between Unitas and Moneta was not claimed by either country. Before the error was discovered, the Free Folk had already taken over the moor. Since no one could decide on who’s land it was, and to protect the fledgling alliance, neither Moneta nor Unitas sought to take it from them. It is now widely considered a no-mans land, and most civilized folk would be wise not to visit.