It would be a good idea to give each kingdom different powers so that user can choose which power he choses the most.

Like :-

1)kingdom whose speciality is sword fighting both skill and magical swords and armour.the people of this kingdom rely more on close range combat which gives them an advantage in a one on battle but is fatal in case of more than one enemy

2)kingdom which focuses more on long range combat like fire ,water ice etc.It gives them huge advantage in terms of slash damage but makes them weaker in one one combat

3)kingdom in which people do not wield their magic themselves but rely on external magic weapons which are present in abundance in their country in order to challenge their enemy.Thier mega moves will be limited by their weapons magic power reducing space for error

4)conjurers:-they are people who can counjoure anything at the nick of time giving them a vast range of weapons to choose from however they are limited by the fact that conjured weapons are not as good as real ones