Cities of Eldenheim

A map of the world

Description automatically generated

# Kingsland

* Common Races: High Elf, Half-Elf, Human, Aarakocra(Serves as Knights and Guards, From Rivan)
* Military Strength: Large and Organized
* Culture: Rich, Snobby, Very Political.  
  Kingsland has a treaty with Rivan, in which Aarakocras from Rivan would form a special branch of the Kingsland military service, they are regarded as brave, loyal, and capable soilders.
* Allies: Amaran, Brindum, Friola, Rivan
* Enemies: Dorron
* History/Extra: One of the Richest Cities in Eldenheim, Ruled by the Royal Family of the Heartlander, Walled fortress of a city with watch towers in each direction. Has a very active military around the world, with a rich history of warfare.

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| Important NPCs: | |
|  | Theodor Heartlander  (young price, 14 years old) |
|  | King Julius Heartlander  (aging King) |
|  | Queen Amanda Heartlander |
|  | Rufio Redblood (Bastard of the King, Redblood are the last names for the bastards of the heartlands) |
|  | Agatha Auburn  (Rufio’s Mother) |
|  | Aegon the advisor  (Greedy and Cunning advisor to the King) |
| A cartoon of a bird in armor  Description automatically generated with low confidence | Archibald the Golden Knight  (Cocky Aarakocra knight) |
|  | Squawk the Squire (Archibald’s Squire) |

# Brindum

* Common Races: Half-Elf, Human, Aarakocra, Dragonborn, Dwarf, Gnome, Goblin
* Militarty Strength: Uses a branch of KingsLand.
* Culture: A city born from the frequent trade between the heartlands and the LongReach continents, people have come from everywhere to this town in search of jobs and opportunities to start a new life.
* Allies: Same as KingsLand
* Enemies: Not much
* History/Extra: Although a part of the royal family’s territory, its internal rule and conflicts are resolved by the local mayor, who is elected by the townsfolk from a preselected number of candidates that are assigned by the royal family.

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| Important NPCs: | |
|  | Mayor Gregory Braveheart  (Trying to bring change for good from the inside) |
|  | Big Frank Gambino  (Head of the Gambino Family, Crime Boss) |
|  | Mario Gambino  (Son of Big Frank Gambino,  cocky prick, always gets in trouble with the law, roams the city with his young mob entourage) |
|  | Luigi  (Low level Gambino mobster) |
|  | Lucas  (Low-level Gambino mobster) |
|  | Genji (High level mobster hitman) |
|  | Leo the Lion (High level mobster hitman) |
|  | Lucy (Mid-level mobster hitman) |
|  | Detective Reginald (Detective for the city of Brindum) |
|  | Missy the librarian  (A little clumsy, but loves to read) |
|  | Clegane the barkeep |
|  | Donald the Dock worker |
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# Amaran

* Common Races: Halfling, Human, Centaur, Fire Genasi, Minotaur
* Military Strength: Average, most of the military forces are meant for guarding and transporting trading goods. The military is made up of a mixture of races, and are not well disciplined.
* Culture:
* Allies: Brindum
* Enemies: Jediah
* History/Extra:  
  Amaran came into existence due to the high amount of trade being done on the continent, the main goods of Amaran are the local spices they collect from the continent: herbs for medicine, spices for food and drinks, and a special half insect- half plant substance that can only be found in the cold mountains of Mondal.   
  The rulers of Amaran are the merchant lords who founded the city, they are known as the Ring of Brass (they have a tight control over the “finger” of the Long Reach, any goods and transport that travels over the “ring” will have to pay taxes to the Ring of Brass).   
  The surrounding area of Amaran is scattered with various small kingdoms here and there.  
  Amaran has a feud with Jediah, due to the competition over the trading rights of parts of the continent.

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| Important NPCs: | |
|  | Sallahuddin the Warload  (Member of the Ring of Brass) |
|  | Tyrinious Maximus (Bodyguard of Salahuddin) |
|  | Sulaman the Wise  (Advisor to Salahuddin) |
|  | Princess Aishwarya (Daughter of Salahuddin,  Mischievous and adventurous) |
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# Jediah

* Common Races: Water Genasi, Sea Elf, Lizardfolk, Tortle, Human, Dragonborn
* Military Strength: Considered primitive from the outside world, but they have a strong navel power, they have sea creatures from the deep in their arsenal. But their land power is quite few in numbers and weak in technological advances.
* Culture: The natives of the land are water people; they have their own religion and way of life. But as time progressed and globalization occurred, they began to interact with land people and now a mixture of the two occupy the city. Some say that a lost civilization still exits deep in the sea, living a purist form of water life. Fishing is the main source of income for the city, and now they are trying to venture into the spice trade.
* Allies:
* Enemies: Amaran
* History/Extra:  
  Long ago a technologically advanced race of water beings occupied the city, they are known as the forgotten Atlanteans (Vedalken and Triton). They served and worshiped the blue dragon, the blue dragon foresaw the demise of the elder dragons and the encroaching of land walkers onto his beautiful archipelago. So, he created a city for his people and transported them deep into the ocean, a few species that were considered inferior water races were left behind and are the ancestors of the current people of Jediah, but they have inherited fragments of the religious practices and rituals from the Atlanteans till now.  
  Jediah is ruled by the chieftain, and myths and legends are passed down from chief to chief.  
  Jediah is fighting a losing war against the Amaran over the spice territories.

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| Important NPCs: | |
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# Kangland

* Common Races: Orcs, Half-Orcs, Goliaths, Humans, Bugbears, Goblins, Tabaxi
* Military Strength: A mighty group of strong gladiators that number in the thousands, super strong individually but lack any form of teamwork.
* History/Culture: Long ago, Kangland was an uncharted destination to the civilized world. Full of wild beasts and even wilder races, the continent was scattered with different tribes and communities. Kingsland made an effort to colonize the territory, but the savages would not yield. To subdue the population, Kingsland made the largest and most fortified prison the world had yet seen (Prison Stronghold). Along with the savages, they would also lock up all of the world’s deadliest criminals there. In the prison, individuals from different tribes and factions would have frequent brawls to establish the pecking order. As years went on, the prison was now home to thousands of inmates. Filled to the brim, a riot broke loose and decimated the prison. Out of the ruins of the prison, a new community arose. The individuals that had broken loose were undoubtedly the strongest in the continent, but to prove who was the strongest and the mightiest they held a tournament every 5 years, and to the victor went the title of Kang Lord, the de facto ruler of Kangland. They had built a stadium out of the very bricks they were once imprisoned in, this was their new home, the Proving Grounds. To rise in rank, one would have to challenge and win in a test of might. Here where no weapons are allowed, the bodies of the gladiators are shaped and honed into weapons themselves.
* Allies: None
* Enemies: Kingsland