Cities of Eldenheim

## KingsLand

## Common Races:

## high elf

## half-elf

## human

## aarakocra (Serves as Knights and Guards)

## Military Strength:

* Large and Organized

## Culture:

* No

## allies:

* Amaran
* Brindum
* friola

## Enemies:

## History / Facts:

* One of the richest cities in Eldenheim.
* Ruled by the royal family of the heartlands.
* Walled fortress of a city, and watch towers in each direction.
* Has the largest army and has a rich history of warfare.

## Brindum

## Common Races:

* half-elf
* human
* aarakocra
* Dragonborn
* Dwarf
* Gnome
* Goblin

## 

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Sister city of KingsLand.
* It is a port city, and a lot of ship trade is conducted from the crowded sea.
* Filled with people from everywhere looking to start a new life in a growing city (early 1920s New York).

## amaran

## Common Races:

## Halfling

## Human

## Centaur

## Fire Genasi

## Minotaur

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Trades valuable spices on the continent
* Divided rule amongst small kingdoms and domains
* At conflict with Jeddah over the resources on the continent

## jeddah

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* At conflict with Amaran, currently losing due to the lack of warfare technology and resources.
* Has a strict religion.

## mondal

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Nomadic lifestyle
* Tribes of roaming centaurs
* Has a warrior culture

## dorron

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Once a rich and proud country, now is subject to paying annual taxes to the heartlands and the Floral Empire.
* Most of its resources have been stolen or destroyed in the wars.
* Was home to the Elden dragons

## rivan

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* A self-sufficient country.
* Its natural rocky mountain range provides a strong cover, deterring any foreign armies from attacking. It also hinders any attacks from Rivan.

## friola

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Land of the ancient high elves, rich in fey magic and magic based knowledge.

## toussaint

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* Sister country of Friola, more focused on the natural world rather than acquiring power.

## kangland

## Common Races:

## Military Strength:

## Culture:

## allies:

## Enemies:

## History / Facts:

* A new king is crowed every 5 years, it is whoever survives the proelium royale held at the Coliseum.
* A country based on a warrior culture, where might is right.

## 

Include: Common races, Military Strength, Unique culture, Allies, Enemies