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 splash 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.

5)we may include dragon slaying ability as a new power which one has to obtain in order to defeat the dragon .It may require the to embark on a quest or require them to possess a certain minimum skill qualification.Also it will unlock an array of new powers for the user without which fighting the dragon will be impossible

6)we may have shape shifter magic in order that of people whose bodies can take a particular form like sand or water.

Also we may have curses which strike a player if he goes out of bounds of game and does something against the character’s nature like or there may be missions which offer great reward but come with the danger of curses.