



## Bliksem

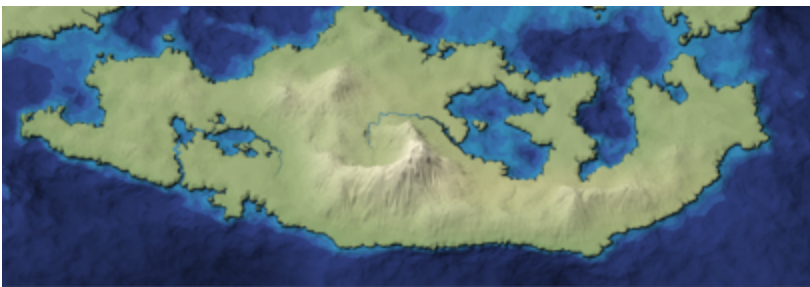
- An island where storms constantly rage, with lightning striking down from the skies.
- Few people live here, and those who do survive in areas mostly untouched by the storms. The inhabitants are natural seafarers, traveling from kingdom to kingdom to trade in exotic

wares and spices that grow only on this island.



## Edia

- The largest continent of the three, home to the most influential royal family and many prominent noble houses.
- Edia hosts the largest kingdom, often regarded as the capital of the known world. It is a truly magnificent place, where trade, culture, and politics converge.
- The mountains hold the largest mining operations, funded by the nobles themselves — a land rich in resources and wonders.
- While Edia is a center of faith and worship for the common people, internal struggles for power, political scheming, and noble rivalries are common behind the scenes.



## Chekraes

- A land of many smaller kingdoms and territories, including a powerful country established by the Augustus family, the second-largest noble house in the lands.
- The Augustus family wields significant military power, and a new queen, named Isolde, is set to rise to power.
- The rest of the region is slowly developing, establishing trade networks and political systems, often guided by fear of losing ground to the Augustus family. The land is developing but not weak.



## Zhaoling

- A region of multiple dynasties constantly vying for power.
- Ancient traditions and strict codes of honor govern daily life, with political intrigue and martial prowess highly valued.
- Trade routes between dynasties are often contested, leading to both collaboration and conflict.
- The region is rich in cultural heritage and military discipline, producing skilled warriors and strategic leaders.
- Despite the ongoing conflicts, the dynasties maintain strong cultural identities and a respect for their ancestors, creating a unique balance between war and tradition.