

The Revan Imperium

Overview:

698 AR- Lord Belvere Antiochus of Rodene declares war on the southern Aedusian territory held by Lord Tyrison Wildmore. Lord Antiochus, a powerful and ambitious ruler, had long coveted the successful port and lasting resources of Icodin. Frustrated by his own territory's natural limitations, he decided to launch a war of expansion to claim the richer lands for himself. With a strong army backed by a ruthless Obsidian, he set out to conquer Icodin and claim himself Emperor.

With the continent divided down its center, the other territories fell quickly. First, Lanford and Hull; Willsden and Taverre were quick to follow. The other coastal cities fell under siege next as Antiochus worked tirelessly to control the seas as well as the air. Before the other factions truly realized the impact, the Aedusians were under an Imperium.

This was both a benefit and a detriment to the people. While defenses were becoming more robust, roads were being built, and innovation was at an all time high- poverty, displaced refugees, and destruction were rampant. Belvere's son, Calvere, ascended to power and worked to quiet the remaining dissent. Censorship and public punishment became more frequent. Mandatory conscription of second children became widespread. The Imperium was spreading. They'd never been more influential; the other factions were beginning to realize just how dangerous unified Aedusians could be. Historians would claim this was when the tide of the Rending War began to turn.

The current emperor, Calen Antiochus inherited a rich seat, and worked much of his ruling years ridding the established Imperium of threats from outside factions. While papers may state this was done for the safety of the people, the true drive was setting the stage for further expansion. With an estimated 75% of the known continent under the Imperium's thumb, very little is keeping them from total control at this point.

Resources:

While agricultural resources are dwindling rapidly, drilling for oil and minerals is increasing as the Imperium pushes the mountainfolk from their lands. The seas have not been affected by blight or loss of magic as of yet, making the many port cities of the Imperium vital. Heavily protected trade routes have been established to bring coastal resources to the central continent. Livestock numbers are being maintained, but concerns are rising with the growing draconic concentration, particularly outside of Rodene and Hillshire. It hasn't reached the point of mass panic yet, but many citizens are facing winter with an empty cellar.

Economy:

There is a massive disparity between the wealthy and the "common" Imperium citizen. Those with extra are typically lavish and fond of grand displays. Those without are typically scorned and left by the wayside. Taxation is heavy with the collected coin going toward further military development and expansion of roads and city defenses. Very little is done for public welfare, though there are "poor houses" in major cities that claim to feed the destitute. The inequality is felt heavily by the lower class and many turn to the Imperium ranks for stable income.

Social and Political Climate:

The Imperium has done away with territory lines and individual ruling lords. All cities and towns are overseen by the original noble families that bent the knee to Emperor Belvere Antiochus, or his own trusted inner circle who have "earned" their title with military accolades or outstanding efforts for the Imperium. They rule at a local level, keeping the people in line and ensuring a steady flow of taxes to the crown.

Emperor Calen Antiochus sits supreme, overseeing all with a cloister of trusted advisors that include the Lord Commander of the Scalewardens and an Obsidian dragon. Propaganda would have you believe Emperor Calen is a just, but driven ruler who puts his people before his own wellbeing. He's been seen leading the charge against raiders and

incursions on multiple occasions. He's often painted in full Imperial plate, sword in hand, to show his dedication to protecting his people. The gullible and the wealthy sing his praises and crow about the advancements that have been made under his rule. Those who realize the truth, are promptly silenced if they dare speak their minds.

Religion:

Religion is widespread throughout the Imperium. When one cannot count on their ruler, reliance on the gods becomes more prevalent. While Aedus is worshipped as the Great Creator, and has a space in every Aedusians heart, other gods receive their alms as well. Temples and Orders dedicated to the major pantheon and the minor have continued to flourish with a single caveat, your worship cannot interfere with nor defame Imperium edicts. Those that do not heed their warnings are erased.

Military:

The Imperium forces boast the highest numbers in Revas. They have a steady supply of volunteers looking to leave a life of poverty behind or earn glory on the bloody battlefields. For the years when numbers dwindle, they have initiated a mandatory rotating conscription of secondborns. On a conscription year, all secondborn children who have reached their 18th birthday are pulled into a minimum 5 year military contract where they are assigned to various branches based on proficiency testing. Firstborn children are considered exempt as they will likely inherit their parent's profession.

There are three major branches of the Imperium military, Naval, Infantry, and Flightborne. The naval armada controls much of the sea surrounding Revas with advanced ships and naval artillery. The infantry is broken up into legions and cohorts that regularly patrol the Imperium lands, warding off incursions and quelling internal discourse. Often times, a legion will be stationed outside a particular city if whispers of uprising are spreading. This is typically enough to avoid any attempt at a coup.

Flightborne is reserved for advanced forces able to operate airships and aerial combat. The Scalewardens are considered the elite and fly amongst the airships, prized for their versatility in both the air and on the ground if forced to land. They are currently led by Lord Commander Inval Blume, an exacting man who has his sights set higher than even the Emperor realizes.

Draconic Allies:

Dragons that have allied themselves with this faction include red, obsidian, and ruby. Their numbers are swiftly growing as more of dragonkind realize the might behind the Imperium.