

# **Planet: Caecilius**

## **Countries**

### **Ever-White Isles**

Mostly populated by elves. Advanced in technology but old-fashioned in culture. Much of its lands are cold and snowy year round. During the summer, the temperature is mild but a long spider season leaves much of the ground white with webs. It was, hundreds of years ago, a very isolationist country but the colonisation of the lands south of them have pushed them to be more politically active.

It is governed by a feudal system with a royal family elected by and among the lords every 100 hundred years.

### **Yorkland (Formerly New Rean'Alara)**

This country is only a few hundred years old and, while diverse, is primarily populated by the Human-Elf hybrid descendents of those who originally settled it. It is both rich and in debt and has become possibly the most influential country in the world.

It has a federal government led by an elected president.

Capital City: Bardwell City

### **Raenshire**

Mostly populated by humans. It was the seat of the largest empire the world had ever seen for over a thousand years, but it has diminished to a relatively small size over the last few hundred.

It is governed by a monarchy.

### **Grynhaer**

Mostly populated by goblinoids. While the country isn't considered to be in poverty, a large wealth imbalance has led many citizens into it. Heavy government investment into magical trans-planar travel infrastructure means that most people in the world looking to travel to the Feywild or Shadowfell choose to do so through this country.

The country is governed by a federal republic and presidential system.

### **United Aten Archipelago**

A collection of desert land masses and islands along the equator with diverse peoples. They have developed a remote parliament over the past few decades to help each other develop faster and build a strong trading network. Archaeological study suggests that these countries were last unified under one culture over 10 thousand years ago.

## **Democratic Independent Liberal Communist Republic of Anyeza (D.I.L.C.R.A)**

A large, cold, sparsely populated northern country populated mostly by dwarves and giant-kin. It has been through lots of governmental changes over the past hundred years but has remained an authoritarian dictatorship throughout. It currently remains uninvolved in larger scale international conflicts but has regular small-scale warfare over border disputes with its neighbouring countries.

## **Zhan-Kawa**

A densely, diversely populated country broken up by the sea. It has historically been isolationist but has become culturally and technologically significant over the last hundred years, resulting in mass immigration both in and out of the country.

It is governed by a feudal system.

## **Dris'Alara**

An ancient country mostly populated by elves. It consists of shores separated by a great sea and the many islands between them. Strong sea-faring culture and infrastructure has allowed this sprawling country to remain unified and wealthy. Several empires have spawned from this country but it is currently independent.

It has a monarchy.

## **Continents**

### **Faengtriolis**

Luscious resources and an ideal climate have let this continent remain one of the most rich and advanced continents throughout the history of the world. The borders of countries and governments of this area change regularly and it is rare for a large portion of it to be unified for very long.

### **Aten**

While the harsh climate of the islands on this continent have made life hard for many who have lived there, the history of those lands have been culturally rich and the ruins of many ancient cultures litter the deserts and rainforests there. In the modern day, the abundance of untapped raw materials have made some people living here very rich, though many citizens still live in poverty.

### **Suragua**

A collection of large islands till largely populated by indigenous peoples. Over the last hundred or so years, some of the unpopulated areas have been settled by various groups of people, forming a large country made up of mostly unliveable nature.

## **North Raen'Alara (Formelry Doraeleg)**

Until the Ever-White Isles were settled a thousand years ago, no humanoid population is known to have ever walked this continent. Once overrun by monsters, this continent now boasts sprawling cities and urbanised areas, leaving little land unpopulated that isn't desert or tundra. Its original settlers named it Doraeleg, but empires originating from Reanshire and Dris'Alara agreed to renaim it to Raen'Alara while they were settling its southern landmass.

It hosts the Doraeleg Desert and Gryve rainforest.

## **South Raen'Alara**

It was colonised not long after North Raen'Alara was renamed, but after the empires responsible had all but collapsed. Several different countries from Faengtrialis all stuck their claims in this land, ignoring the primitive indigenous populations already living there.

## **Antarctica**

The landmass making up a large portion of the southern polar ice cap. It is extremely cold and sparse for resources, so no large civilisations live there. There are quite a few nomadic indigenous tribes, hardened by the harsh climate and the monsters they are forced to hunt to survive.