

## ***The Kingdom of Anthamyst***

**Population:** 315,000, 60% Human, 10% High Elven, 8% Einher, 4% Wood Fae, 3% Dark Elven, 2% Aja, 13% Other.

**Non-Native Population:** While humans are certainly the pinnacle of society, in Anthamyst, there is room in this Kingdom for many cultures. As an extremely diverse kingdom, there are very few races that are considered outsiders or non-native. The only notable exception are the Woad who raid from the central forests and highlands of the kingdom and so suffer from ill regard here, even if they are not raiders.

**Capital and places of note:** The fortified city of Anth serves as the capital of the realm for the descendants of ancient Kalidorian King Torvald. It is a typical Kalidorian city, diverse and well maintained. Naxos and Ringstead serve primarily as military outposts dealing with Woad incursions and serving as layover points between the capital and the harbor town of Leehold on the coastline.

**Current Rulers:** The young King Torvald XII rules Anthamyst and like his father before him, Brytnoth VIII is a committed expansionist. He has vowed to reclaim all of Necris, defeat the undead and restore the ruins of the Red Cathedral (now the Black Cathedral) and Wyndholme (now the city of Necropolis) to their ancient glory.

**History:** No one knows quite how the descendants of the royal family of Kalidor made it safely out of the old capital of Wyndholme and survived the Shadow War. The Royal Genealogists claim that the youngest son of Brytnoth II, Leofric, hid amongst the ruins of the palace and watched on as his brother King Varelle the Coward was slain by the Vlotkin.

From there they say he was spirited away by an intrepid Knight of the White Orchid who slew many Vlotkin to get the royal heir to safety before succumbing to his wounds. Finally winding up in the company of the Dwarves in the Deymourne Mountains, Leofric grew and setup a Kingdom in exile.

Leofric's descendants remained with the Dwarves until the Shadow War ended whereupon they set about reconquering a land of their own, now known as the Kingdom of Anthamyst after the first heir of their line who drove the rotters from the area and ruled as a King once more.

**Government:** Anthamyst is a constitutional monarchy wherein the lords of the land are granted many rights and privileges by their sovereign in return for their taxes and military levies. While this may sound idyllic the peasantry of the land suffers with no rights in absolute serfdom and poverty. Young King Torvald does everything he can to relieve their burden, but his nobles wield too much power for him to be of much effect.

**Religion:** The worship of most gods is tolerated in Anthamyst so long as they do not bring harm upon the Kingdom. Dark Gods like Daemos, Vlektuss and Breyguth are outlawed and the worship of Aelos, God King of the Kalidorian Pantheon is encouraged.

**Societal Views:** The people of the of Anthamyst, from the highest noble to the lowest peasant, see themselves as the heirs of the Kingdom of Kalidor and they are proud of their heritage and the King's attempt to press their ancient rights to regain their former glory.

Humans are held in the highest regard here, and High Elves only slightly less so. Unlike the ancient Kingdom of Kalidor, racism exists in a much more muted tone. There are nobles of a few races beyond humanity and landed knights of many others.

Feudal society is in full bloom within the Kingdom Anthamyst and it carries with it the heavily differentiated social structure one would expect. The notable exception are the Kingdom's nobles however, who see the King as ruling at their pleasure, and so the young man's hands are tied on a number of social issues he would like to improve, (most notably he wishes to give the peasants some basic rights).

A wealthy merchant class is also arising here and their growing influence is making many nobles uneasy.

**Exports:** Coal, iron, horses, timber, carts, barrels, weaponry, textiles, ale and cider.

**Imports:** Magic, alchemy, finished goods.

**Social Rank Structure:** King and Human Nobles by rank> Elven Nobles>Other Nobles>Human Kinghts>Elven Knights>Other Knights>Human Merchants>Elven Merchants>Other Merchants>Human Peasants>Elven Peasants>Other Peasants>Woad.

**Factions:** Monarchists, Noble Council, Knights of the Dawn, Brotherhood of Man.