

The Holy Kingdom of Solaris

Population: 493,000, 90% Humans, 10% Other.

Non-Native Population: There is no law against non-humans in Solaris, but both casual and militant racism exist in an amount that deters non-humans from making the Holy Kingdom their permanent home. The non-human population that does reside here are quite diverse racially, but tend to stick to their own kind, or at the very least other non-humans.

Capital and places of note: Dawn Home Keep is the capital of the Holy Kingdom, it is the largest human city on the Isle of Kalidor, though it is half the size of the Dwarven capital of Felzynn. The Keep is home to the Knights of the Dawn, whom the people of Solaris look to as bastions of goodness and virtue in their service to the Grand Patriarch, the God King Aelos and humanity as a whole. A smaller version of the ancient Red Cathedral that served as the religious center for Light worship in the old Kingdom of Kalidor sits at the center of the city. Though it is now wholly dedicated to Aelos, it is rumored that the bones of an incarnation of the old god Kael are interred on the premises. The river port of Salvey and the harbors of Salt Port and Grenoble serve the Holy Kingdom greatly in matters of commerce.

Current Rulers: Grand Patriarch Haridan Tantyre, blessed with eternal life by the God King Aelos and his voice amongst humanity rules the Holy Kingdom with his Council of Patriarchs. They generally seek whatever seems best to them for the continued survival, growth and benefit of humanity.

History: The history of Solaris is terribly dark, but also a testament to the indomitably human spirit. At the height of the Shadow War an incarnation of Kael fought side by side with Patriarch Haridan with what remained of humanity huddled inside the walls of Dawn Home Keep. Here Kael shed the last drop of blood in his mortal form to slay the Undying God, giving what was left of his life essence to defend the people he loved so dearly.

As he fell, so did the Shadow Dome and while many Undying Lords and legions of rotters remained, humanity at long last had a respite from fighting for their lives. Some say the God King Aelos was born that day, from that sacrifice. The tale is part of the mythos of the land, it is told to children at bedtime and recounted at celebrations of the New Year throughout the Holy Kingdom, but whether it is true or not remains a mystery.

Government: The Council of Patriarchs is very human-centric and while they maintain relations with most of the other nations of Kalidor, they do not go out of their way to ingratiate themselves to the other crowned heads of the isle. In fact skirmishes with other nations are common over minor disputes, but most other rulers refuse to outright challenge the might of the Knights of the Dawn.

Religion: The worship of Aelos is common and sincere for the vast majority of the population. Worship of other Light-aligned gods is allowed, but those who openly do so are treated as suspicious outsiders.

Societal Views: Humanity and Civilization are what matter first and foremost, anything and everything should fall and be sacrificed before those two things be allowed to come to ruin.

The loyal subjects of the Holy Kingdom both revere and trust their patriarchs, whom they have seen give much blood, sweat and tears to the causes of Humanity and Civilization. Almost all work toward the betterment of the people and the government, those few who do not are quickly weeded out.

Exports: Wool, Textiles, Food, Weapons of War, Mercenaries, Wine.

Imports: Iron, Ales and Lagers.

Social Rank Structure: Grand Patriarch Haridan>Patriarchs>Knights of the Dawn>Humans>Others.

Factions: The Council of Patriarchs, the Knights of the Dawn, the Brotherhood of Man.