Crimea

Though it is currently the epicenter of a great war, Crimea was once a peaceful nation. Its coastal towns are inhabited by Beorc merchants who rely on trade from other countries, while its capital is home to Castle Crimea, house of the Crimean royal family. Princess Elencia is the true heir to the Crimean throne.

Years ago, the land of Daein fell victim to a terrible plague. The devastated rural towns turned to their new leader, King Ashnard, for hope. Ashnard has since ruled Daein harshly and positioned his country as an enemy of the Laguz.

Long ago, the Laguz of Gallia were kept as slaves by the Beorc of Crimea. Though Laguz slavery has long been abolished, tension between the Gallians and Crimeans runs high. Gallia is ruled by the mighty King Caineghis, who resides in Castle Gallia. The king's strength of character has earned him the undying trust of the Gallian Laguz.

Begmion

The largest and most powerful country of Tellius, Begnion is the home of the goddess Ashera. Sanaki, the apostle of Begnion and chosen vessel of the goddess, resides in Begnion's imperial capital, Sienne. The seven senators and the upper class of the country also live in Sienne, while the working class occupies Begnion's farmlands.

Goldoa

Little is known about the nation of Goldoa because of its secluded situation amid mountain ranges. Goldoa is home to the Lagona dragons, and is ruled by the Black Dragon King Deghinsea and his son, Prince Kurthnaga. Dragon-human interaction is rare on Tellius, though the king desires peace between the Laguz and the Beorc.

Phoenicis & Kilvas

Phoenicis and Kilvas, the two islands near the southern coast of Tellius, create a channel that is traveled by daring ship merchants. The islands themselves are inhabited by the Lagona hawk tribe of Phoenicis and the crow tribe of Kilvas. Although the tribes often disagree, they see eye-to-eye on one thing: their dislike of the Beorc. Both the Phoenicis and Kilvas tribes practice piracy, attacking merchant ships and stealing the loot.