

# [WIP] The Continent of Selenia

## The Continent:

Selenia is a small continent, roughly half size of Europe. It roughly has the shape of a right triangle, converging towards the equator and growing larger towards the north pole. At it's southmost part, it meets with the continent of Arthaia.

In it's current state it's currently split into four major parts. The Empire of Altrion in the west, the magocracy of Rann in the east, the North and the area surrounding Mt. Erevos.

## Historical points:

~**300 years ago:** The continent's mainland was recovering from a long period of war and infighting, finally all kingdoms unified under the rule of a single Emperor. The North and its inhabitants remained impartial and continued their secluded lifestyle.

~**210 years ago:** A large meteor fell from the sky, crashing in the capital and forming what we now know as Mt. Erevos. It caused major destruction in the landmass and forced the continent into 75 years of an ashen winter where food was scarce and the population greatly diminished. (a period commonly referred to as Ashfell).

~**170 years ago:** During the Ashfell, the meteor's contents were found to have extremely potent magic amplification powers. Soon war broke out over the precious ore now known as Erevium (commonly referred to as the Dark Ore) and the empire was split in half. In the east, where the old Imperial Academy of Magic used to stand, the magocracy of Rann was found and the remnants of the Old Empire became the Empire of Altrion.

~**70 years ago:** After the 100 year long war between the Magocracy and the Empire, they finally came to a pact of peace. The dangerous lands surrounding Mt. Erevos were now a grey zone and regular expeditions to extract Erevium were held by either of these Nations, often to never return.

**Religions:** Multiple, there is no strictly enforced religion. The main god worshiped is Selenor, god of the Light and Life.

## Racial Distribution:

- Mainland: Mostly comprised of humans and gnomes in the south. Populations of elves are scarcer but have started moving in from Arthaia over the years. Tieflings started becoming a lot more common during the Ashfell
- The North: The northern kingdoms are lands of Dwarves. They live inside huge fortress-like cities that they have mined inside the great Alpine Mountainlines. They rarely deal with politics and even more rarely allow anyone to enter their cities.
- The steppes: The part between the northern part of the empire's and Rann's borders and the Dwarven Mountainforts. Unstructured tribes of orcs that lived there or fled the Old Empire after the first war roam the steppes.
- Mt. Erevos: The lands surrounding the mountain have turned into a battlefield. Makeshift settlements as well as small villages full of dangerous crime-ring instigators. You can find people of all races if you manage to step foot in it.

**Extra Info on The Empire:**

With the Emperor recently demised, the tension throughout the empire is boiling.

The former head of the Council, Clovaris od Lufthen has stepped in to replace the Emperor as there is no rightful heir to the throne. Meanwhile, a man claiming to be the King's son travels the Empire and tries to gather followers to overthrow the Council. He hides his face so that he is not recognized and has therefore come to be known as the Masked Prince.

Magic is not strictly disallowed but you need to have a license as an Imperial Mage under oath to the Empire in order to publicly use higher order magic. This ruling way more loose in the outskirts of the empire, especially the cities with low to no guards stationed.

**Major Factions:**

- The Imperial Council: Lead by Clovaris od Lufthen, the council has claimed the Imperial Throne.
- The Masked Prince: Travels the Empire amassing followers to overthrow the Council and claim his rightful place to the throne.
- The Traders Concordium: A guild based in the coastal city of Anamar in the South. It has become exceedingly strong and influential, having connections all over the continent.