

Geography

☐☐ Stralis - The Northern Continent

Overview:

Stralis lies at the crown of the world, a northern continent where warm polar winds make the far north temperate and fertile while the equator below burns in unending heat. A year lasts only 120 days, bringing long seasons of light and shadow that shape every culture and faith.

[Stralis.jpg](#)

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The Compact:

A loose alliance of cities, dukedoms, clans, and tribes gathered in the broad river valley between the **Eastern Mountains** and the **Western Deserts**. Its lands range from grassy hills and forests to open steppe.

- The **Capital City** stands at the fork of the Great River. Originally elven, now a diverse metropolis ruled by a **Council** of nobles, guilds, and the clergy of **Oros**.
- The Compact's unity is pragmatic: survival against larger powers, not shared blood or race.

To the East - The Veridann Empire:

A powerful, despotic elven realm known as the **Blood Elves** for their ruthless ambition. Stratified and expansionist, they control the only land bridge leading south toward the equatorial wastes. The Empire's might is checked by distance, perilous terrain, and the Compact's alliance.

To the Northeast - The Dominion of Ironhold:

A realm of dwarves and gnomes who rule from beneath mountains and desert. Industrious and proud, they prize craft and autonomy. The frontier between Dominion, Empire, and the **Shifting Cities** is a constant battleground.

The Shifting Cities:

Human settlements caught between the Empire and the Dominion. Their loyalties change with every border skirmish, giving them their name.

To the West - Sylvanis' Embrace:

A vast rainforest fed by the second great river system of Stralis. Named for the ancient goddess **Sylvanis**, it teems with life and mystery. Trade with the Compact brings exotic herbs, dyes, and monster trophies, but few outsiders survive long in its depths.

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