

Vae'ri'a

Pronunciation: Vay-ree-uh

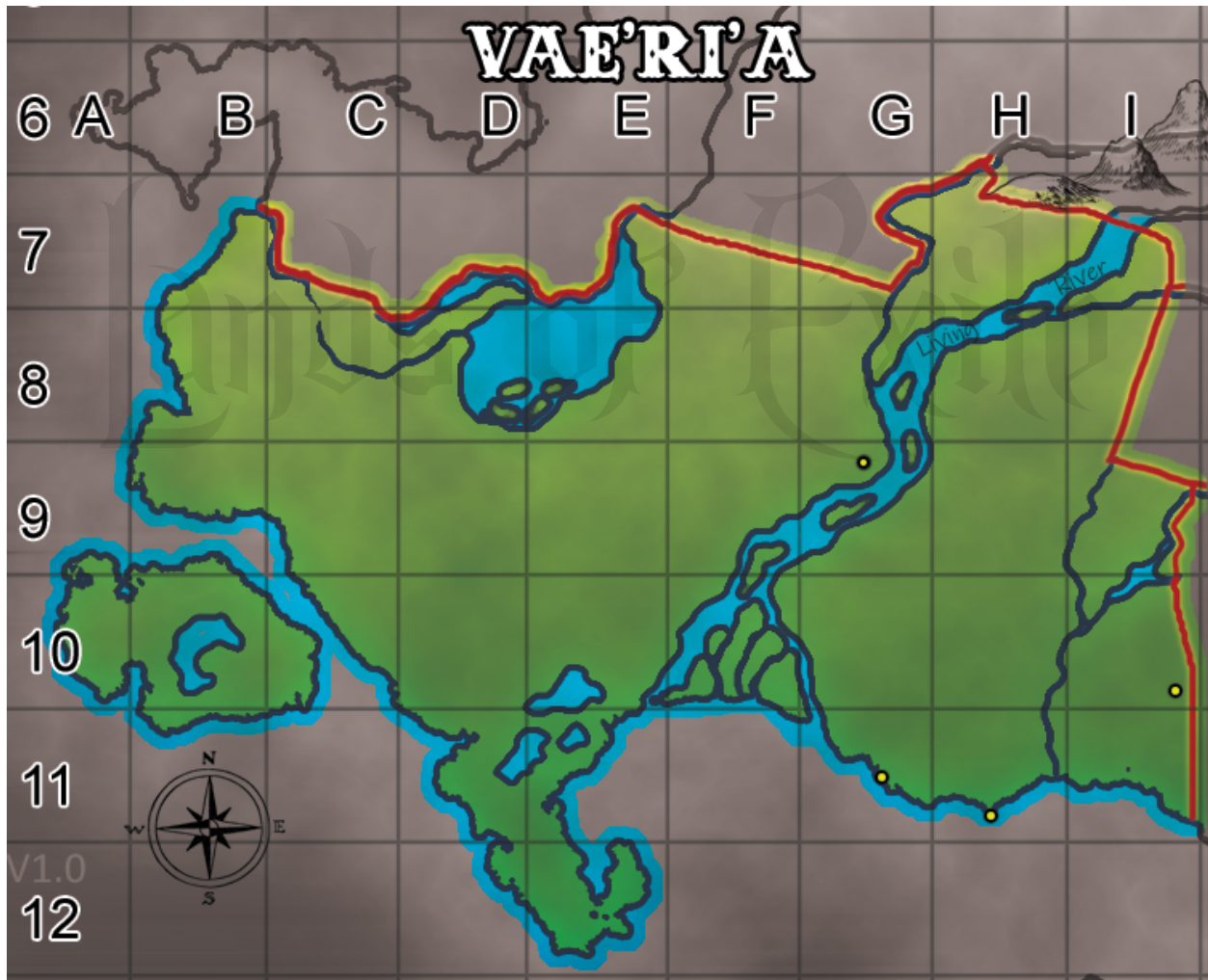
Main Race: High Elves

Secondary: All

Biomes: [Temperate Coniferous](#), [Temperate Broadleaf](#), [Deciduous Forest](#), [Mediterranean](#)

Industrial and City expansion level	Plant and animal farming	Deep Magic
High	Low	Medium

Location: Vae'ri'a was the second largest realm in the Homelands. This realm sat on the western side of the continent, south of Belavora.



What was it like?: Although it was chilly and temperate in the north, the southern part of the realm enjoyed warm summers and sunny beaches. The areas around the center of the realm produced incredible storms, sometimes magical in nature, due to the high level of humidity and energy that came off the expansive Living River.

- The land that became Vae'ri'a had always been known as the High Elven homelands. Legends indicated that this area was where the first High Elves lived, and many used this as evidence towards also being the birthplace of mortal races from the Fae.
- After the Third War ended, the realm of Vae'ri'a became the seat of the High Elven Empire, who were tasked with exiling the Drow and their supporters, rebuilding the economy, and keeping all Allied citizens comfortable, healthy, and well supplied.
- The capital, **Vaerith City**, was moderately but efficiently built up, as High Elves tended to use their space constructively. Because of the long history of civilization here, every standing structure was maintained and used for centuries. Buildings, temples, and elaborate facades of innumerable styles were scattered throughout cities, collected and cared for over the millennia, creating an amalgam of visual interest and beauty.
- The largest river, The **Living River**, by width and length, crossed the capital city and emptied into the sea. This river was seen as one of the most sacred rivers in the whole land. According to scholars, its path followed the oldest Leyline in the Homelands. Some people believed that the origin of all mortal life was created at the head of the river, which then flowed through Corlinea Valley and spilled into the area now known as Vaerith, giving life to the land. The **Living River** was the source of a lot of naturally occurring magic energy within the Realm of Vae'ri'a.

Did you know?: Vae'ri'a was seen as a place for new beginnings, and not just because of the legends regarding the origin of mortal life. Many who felt down on their luck would travel to Vaerith City to find a new way of life, especially if they were looking for higher education or an apprenticeship.

PLACES OF INTEREST	
Grid Location	Description
9-G	Vaerith City - The Capital city of Vae'ri'a and the Allied Realms. Where the seat of the High Elven Empire was located. Center of operations for keeping all Homeland citizens healthy, safe, and supplied.
11-G	L'Iam Hedos - The city had a High Elven history with architecture not too far off from what one would expect. Though most of its citizens were elves, prestigious academies attracted students from all walks of life.
11-H	The Salt Strands - A wide expanse of sandbars where traders from the land and sea gathered when the tides were low. Some K'ojin caravans would convene here, often weeks at a time.
10-I	Inyath Alora - Located in a heavily wooded area near the Wyldelands border. Aside from some of the housing structures in the tops of trees, Inyath Alora was a typical, quaint town that had all the necessities for a traveler to stay safely during their journey or trade with local artisans.