

Corlinea Valley

Pronunciation: Core-lin-ayuh

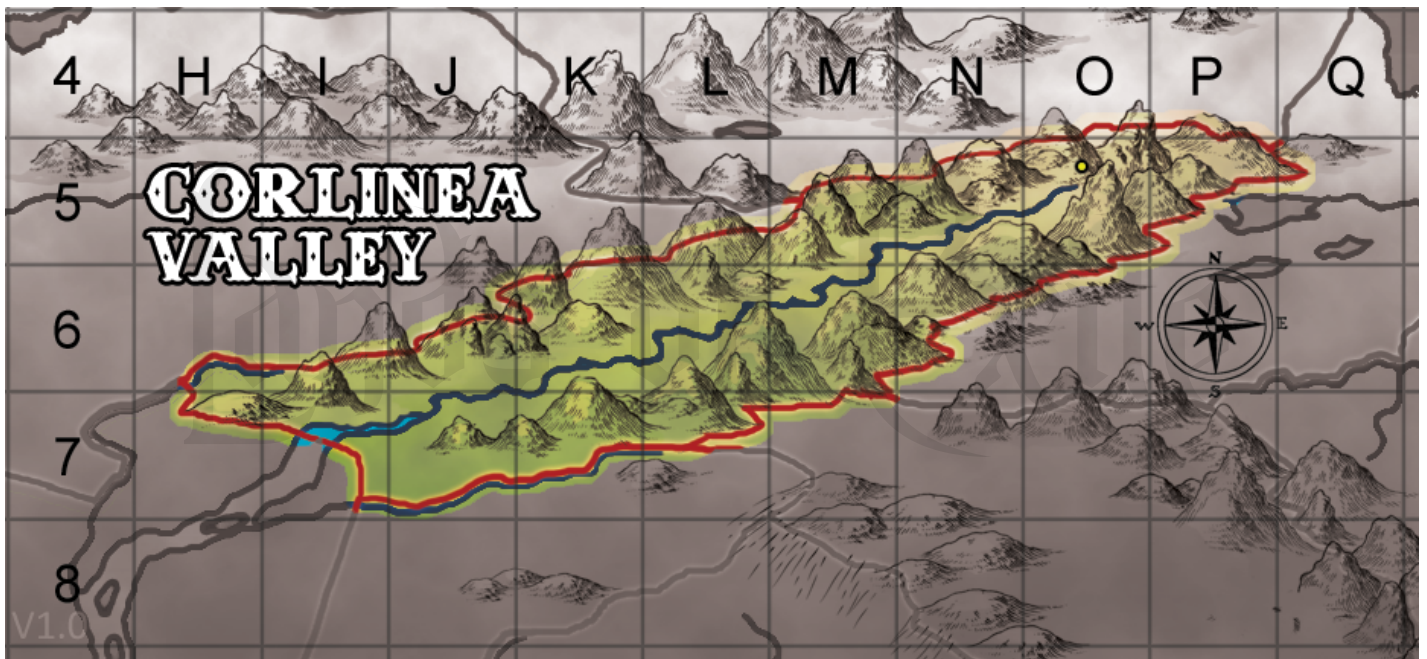
Main Race: All

Secondary: n/a

Biomes: [Temperate Coniferous](#)

Industrial and City expansion level	Plant and animal farming	Deep Magic
None	Low	High

Location: Directly south of Koldenvaste laid two parallel mountain ranges running from east to west through the heart of the continent. Between them was the valley, and along the valley floor ran the **Living River**, with its source in the eastern most end of the valley.



What was it like?: Corlinea Valley was well protected from the extreme weather on all sides, with a generally pleasant temperate climate all year round and little fluctuation. No organized government existed in this realm, as it was not meant to support a local economy or structure.

- The Corlinea mountain ranges were so steeped in lore, traditions, and spiritual experiences that they had no universal names. Each group that visited the area had its own name for sections of these chains, with some peaks being more holy than others. The only peoples within Corlinea Valley were those of spiritual and religious nature, who lived in dozens of temples, monasteries, and shrines dedicated to the Eldest or other beings.
- **The Living River** was held as one of the most sacred rivers in the Homelands. According to studies, its path followed the oldest Leyline on this continent, contributing to many legends and phenomena. It was commonly believed that if the river became changed or tainted, that life would

end as we know it, so **Blackstone Abbey** was formed to protect the source. The monks who lived there were well looked after by the Empire. Blackstone monks dedicated their lives to spreading the practice of sustainable magic.

- Sacred walkways had been worn into the stone all throughout the valley. A wide variety of spiritual conclaves existed, though all had one thing in common - they respected the land here as the holiest of holy, and did not use more space than they needed to pay respects to their chosen Eldest, spirit, Fae, or other entity of respect.

PLACES OF INTEREST	
Grid Location	Description
5-0	<p>Blackstone Mountain - The mountain where Blackstone Abbey was located, theorized to be the source of the Living River.</p> <p>Blackstone Abbey - These monks were the guardians of the life force of the continent, and would fiercely protect the source of the river.</p>

Lands of Exile