

Humans Rise

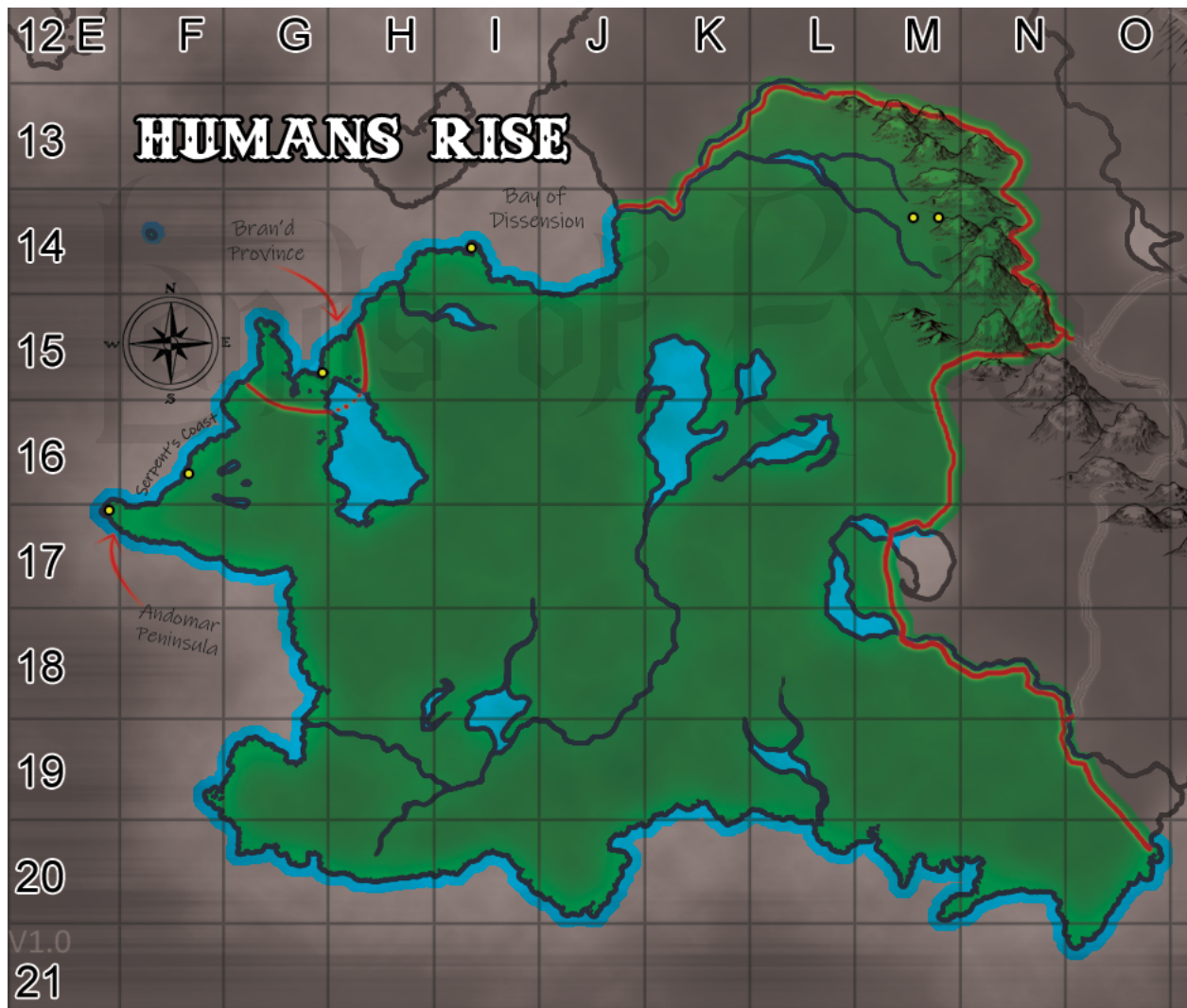
Main Race: Human

Secondary: Halfling, K'ojin, High Elf

Biomes: [Mediterranean](#), [Subtropical Moist](#) and [Dry Broadleaf Forests](#), [Subtropical Grasslands](#)

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

Location: The realm of Humans Rise accounted for the majority of the southwestern portion of the continent. The mountain range at the northern end of the realm were vast, forested, rolling mountains. Its northeastern border was against the main western sea.



What was it like?: This realm was mostly lowlands, a few hilly areas, and a small mountain range in the northeast. Huge lakes dotted the land, providing nourishment to lush forests and fertile grasslands. These created microclimates, causing surprising weather in isolated areas, such as snow, tornadoes, and floods. After Xi and the Great Rainforest, this was the wettest area on the continent, with hot summers, mild winters, and windy springs.

- If they were to have one, Human's Rise could be considered the ancestral home of Humans, as their oldest cities were located here. After the Third War, the High Elven Empire recognized Humans Rise as a self-directing realm, so long as it did not threaten the Allied Alliance as a whole.
- Humans Rise contained nearly every industry you could imagine, and supplied the rest of the continent with many products needed for every day operation - especially Vae'ri'a. The majority of the Empire's farmland was in this area, as well as some prestigious institutions of higher learning and mastercraftshalls.
- Although the High Elven Empire did not have realm-governing officials in Humans Rise, it did keep a regulatory (re: armed) presence in **Bran'd Province**. This small area surrounded **Port Bran'd**, which was the main hub for import and export of goods between the northern and southern realms in the west. Illegal magic items, cult practices, and other acts against the peace were strongly regulated by the Empire in **Bran'd Province**, even if Risers had relaxed some of these laws through their own government. Although tensions with the Empire could be high in **Bran'd Province**, they generally stayed low across the rest of Humans Rise.
- **Port Bran'd** was a huge boon to trade and travel between the north and south. This hub provided efficient access to the Vaerith City via water transportation, instead of creating thoroughfares through the Wyldelands.
- Riser tournaments and wargames were renowned spectacles to watch or participate in, and people from far and wide would gather for various festivals, battlegames, and competitions.

Did you know?: **Port Bran'd**, although in Elven it is pronounced 'Brand', was transformed into 'Brandy' once it encountered the Human dialect. "Port Brandy" is how Risers (those who lived in Human's Rise) pronounced the name.

PLACES OF INTEREST	
Grid Location	Description
15-G	Port Bran'd - the main hub for import and export of goods between the northern and southern realms in the west.
17-E	University Andomore - this was an Institute of higher learning associated with some royal family lines.
16-F	The Serpent's Head - A large grouping of small, coastal towns and cities that spanned along a snaking coast. The Serpent's Head was the capital city of The Serpent's Coast.
14-I	Port Davion - Port Davion was a large city, cast in shades of grey from the cobble roads and stone homes against the misty coastal skies. In spite of itself, the overwhelming bleakness was contrasted by the colorful attire and lifestyles of the inhabitants, giving the

	<p>city a magnetic appeal to outsiders. While other cities still followed cultural traditions and family partnerships, Port Davion was a grim monument to the power of coin. Ruled by trade guilds who led a bloody rebellion against the area's nobility, the city perpetually balanced between chaos and stability because of the abundant flow of wealth and trade through its gates.</p>
<p>14-M North- East</p>	<p>City of Keln - Keln was a sprawling town at the foot of the mountains, with low buildings inspired by a variety of architectural traditions befitting the collective nature of its founders. Many inhabitants were displaced refugees, fleeing from dark forces in other parts of the Realm, seeking sanctuary in the fortress-like protection of the city. The mountains loomed over the town, protectively looking down upon Keln.</p>
<p>14-M North- Central</p>	<p>Sanctum Vale - This river valley, dominated by tall grass and weaving trade routes, was accessible by bridges and landing points on the rivers to the north and south. When travelling the roads towards the mountains, one would begin to see deliberately placed rocks, cut with glyphs from dozens of languages- some meanings lost to modern scholars. The valley ended as it reached the outskirts of the City of Keln, dotted with farmlands.</p>

Lands of Exile