

Veyveux

Pronunciation: Vay-voov

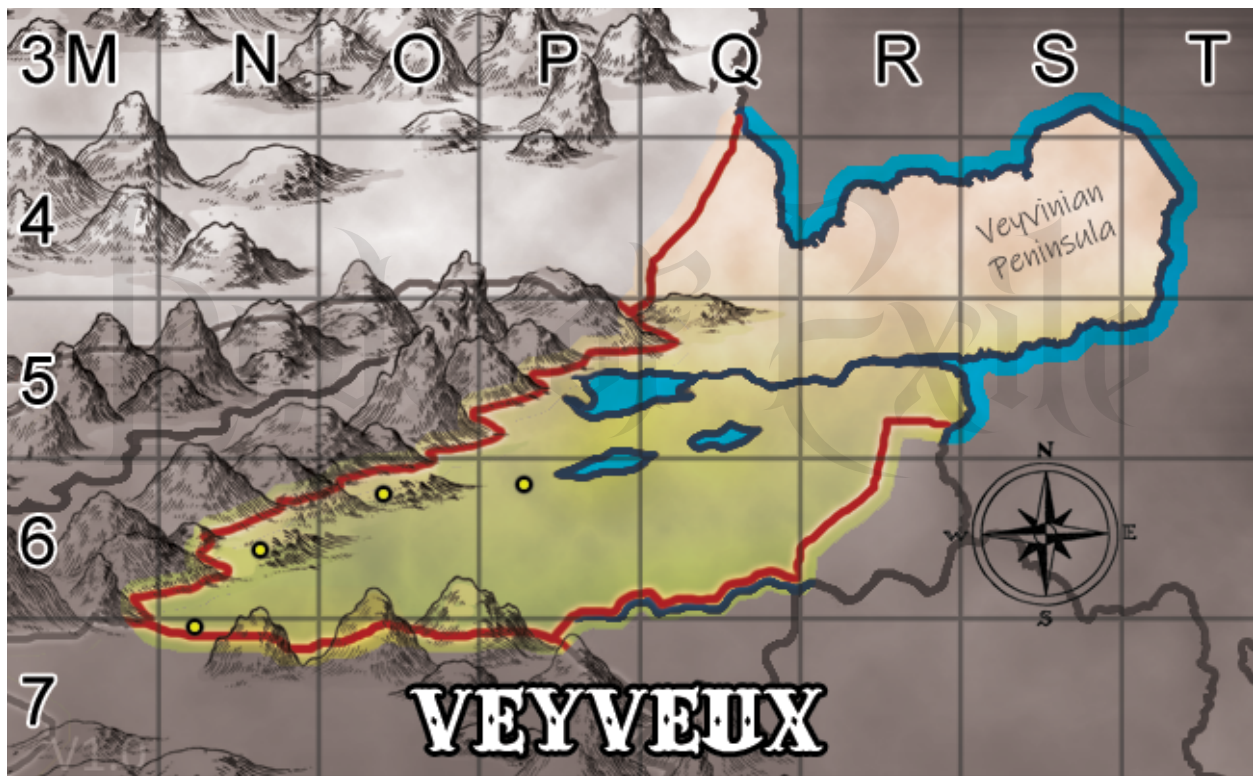
Main Race: Human

Secondary: All

Biomes: [Taiga](#), [Dry scrub](#), [Deciduous Forest](#), [Temperate Grasslands](#)

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

Location: Veyveux was on the extreme eastern side of Corlinea Valley, and it was split into two nearly identically sized landmasses: the mainland body (south), and the **Veyvinian Peninsula** (north).



What was it like?: The mainland body of Veyveux was surprisingly temperate for its longitude, and combined with the freezing climate of the **Veyvinian Peninsula**, Veyveux may have been the realm with the most varied climate for its size. The western side was tucked between two mountain ranges, which promoted the collection of warm, dry air coming up from the desert in the south. The peninsula, however, was much colder, as it was surrounded by chilly, arctic water on three sides.

- Because of the warm, dry microclimate in western Veyveux, this area was renowned for its wine production. Almost all grape-based alcoholic beverages in the Empire came from Veyveux, with the best vineyards occupying just a small strip of lowlands at the feet of the southern Corlinea

mountains. Hundreds of vineyards existed on these slopes. With a little elbow grease, anyone could start their own; however, the prime locations were deeply secured within family lines, and these families in turn held inordinate amounts of power and influence in some circles.

- The wine trade enriched the economy on mainland Veyveux. This dependable and highly desired export supported a lifestyle of comfort, esoteric studies, and unusual sports for many Veyvinians, and they were often seen as eccentric types by the western realms.
- On the **Veyvinian Peninsula**, divided from the wealth and lavishness that the vineyards support, year-round inhabitants were affectionately (though sometimes not) called *Veyglacé* by the mainlanders, making light of the colder climate and more snowy winters. Even though they were separated from the extreme leisure of the wine-fed west half, Veyglacé still recognized the complex social rituals and niceties of mainland Veyveux.
- The **Veyvinian Peninsula** tended to be less about farming and land-grown resources, and more about trade and fishing, and hosts many summer homes of the more wealthy Veyvinians from the mainland. Veyglacé kept winter supply lines open to Koldenvaste, which was essential for both realms.
- Although Veyveux seemed isolated from the main Allied areas, a large, established overland trade route through **The Quell** kept their contact strong.

Did you Know?: Although wine was the most well-known export from Veyveux, few outsiders realized that Veyveux was a thriving and rich culture, mostly Human, with a distinct style. Veyvinians favored living intricate lives - regularly partaking in parties, social gatherings, fancy dress, and esoteric hobbies. Flamboyant displays of color and flair were as common to entertainment and business traditions as were to magical practices, especially on the mainland side.

PLACES OF INTEREST	
Grid Location	Description
7-N	Entrance to The Quell - an important trade area near the entrance to the Suldai'im Desert, which was constantly threatened by thieves, bandits, and dangers from the desert. The Quell was protected by the realm of Arayneir and The Order of the Fallen Sword.
6-N, 6-O	Vineyard slopes
6-P	The Bastion of Light - this was a colossal fortress that sat atop a great hill overlooking the sprawling grasslands of Veyveux. It was made of masoned stone, with banners flying from the ramparts and parapets. Displayed atop the central spire of the building was a great brass sun engraved with symbols of I'nil.