

# Arayneir

**Main Race:** All

**Secondary:** N/A

**Biomes:** [Temperate Coniferous](#), [Temperate Broadleaf](#), [Desert](#)

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

**Location:** Arayneir was settled strategically between Vae'ri'a, Veyveux, and the entrance to the Suldai'im Desert, known as The Quell.



**What was it like?:** Arayneir is the smallest realm in the Homelands, but the forests are lush and green, with plenty of land and resources, though most goods are imported from Veyveux and Humans Rise.

- This was land given to the Order of the Fallen Sword by the High Elven Empire during reconstruction after the Third War. Toward the end of the Third War, a large, bloody battle happened in the area now known as **The Quell** - an area between the Desert and the Allied territory. To prevent Drow from accessing reinforcements or pulling back into the Desert, a relatively small branch of Allied fighters took it upon themselves to protect and watch this area. Although they were often cut off from assistance and supplies, the strategy was successful, and historians agree this was a turning point in the war which contributed to Allied victory.
- Those who took up arms during this battle were named The Order of the Fallen Sword, and this Order dedicated themselves to continuing to protect life and peace. They also protected the Veyvinian trade routes that passed through **The Quell**, as well as deployed forces throughout the Homelands where needed or requested.
- Arayneir was a fully Allied Realm, though it operated somewhat outside of the jurisdiction of the Empire due to treaty agreements after The Third War. Arayneir was granted sovereignty under

the condition they continue their work towards mutual peace and protection of civilians. The Fallen Sword ran the operation of Arayneir, and although it was primarily a military installation, there were large numbers of civilians, especially traders and merchants, who lived within its borders. Arayneir levied their own taxes on trade goods sold within their borders, on top of Vae'ri'an fees, to sustain tactical operations.

- Within Arayneir, Vae'ri'an laws were default for civilians, but The Fallen Sword had jurisdiction when addressing any crimes or repercussions.

PLACES OF INTEREST	
Grid Location	Description
8-K	<b>Arayneir University</b> - this university attracted those who wish to learn combat magic, infiltration, and field battle tactics from some of the most highly trained teachers the continent had to offer. Some of the first teachers are now leaders of the Order of the Fallen Sword.
7-M	<b>Entrance to The Quell</b> - 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 is protected by the realm of Arayneir and The Order of the Fallen Sword.

Lands of Exile