

Wyldelands

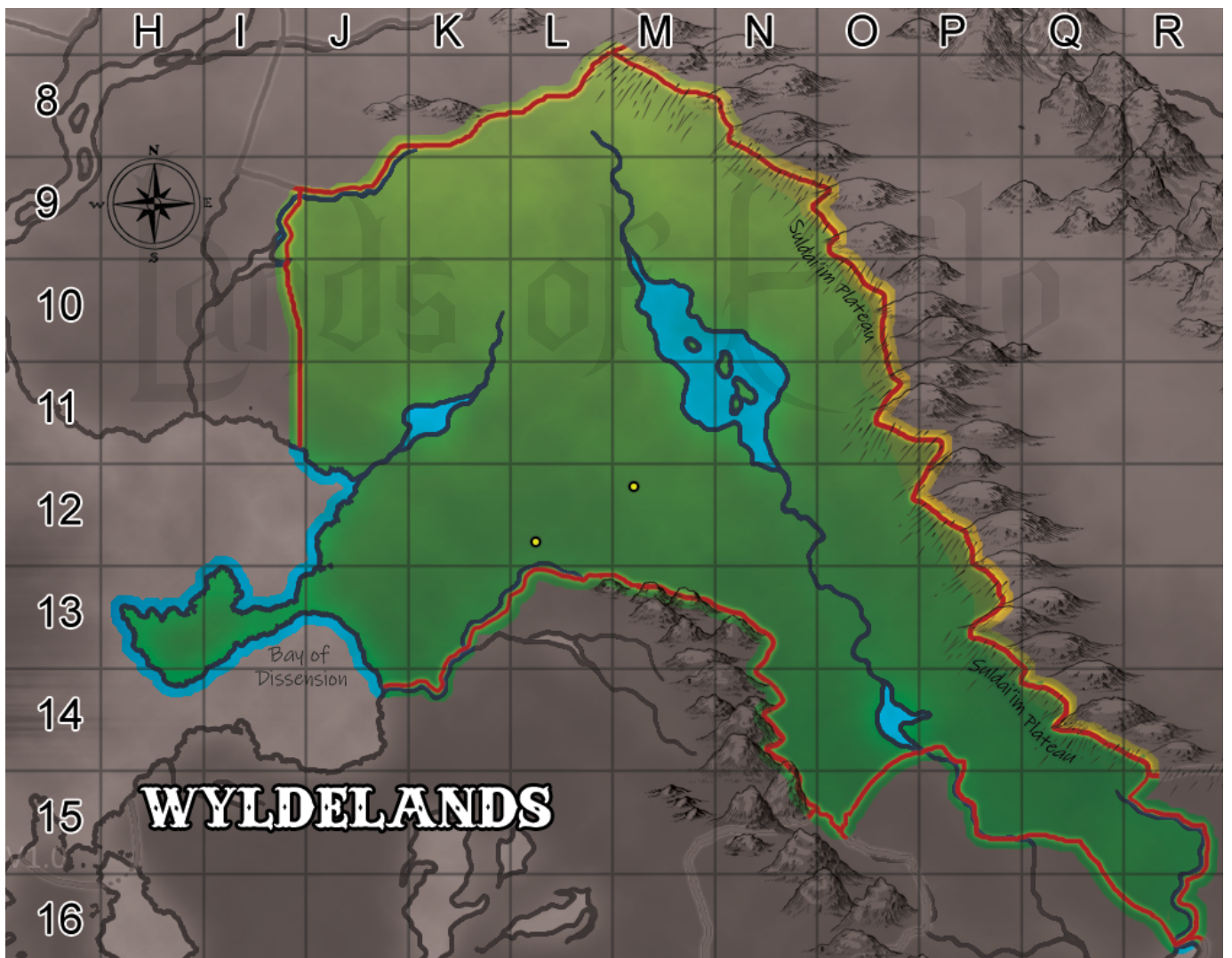
Main Race: Wyld Elf, Halfling, K'ojin

Secondary: Human

Biomes: [Temperate Broadleaf](#), [Deciduous Forest](#), [Temperate Grasslands](#), [Mediterranean](#), [Subtropical Coniferous Forests](#), [Desert](#)

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

Location: The Wyldelands were a huge basin, encompassing the majority of the Homelands' central landmass.



What was it like?: The eastern Wyldelands contained runoff zones from the entire stretch of the **Suldai'im Plateau**, which created the largest lake in the Homelands. Elsewhere, there were plentiful grasslands and thick forests, while bountiful rivers criss-crossed throughout the realm.

- The Wyldelands were an area recognized by the High Elven Empire as natural growth areas, and were left to grow wild and unmanicured, as Memnis intended. This meant that the Empire did not pursue, fund, or directly support industrialization or citybuilding, aside from long established trade routes and small towns. If an independent development project succeeded in bypassing the numerous and extremely protective Wylde Elven groups scattered throughout the entire area, the Empire stepped in and enforced the autonomy of the forests.
- Travel through here was safe as long as you didn't wander too far off the Allied paths. It was not seen as honorable for most Wylde Elves to attack respectful travellers, but there were many stories of lost caravans and missing persons.
- Although the natural border of the eastern **Suldai'im Plateau** kept most from accessing the desert directly, there were Wylde elf clans that thrived along the cliffs and dunes.
- Along the southern edge was a mountain range that supported a large number of Wyldelands peoples. Even though those mountains were technically within the borders of Humans Rise, many clans would claim differently.

Did You know?: Some of the most haunting and still unmapped areas in the Homelands existed in the Wyldelands, leading many to their deaths as they set off to discover deep secrets or search for fabled magic sources. Tales of Trolls, Orcs, and other strange creatures were common rumors passed on by travellers who visited frequently.

PLACES OF INTEREST	
Grid Location	Description
12-L	<p>Archeronian Forest - A large, expansive redwood forest, with very old trees and not a lot of underbrush.</p> <p>Archeron - A Wylde Elven city built in the treetops of giant Acheronian trees. The city was built sustainably around the forest, integrating naturally into the environment.</p>
12-M	<p>Talindra's Grove - This grove of old trees seemed like any other at first glance, but Aldemarian Wylde Elves claimed this was the nest of the regional forest spirit, Talindra.</p> <p>Aldemar - Aldemar was a forest region home to a tribe of Wylde Elves, with a small village of treehouses.</p>