

Xi

Pronunciation: Djee or Jee

Main Race: Halflings, Wylde Elves

Secondary: All

Biomes: [Flooded grasslands](#), [Tropical Grasslands](#), [Temperate Grasslands](#)

Notable Places:

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

Location: Xi was on the mid-western coast, above the Rainforest and below Veyveux. It was bordered on the west by an impassable wall of desert mountains, containing some of the tallest peaks on the continent.



What was it like?: Xi was characterized by few forests, mostly plains and shrubby bushes. Flat, open areas. Cool, dry winters in the north, and humid, temperate summers in the south, with extra growing seasons. There were many kinds of grazing animals and large predators.

- Due to the impassable mountain range bordering the desert, this was the most isolated yet inhabited area of the Homelands, even compared to northern Koldenvaste. Because of valuable trade, there were still numerous trade hubs and towns dotted throughout, but with much less traveller turnover than those in the western realms.
- The western mountains caused moisture from the ocean to fall nearly year-round, and Xi had a flood season in the spring every year. Because of this, some rare fruits, herbs, and creatures were found here and nowhere else in the Empire. Xi supplied the Empire with some rare alchemical and healing herbs, teas, and berries, which supported the Xin economy quite well, in spite of its isolation and single trade route access through Veyveux.
- Halflings were the most abundant race here, most likely because of the closeness to the life energy of the L'lien Rainforest, which supported multiple Bellena Trees in Xi.
- Wylde elves also inhabited Xi, and tended to live peacefully alongside Halflings, but not always so. Wylde Elves in Xi were distinctly more aggressive and wary of outsiders than elsewhere on the Homelands, because of the bandits, thieves, and magical threats that constantly lurked in the tall Desert mountains.

Did you know?: Strangely enough, the Southern part of the main continent (Humans Rise, Neux Belavora, etc) purchased many Xin goods through Holdfast, often well before they were for sale in the markets at Vaerith City. Perhaps there was a treacherous smuggling route somewhere through the Suldaï'im Desert?

PLACES OF INTEREST	
Grid Location	Description
7-R	Whistle Rock Point - In a wide field, there were several, roughly cylindrical, six foot tall rocks with a series of holes bored into them that created a pleasant whistling sound when the wind caught it. It was not clear if these were made by mortals, animals, or other forces, but those who studied the rocks noted that the pitch and volume could be used to consistently determine the direction and speed of the wind from quite a ways away... with some practice, of course.