

Northwest Doriant

Written by Bill Guinan, Kathorus on the Campaign Cartographer forums

Introduction

These following notes are thoughts I had while making the map. They form the very bare-bones ideas for the people and places that exist here and have existed here. Where appropriate, I have added notes that tie into other maps. Feel free to disregard any or all of this for your own personal use. I play D&D using 5th edition, so there are assumptions made about that.

Legend

Black Text – are simply notes and should be usable as ‘real’ notes about the land

Green Text – these are design notes, an explanation as to what I was thinking as I mapped the area and thought about its history.

Red Italicized Text – These are English translations of my fantasy gibberish when it means something.

The Ancient Elves

When I first looked at the area, I noticed all the small forests, I had always wanted to make some maps that showed a progression of history, and I thought that those being the resurgence of a land of elves. So, these forests are all either remnants of a vast forest that once existed, or new growth brought about by the elves.

The elves have existed in the lands of the Whale Coast and Northern Wilds since before they tracked history. The forest, vast and magical, was home to all manner of fey and covered the entire area north of Evirth Almyrn. They lived in tribal bands that subsisted on the bounty of the woods. In time, these tribal bands settled into small villages lived upon the rivers and streams, along the coast, and in the trees.

It came to pass that evil dwelt within Evirth Almyrn, vile orcs and goblins following a dark god invaded the forest. The elves defended their lands but suffered severe losses. After a time, they pushed the evil-doers back. Three great heroes arose from these battles, and were granted divine right over the people of these lands. They were each given dominion over a section of the forest, wore crowns of silver leaves and built palaces in three sacred places.

The Civilization of Amna, The Empire of Immiriliss

In HadrianVI's map for Alwayir, there is a note about a city being 600 miles to the northwest. Alwayir, it should be noted, exists on the Lake Aziwah, which is a large body of water. I imagined that once a mighty river valley, much like our world's Nile, existed here and led to a delta where the City of Amna formed.

Gurum Aadalina (*Beautiful Dwelling Place*), once known as the City of Amna (The Jewel of Aziwah) rose on the delta of the Aziwah River. Dragonborn, ruled by the dragon Immiriliss, had conquered the desert dwelling humans whose civilization had started agriculture along the river's flood plain. Along with the humans, the dragonborn had enslaved dwarves from Evirth Esyr. The city increased in splendor to the

detriment of the rest of the empire. Humans were used along the river to grow the food that fed the livestock that fed the dragon and dragonborn. Dwarves were used to build vast palaces, temples, and monuments within the city.

Timeline

The following are my notes about how things progressed from about 2500 years ago until the common time.

-2500 – Kes'Ravanala, Keserrin of Norrieth, gives birth to Arasatra and Qisatra and declares the day holy. In the Evrith Almyn, the Fire Giant King Kaleva defeats the gold dragon Turvorness and secures the area around Mount Inkeri as his home. Works begins on his Citadel, the dragon's skull is forged into his throne, it's skin into his armor.

-2450 – King Kaleva rules from his Citadel on Kogbor Inkeri (*Mount Inkeri*). He starts to gather all the evil things for an assault upon the elves to the north.

-2460 – The armies of King Kaleva sweep down into Sundamar, catching the elves by surprise. The army razes settlements and burns down the forest. Nesterin responds by sending its armies south along the Shalana and then skirting across the Evrith Almyn, come in behind the Fire King's armies. It takes 2 years of fighting for the elves to secure supreme victory. During that time, Kes'Ailmar is slain by Kaleva - his mummified head is worn as a pendant. Kes'Adorellan's faces the Giant on the slopes of Kogbor Inkeri and before he can land the killing blow, the King sunders the land with a mighty earthquake that separates the two. The elf is forced to flee and the King retreats to his citadel.

-2450 – The third son of Kes'Ailmar, comes of age, revenge burns in his blood and he is resentful at his brothers who did nothing to avenge their father. He goes into the Evrith Almyn with a group of his closest friends, all trained warriors and wizards. It is said that he fought King Kaleva in the throne room and when the fight seemed all but lost, the wizardess, and his lover, used the power of the Ring of Elaa to cast a wish and bring down the citadel in the fiery explosion of Kogbor Inkeri.

-2300 – The Eldest son of Kes'Ailmar is arranged to be married to the Princess Arastra in a union that is to strengthen both kingdoms. The War of the Emerald Rose begins when he slays the Princess on the night before their wedding. He escapes back to Sundamar, but the combined might of Norrieth and Nesterin quickly end the war and Sundamar is then split between the victors.

-2000 – The Children's Revolt: A movement grew up among some of the dragonborn of the land to strip away the institution of slavery. Led by the Paladin Jarkyar Almen, resistance cells were setup along the river that aided slaves, "The Children of Immiriliss", in preparing for a revolt. Information was given to dwarven kings that still ruled in Evrith Esyr, those dwarves sent powerful users of magic into the land. The children of Immiriliss fought back, slaying their masters and escaping into the desert. Jarkyar led an attack against Immiriliss on the steps of the Temple of Air, slaying her with the Platinum Tooth, a spear of legendary power. At the end of the revolt, the dwarven kings ordered that their magic users call down three cataclysms; The Abundant Drought, The Feast of Worms, and The Wind of Sand and Stone, destroying the desert civilization in a single day.

-1900 – Some of the dwarves that escaped the desert during the Children's Revolt found their way into Evrith Almyn, following the religious zealot, Duranin Amtheth, called the Blind Prophet. They settled into

the mountainous valley of the Shalana Ean and started to mine its riches and drive away the evil that dwelled within.

-1700 – Across the Apheru Bel, small fishing villages start to appear in what was the beginnings of the Astharin Kingdom. These people are from the lands to the east.

-1500 – Humans land on the western shore, coming from the continent of Alarius, two dozen ships sailed from Sarakan, looking for a life that was free from the horrors of The Scar. They landed at the mouth of the Shalana Ean. After a few weeks they were approached by the elves of Norrieth and were able to secure a treaty and charter to form a city at that location.

-1400 – The city of Vers Saraas grows quickly, boosted by trade from the “old country” and the elves, these humans were able to expand along the river until they encounter the dwarves of Durna, more treaties were in order and trade between these three realms brought on a violent level of greed from some of the humans. Armies were outfitted, a secret alliance of men and dwarves went to war with the elves of Norrieth. The humans were able to secure the lands up to the Sinacht Ean. The dwarves were paid in the riches of the forest.

-1300 – A being known only as “The Gear Queen” arrives in the ruins of Aadalina, over the course of the next 100 years, clockwork pumps and filtration systems are developed that make salt water into fresh, which allows for the creation of a farming system along with fresh water being brought into the homes of the city dwellers. An army of mechanical men is created to guard the city and nomadic bands of the harsh desert begin to take up residence under this new queen.

-1200 – The lands of Astharin have advanced through trade with the humans of Malhavanja and the civilization of Gurum Aadalina.

-1000 – The King of Nesterin makes a foolish decision to attack Gurum Aadalina, testing for the first time the armies of the Gear Queen. The elves are quickly defeated upon the Tor Thaghdur and driven back into their forested homes. The army of the Gear Queen advances forward with a genocidal strategy which was only stopped on the condition that the King of Nesterin be surrendered to her. The elves quickly gave him up, along with his whole family and swore allegiance thereafter to the Gear Queen. The elves of Nesterin are divided into 9 ‘houses’, each are given to a Gear Lord or Lady, the Dominion of Aadalina is divided into 9 ‘sectors’. Each Sector has a house of elves, which are each marked and forced into slavery.

-800 – The elves of Norrieth, under new leadership, begin a time of peace and reflection, their old lands are mostly destroyed and deforested, groups of elves take seeds from the Life Tree at Sylkes Norath and form twelve circles of elven druids whose purpose is to bring the forest back to its past glory. Each circle is responsible for the maintenance of a Daughter Tree. These twelve areas are represented by the forests on the map – four of them exist in Malhavanja, these are watched over by

-500 – The Gear Queen attacks Norrieth and conquers the lands to the Eltaorean River, and was on its way to taking the lands all the way to the Ararenean River – including the capital Sylkes Norath. They are stopped by the combined forces of Norrieth, Durna, and Malhavanja. After four years of fighting, the Treaty of Syndis is signed. The Gear Queen was to keep all the land up to the Eltaorean. The druid circle is within it’s borders is maintained by the Norrieth elves as part of the Treaty that ended the war.

-250 – Kogbor Inkeri erupts, opening a gate to the elemental plane of fire. An army of fire-dwellers, led by mighty Efrete wage war on Durna and Norrieth. The war is unsuccessful, but the volcano is now always steaming ready to blow seemingly at any time and the Efrete have control of a large area of the Evrith Almyr.

-100 – The King of Malhavana dies and the country fractures into multiple warlords vying for the crown. After ten years of fighting, two nephews of the old king have solidified power and split the land into two minor kingdoms, one capital is Vers Saraas, the other is Haasimen.

Today – The Gear Queen has ships upon the Apheru that attack all, claiming treasure for the Queen and slaves for her war machine which has been building up upon the Eltaorean, presumably to finish off the elves for good. The Dwarves of Durna control the Shalanaean Valley, but are continually harassed by the forces of evil from Kogbor Inkeri. The Astharin wage naval combat against the Gear Queen, but don't dare an all-out war. Malhavana is fractured despite the appearance of two main kingdoms. It is not uncommon for a warlord to rise from an abandoned castle, take over the countryside around it and then fall victim to internal strife or being bested by another warlord. Elves and dwarves have also gotten in on this petty warfare and there are a few places where they rule within Malhavana. The leader of Norrieth is said to be communing with creatures both foul and fair attempting to stave off the Gear Queen, and perhaps to raze Gurum Aadalina to the ground.

Political

Malhavana – Ruled by humans, broken into two separate kingdoms. Petty warfare abounds.

Durna – Ruled by dwarves, continual war against armies led by efrete.

Norrieth – The last elven empire in the northwest – the current ruler is said to be consorting with demons and angels.

Dominion of Aadalina – Diverse mix of primarily humans, elves, dragonborn, gearmen, and dwarves. Ruled by a being known as The Gear Queen.

Astharin – Ruled by humans, sailors and horsemen, not much contact with the other areas.

Places

Rivers – There are 4 rivers of note on the map the Shalanaean, Sinachtean, Ararenean, and Eltaorean. The Malhavanian's appended the Norrieth word for River onto the names they heard. So, for example, the elves called the river that Vers Saraas is on "Shalana Ean", the Malhavanian's call it "The Shalanaean River"

Sacred Places – There are three elven sacred places on the map, they are denoted by the diamond symbol. They are spaced apart approximately in a golden ratio (the longer part divided by the smaller part is also equal to the whole length divided by the longer part). They are;

The Pillars of Wisdom - Manda Yul

The Altar of Light - Myrrh Ori

The Well of Love and Beauty - Laeroth Iar Harice

Glossary

Nibirum – Name of the world for the Community Atlas Project (<http://atlas.monsen.cc/>).

Doriant – Largest continent of Nibirum.

The Whale Coast – The north-west coast of Doriant, north of the Evrith Almyn. It is in whole within Malhavanja. I called it this due to the waterway off the coast being called the Whale Road in the atlas.

Northern Wilds – The lands north of Evrith Almyn, ruled over by the remnant of the elven empires. It is a dangerous land inhabited by insular elves, their summoned fey horrors, and evil dwellers from the Evrith Almyn.

Evrith Almyn – The mountains that divide the lush northern lands from the Tobruqi Desert. This range has often contained hidden evils that have marched against the Elves. In modern times, the dwarves of Durna have claimed much of the Shalanaean river valley and have strongholds throughout.

The City of Amna – The ancient name of Aadalina. The city was the seat of power for the Empire of Immiriliss. It seemed to me that the city that this represented should have been on a fertile river valley, so I made up some history where it was. I don't think it conflicts with anything else I've seen in the descriptions of places; the river is no more.

Immiriliss – The ancient blue dragon that ruled along the Aziwah River valley from the City of Amna. She was slain by the Paladin Jarciar Almen during the Children's Revolt.

Aziwah River – A large river that existed over 2000 years ago that cut across the Tobruqi Desert. Its headwaters started in the Evrith Esyr and its delta existed on the Apheru Gulf. During the Children's Revolt, five dwarven Runemasters conjured The Abundant Drought and the river dried up in a fortnight.

Kes'Ravanala – The third ruler of Norrieth, she instituted the Right of Selection, which allowed her to take on many lovers. From this, which many considered unholy, she gave birth to the twins Arasatra and Qisatra. The twins would both die in tragedy. She was assassinated by her closest lover, who longed for power but failed to seize control of the empire.

Arasatra – Called "The Pure", Arasatra was famed for her beauty. She was killed by her suitor on her wedding night, which brought about War of the Emerald Rose.

Qisatra – Called "The Profane", Qisatra was famed for her abhorrent visage, the flesh on the right side of her face drooped down like loose dough. Seemingly causing tightness on the other side, which always looked in frightened shock, with teeth exposed. A tower was added to the palace for her to live in, away from the rest of the court.

Apheru Bel (*translates as Aquamarine Sea*) – Vast body of water that separates Astharin from the lands of Norrieth, Aadalina, and Malhavanja. Privateers currently rule the waters based out of the lawless City of Aadalina.

Evrith Esyr – A mountain range far to the southeast that the dwarves of Durna originally hailed from. The headwaters of the Aziwah River used to come from there.

The Abundant Drought – A cataclysm invoked by dwarven Runemasters, it dried up the Aziwah river and much of the water that was stored along it.

The Feast of Worms – After the Abundant Drought, worms dug up through the ground hunting for meat and blood. They feasted on the weak and dying.

The Wind of Sand and Stone – A giant sandstorm that obliterated villages and destroyed monuments, leaving very little alive.