

EL2

The Island of Dormos

Eldorian Location

Includes maps of Dormos Island, Milson's Point, Port Skye, West Dormos and Eldoria



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Eldorian Location – West Dormos



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FoE Publishing (Friends of Eldoria)



FOE are a group of role-playing game enthusiasts who have been playing and designing for Eldoria since its' first conception. In the early 80s the world of Eldoria was created and this has been developed over the past 35 years. The goal of FOE publishing is to share ideas with the world, further build the Eldorian gaming community and provide gamers with quality material.

About this Publication

“Jewel of the Sea of Souls. It may be a small island but mighty of heart.”

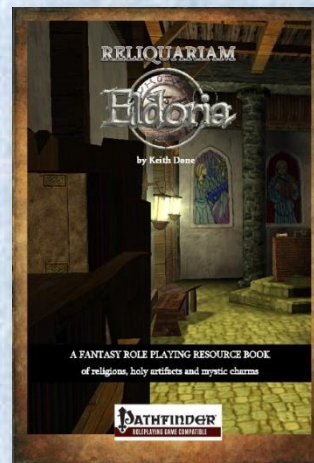
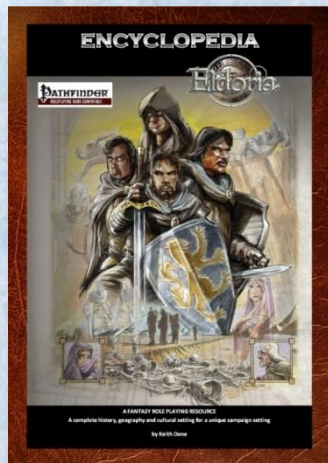
Sister Tarian Handhealer Esmian Priestess

Leave the mainland and sail the temperate waters of the Sea of Souls. Navigate the dangerous reefs, and the beacons of Dormos Island will guide you to an island most fair.

Have you ever felt pressure and frustration when sailing the high seas and you wish for an island distraction? Then *Dormos Island* is the answer to your dilemma. It is a detailed area description of a picturesque Island that you can drop into your own campaign, complete with plot hooks. Weave this resource to weave in your own game or use in the world of Eldoria.

The Setting

All maps have been drawn for the fantasy world of Eldoria. However, if you want to use it in your own campaign, the details can very easily be changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in ***Encyclopedia Eldoria*** and ***Reliquarium Eldoria***.



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The Island of Dormos

Overview

Dormos is part of a string of small islands located in the Sea of Souls. Divided into two distinct regions, Dormos has a small fertile, heavily populated west and a sparsely populated east, both separated by an arm of the Goldback Mountain Range. The capitol of Dormos is a small port town called Port Skyle, where the governing council is situated.

The waters around Dormos contain dangerous shoals, with the few navigable passage beings situated along the north-western coast and the south. These safe routes are known only to the most experienced of pilots and local fishermen. To help aid safe travel, a beacon light was constructed at Milson's Point on the NW coast in 1900R . The coastal areas of the east are even more dangerous with many large reefs, shallow waters and sheer cliffs. The people in east Dormos are referred to as Pharriads (or Dawnwatchers). They are a secretive group of isolationists and there has been little development in their community for many centuries. The Pharriads eke out a simple existence in the many small waterways and fens that criss-cross the central part of Dormos, catching eels, crayfish and small fish.

The temperate hills on the eastern side of the Goldback Mountain Range, are the territorial grounds of small numbers of *bulettes* and, accordingly, people keep clear of the region. These mammoth bulettes do not usually trouble the few farm holdings of the colonists but occasionally a beast goes rogue and the authorities in the capitol of Port Skyle, have to deal with the problem.



The less populated eastern side of Dormos Island is criss-crossed by a network of small waterways, fished by the furtive Pharriads



BULETTES

Land Sharks of East Dormos

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation "landshark."

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

Bulettes are perfect eating machines, consuming bones, armor, and even magical items with their powerful jaws and churning stomach acid. Lacking other food, the bulette might gnaw on inanimate objects, yet for unknown reasons no bulette voluntarily consumes elf flesh—a peccadillo many point to as evidence that elven wizardry was involved in its creation. Dwarves are also rarely eaten by the beasts, though the bulette still slaughters members of either race on sight. Halflings, on the other hand, are among the beast's favorite meals, and no halfling with any sense ventures into bulette country casually.



CALENDAR

Eldoria is a northern land mass of the world of Enshar. Its annual orbit takes 360 days (of approximately 24 hours). Most people use the Gilliard Calendar, which came into being in 1540R.

Eldoria time is defined as being part of three ages. There are the Twilight Years, which preceded the Darktime (a period of unknown length when most records were destroyed) and finally the Redemption, which followed the discovery of the Books of Law and the revival of civilisation.

The year divided into nine phases referred to as the Marches (originally named after the nine Houses of the Gods). Over the centuries, some of the names of the Marches changed, reflecting more of the occurrences and climatic conditions prevalent at specific times of the year.

Each March consists of three Spans of thirteen days (plus one Festival day held at the start of the March, coinciding with the full moon). The Spans names are derived from the names of the Gods. During each March Festival, common-folk are usually freed from their labors and celebrate. Market days are often held in the cities during Festival.

Eldorian Location – West Dormos

Governance

After many years of Sardellan rule, Dormos developed its own governmental structure after the Kinstrife and currently maintains a locally elected body called the Dormosian Council. This Council consists of the local Guild Heads and provides an annual forum for the representatives of the religions that have established temples on the island, to voice their concerns. Dormos is totally independent of other islands and countries in the area and its main export industry revolves around its crafts and wares that are highly prized across the Sea of Souls and beyond (goods such as musical instruments, paintings, sculptures, ornate coffers and ceremonial artefacts). Once a March on the festival day, the six members of the Council gather in Port Skyle and make decisions on future directions of the island, using a majority vote. A clergyman of one of the temples sits on the council on a rotating basis and are able to make casting votes in the case of a tie. The religions with a presence on Dormos are Ahridaar, Esmia, Phelltar and Gurthor.



Port Skyle at sunset, viewed looking southward from the sea

A secular Justicator administers Ormocean civil law and the local town guards enforce their decisions. In the case of far more serious crimes, the Justicator will establish an Ormocean Audit, drawn from a member of the clergy and two Guild Heads. The Audit is guided by the Justicator and most serious crimes will result in a death penalty (by drowning).

New Policy

A decision has been made ten years ago to gift free land to sanctioned religions in the hope of attracting more population to the island, providing work for the its skilled artisans and to gain religious backing in negotiations with the Guild of Gold. This policy is called the *Dormosian Temples Act*. Since its implementation the island has seen the new establishment of an Esmian Temple in Port Skyle and a Phelltarian Monastery in the hills south of the capitol.

Trade and Produce

Although largely self-sufficient in agricultural terms, Dormos has never been a large exporter of produce. Rather its trade has been in crafted goods such as pottery, religious paraphernalia, furniture, musical instruments and weapons. Dormos has always been renowned for its skilled artisans and has attracted many tradesmen from overseas, becoming a hub of excellence in the production of a wide range of master-work items. Products from the many workshops and studios of Dormos are the main trade currency for the island and are exceedingly profitable, reaching markets as far away as Quorull in Llan.

The Council of Dormos has been responsible for forging successful trade links with many countries over the past 250 years, the most important contracts being made with the influential Guild of Gold in the city-state of Tempest. Trade has flourished between Tempest and Dormos since the late 1900s R, until the embargo of 2147R, which was a result of a series of maritime disasters off the Dormosian coast. A ban on trade between Dormos and Tempest has been in place since that time and has had a large impact on the growth of the economy.

Dormosian musical instruments have been favoured by Bards for centuries, with the *Trovianthus Violin* being the finest (and most expensive) instrument available at 1500gp. Dormosian swords are second only to famous Elkian-made Caldarthan weapons, however high demand for these swords and the scarcity of high grade iron in the Goldback Mountains, means they have become in short supply due to the current embargo with the Guild of Gold

Religious items remain a mainstay, especially since the Holy Isle and the pilgrim shops in Odressi being located close to Dormos. The fine gold, marble and clay deposits available from the mines and quarries of the Goldback Range provide excellent materials for local artisans to fashion a variety of items for use in household worship, including small statuettes, busts, wooden and gold reliquaries, urns and holy symbols. In addition to the domestic market, these talented artisans also supply items for the larger temples including ornamentation, statues, reliquaries and altar paraphernalia.



GUILD OF GOLD

The Guild of Gold is Eldoria's most powerful group of merchant bankers. With their headquarters in the city-state of Tempest, they have a presence in larger cities throughout Eldoria. They are involved in high finance; deals that will not only net them more wealth but will allow them to wield political influence.

The Guild was formally established by successful traders operating out of Tempest in 1588R, as means of insuring cargo. The venture was extremely profitable, allowing the Guild to diversify and invest in many other projects, including the building of major cathedrals for the many religions of Eldoria. The Guild has a strong presence in Odressi, City of Temples; its representatives, have positions on the council of the Citylord, as well as being allowed to attend the Congress of Odressi, a clerical convention.

In 1999R the Guild of Gold introduced the Gold Trade to Eldoria and its merchants refused to deal with any other currency when making deals with foreigners. Gradually the currency has crept into the world and has become a means of exchange that cuts across many realms. Only the merchant houses in Y'sira refuse to use the Gold Trade or negotiate with the Guild of Gold.

For more detail see [Encyclopedia Eldoria](#).



EMPRESS TARANAE

Sardell reached the height of its expansion during the 16th century R. This was the Golden Age; the reign of the legendary Empress Taranae, who ascended to the throne in Jasper in 1526R. She was a shrewd and charismatic politician, who listened to the advice of her Barons but did not let them command her.

Taranae was one of those rare monarchs who inspired loyalty across all spectrums of society, commanding support from commoners, nobles and rival religious factions. While Sardell had wavered during the rule of the Stewards, when Taranae finally took command, the Empire was galvanized once more and had purpose - and that purpose was to defeat Y'sira., their greatest rival for domination of the Eldorian continent.

By 1555R the Legions of the Empress had conquered Llan, Northland, Maritaan and finally Y'sira, and hand annexed or become closely allied with islands throughout the Sea of Souls and with Char-Endl and Rhenfara. Only the Elven nation of Leezeria and the Goblinskynd lands of Ahr-Ganiz remained separate from Sardell and it was rumoured that before her death, the Empress had designs upon the Elves. However, the Empress died at the age of 54. She had never married and had not declared a successor when she was taken by a sudden stroke. Although there were several legitimate claimants for the throne, the machinations of the Churches and the Noble Houses ensured the inevitability of a protracted civil war and the fall of the Empire.

History

The island of Dormos has had a long history, being colonised in the 700s R by Sardellan land owners from East Elkia, who came to establish mixed farming throughout the north and west side of the island. This was the time that, many of the island kingdoms of the Sea of Souls were accepting Sardellan rule, especially after an increase in piracy in the region.

Originally, the colonists settled in the cove of Arimand on the north east coast of Dormos, after losing several ships on the reefs. They made contact and assimilated with the Pharriads, a tribe of subsistence farmer/fishermen who were indigenous to the island. The colonists discovered that, although the land close to Arimand was suitable for farming the countryside beyond was very dangerous due to the presence of *bulettes*, giant savage beasts left over from the Wars of the Serpent Kings in the Darktime.

Then, Ten years after settlement, an outbreak of Halocean fever all but wiped out the Pharriads; the survivors fled to the remote central fens of the island to avoid the bulettes and began a sheltered existence, apart from the Sardellans. Many of the colonists also fled the outbreak of the fever by travelling west from Arimand. They were wrecked on rocks on the NW coast (an occupational hazard of sailing around Dormos) but discovered a deep-water bay located within a sheltering cliff-side. Here they founded Port Skyle that eventually became the permanent capitol. Arimand continued to exist but as a smaller community and trading post with the Pharriads.

In 1051R, the local trading guilds wished to negotiate directly with merchants of other nations, however Sardellan mercantile law decreed that all trade was to be arranged via the merchant houses of the Imperial capitol in Jasper. The next year, a small revolt for home rule was led by guildier Caswill Alliman and the response from the Empire was swift. A force of Trezkillian soldiers led by the Ormocean Justicator, Olwen Castafin, was sent to Dormos and Alliman was executed along with his supporters.

After this time the Sardellan military presence remained very strong on Dormos with a permanent garrison of troops being set up on the island, under the guise of protecting the citizens from piracy. In the 1100s R the size of the garrison was increased and a naval garrison was built at Two Hills on the south coast, after Sardellan pilots mapped a passage in the reefs there. Sardellan marines used Two Hills as a staging base to launch an invasion of Maritaan in 1235R.

It would take another 300 years before Dormos would become an independent island. The Dormosians eventually threw off their yoke, taking advantage of the Kinstrife which was tearing apart the Imperial Homelands and its colonies. During the Kinstrife, the Empire became embroiled in a bloody civil war that followed the death of the Empress Taranae, who was



An artist's depiction of the sinking of the Guild of Gold flagship, 'Singing Gull' on the rocks off Milson's Point. Locals believe thousands of gold coins lie buried at the bottom of the ocean at the site of the wreck, as the Guild of Gold had just made a very successful trade trip.

childless and had declared no heir. The Empire fractured and the island was taken over by a Sardellan officer Commander Xarnkand, in 1564R. Xarnkand declared himself independent of the Empire, claiming regional Sardellan governance for Dormos. He would rule Dormos and 'keep it safe' until an Imperial heir was found.

In most other cases, as the situation in the Imperial Homelands worsened, Sardellan military governors in the island colonies of the Sea of Souls packed up and left these island posts. They returned north with their units to join the fray and stake out a claim for territory back home. The remaining population inherited Sardellan infrastructure, such as keeps, roads and bridges. In a few cases, the Sardellan captains of these garrisons took control of the islands and set themselves up as local rulers. This was the case with Dormos where Commander Xarnkand set up his own petty regime for a few decades.

This ended with the Commander's death, after which the people of Dormos established a Council of Guild Heads as its preferred form of governance. In 1900R a stone beacon tower was commissioned and paid for by the profits generated by the Dormosian Council. It was built on Milson's Point on land secured from the Quinn family. The Quinns were wealthy land-owners who came to Dormos to escape the Kinstrife. The tower was constructed with the vision of improving navigation across the dangerous shoals that surround Dormos and it was thought that this would improve the island's trade agreements with foreign companies. The gamble was successful, and the ships of the Guild of Gold began to visit Port Skyle as a part of their regular routes to Maritaan and Rhenfara. Previously the Guild of Gold had avoided the waters of Dormos in preference to the safer ports on Eriana, to the west.

With the completion of the beacon tower at Milson's Point, the Dormosian Council was able to persuade the Guild of Gold to include Dormos in their southern routes. To sweeten the deal, they added generous



ESMIA

Goddess of Healing

The Esmian faith found its rebirth in the eastern regions of Elkia some twenty years prior to the discovery of the Books of Law by the Prophet Samroth. The religion first emerged amongst the Nelandai people dwelling in the east Elkian region called Vhellithron, a land bounded by the Passage of Thungar in the east and the Eaglesroost Mountains in the west.

The Esmian faith believes that only by cleansing the body and the mind can one truly be at peace. They promote ceremonial washing and grooming as part of the ritual to honor Esmia and clerics are expected to bathe twice per day, after rising and at noon. Senior clergy of both sexes often shave all their hair off as a further gesture to the Goddess of their personal cleanliness.

The purification of the mind involves the casting out of all ill thoughts. An Esmian will spend an hour each day in silent meditation within the temple Salandrum (a special chamber that has been ritually purged of all evil). Contained within the Salandrum is the temple font.

The Holy Water of the Esmian faith is an especially important medium, symbolizing the healing tears of the Goddess.

port concessions combined with exclusive rights to many of the more expensive crafts produced by the local artisans (e.g. the Trovianthus Violins). Trade flourished and the island began to make many of its citizens rich. Dormos had an otherwise uneventful history until the crises of 2147R.

Between the years 1900R and 2147R, the beacon tower at Milson's Point in north-west Dormos began to be unattended. It was rumoured that the tower was haunted and that past keepers had fled in terror, leaving the beacon light to burn out. This caused several maritime incidents along the coast, culminating in the sinking of the '*Singing Gull*', a mercantile flagship of Tempests. In 2147R, after two similar sinkings, the Guild of Gold placed an embargo on trade with Dormos until it could convince the authorities in Tempest that the problem had been solved.

Presently the council is debating the best way to move forward. As an interim measure they have increased concessions that relate to the Dormosian Temples Act so that there is a minimal tax thresh-hold payable by the Churches on Dormos. This has invigorated building on the island with the Esmian temple being recently completed and new extensions being added to the Phelltarian Monastery. While these ventures have provided valuable work for the local artisans, trade needs to be re-established with overseas markets to maintain long term profits. Many locals argue that only the construction of a new beacon tower will solve the problem, away from the current site that harbours so much superstition and fear. This action should allay the fears of the Guild of Gold and restart the old arrangements with Tempest. However, there is dissent amongst the council about this, which is delaying any start on a new beacon.



The Esmian hospice at Port Skyle has been constructed from stone quarried from the nearby cliffs, using the skills of local masons. The generosity and healing skills of the Esmians have quickly made them popular members of the portside community.

Concise Dormosian Timeline

Concise Dormosian Timeline	
Year R	Event
700	Dormos colonised by Sardellan land owners. Arimand founded.
711	Outbreak of Halocean fever. Arimand abandoned. Pharriad people move to the fens.
713-725	Town of Port Skyle established.
1051	Dissent on Dormos over Sardellan control of trade. The Master Guilder Caswill Alliman declares Dormos an independent nation. The Empire sends troops to the island.
1052	Caswill Alliman is executed and Ormocean Justicator, Olwen Castafin assumes the role of governor of Dormos.
1053 - 1075	A garrison is built in Port Skyle and forts are established at Taskmar Fords and Farhill.
1110 - 1160	Facilities improved at Port Kyle and a naval garrison is established at Two Hills.
1235	Sardellan marines based in Dormos invade Maritaan.
1564	The Empire is in crisis. While many Sardellan officers travel to the Homelands to join in the Kinstrife, Commander Xarnkand sets himself up as ‘Protector’ of Dormos.
1589	Dormosian Council of Guilds established and become the ruling body of Dormos.
1560	Lord Darius Quinn retires to Dormos and builds a manor house at Milson’s Point.
1862	The Quinn Manor House burns down.
1900	A beacon tower is constructed at Milson’s Point and a Guild of Gold trade deal secured.
2143	<i>Dormosian Temples Act</i> . Land concessions to Churches wishing to build on the island.
2145	Sinking of “the Bronzed Dolphin”, an Elkian merchant ship, off the north Dormos coast.
2146	Sinking of “the Silver Waves”, an Elkian merchant ship and “the Thunder Waves”, a Sardian Trader.
2147	Sinking of “the Singing Gull”, a Guild of Gold flagship.
2147	Embargo of trade with Dormos by the Guild of Gold.
2147	Amendments to the Dormosian Temples Act grants tax benefits to religions.
2149	Esmian Temple established on Dormos.
2152	Phelltarian Monastery begins major renovations.
2153	Dormosian Council debates the construction of a new beacon tower.





BULETTE

The Dormosian Land Shark

Bulettes are notoriously foul-tempered, attacking far larger creatures with no regard for personal safety. Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

Bulettes are perfect eating machines, consuming bones, armor, and even magical items with their powerful jaws and churning stomach acid. Lacking other food, the bulette might gnaw on inanimate objects.

The bulette is a cunning fighter, surprising foes with its impressive agility. One of its favorite tactics is to charge forward and launch itself into the air in order to drop on its prey with all four razor-sharp claws extended. Folklore claims that the flesh behind the beast's dorsal crest is particularly tender, and that those willing and able to wait until the fin is raised in the excitement of combat or mating can target it for a killing blow—yet most who have faced the landshark agree that the best way to win a fight with a bulette is to avoid it entirely.

Geography

East Dormos (Overview)

The Goldback Mountain Range divides Dormos both north and south and east and west. East Dormos is sparsely populated and the central grassy lowlands are criss-crossed by scores of small waterways, creating the Pharriad Fens. They are abundant in crayfish, freshwater eels and small sweet fish, called *Sippies*. The indigenous Pharriad people mainly live in the Fens in a number of small settlements that are built along the waterways on stilts for protection against the *bulettes* that dwell east of the Goldback Ranges.

Most of the eastern lands of Dormos are host to a small but savage population of bulettes (also known as landsharks). The beasts are usually solitary, but the odd mated pair can sometimes be encountered. Bulettes are very territorial and spend most of their time patrolling the perimeters of their domains and hunting down game (mainly deer and wild horses).

Landsharks are best avoided, and although they don't normally bother the few farming communities that the colonists established east of the Goldback, individuals can occasionally go rogue. When this occurs, hunters are commissioned from west Dormos to cull the dangerous creatures. As a result, there is a small but lucrative industry that deals in tanned bulette hide, which can be fashioned into leather armour with superior qualities. This armour is rare but once tanned and worked by a master craftsman, it is equivalent to an improved version of studded leather (AC4). Selling the hide of a bulette is a valuable bonus for any hunter.

Arimand

Armand was the place of the original colonial settlement on Dormos. It was the ancestral home to the Pharriad people until the outbreak of Halocean fever in 711R forced both the colonists and Pharriads to abandon the site. The Sardellans eventually settled Port Skyle and the Pharriads dispersed throughout the Fens in the heart of the island and became isolationists, fearing illnesses brought from over the seas would be fatal.

Arimand was resettled in later years by disgruntled people from the west and became a small but thriving trading post. The Pharriads visit Arimand once per March to trade freshwater produce for finished iron goods (hooks, spear-heads, tools etc.) The people of Arimand have little to do with their western cousins and, recently a roguish element has emerged in their community. Bandits, using small boats have been sailing along the NW coast and stealing sheep and cattle from farmlands. There have been threats of reprisal against Arimand by the Dormosian Council but no action has been taken yet.

Pharriad Fens

At the centre of Dormos, a network of small rivers from the Goldback Range and Vallarad Heights, converge to create a large fen. The Pharriad people relocated to these fens, around 711R, following the devastating Halocean fever that affected Arimand at that time. They used the safety of the Fens as protection from the bulettes that have always had a presence in the east and they built villages on stilts across the region. The Pharriads are very religious and deify the Elves. It is thought that the Elves visited Dormos in Pre-Redemption times and introduced the religion of the sun-god Pharidor to them. Certainly, they pay homage to Pharos and wait for the return of the Elves in the east, which is one of the reasons they have never explored the fertile lands west of the Goldback Range.



A typical Pharriad village built over the waters of the central fens of Dormos for protection from bulettes.

Saltpine Woods

This is an extensive forest of native pine and cedar trees. A large deer herd grazes on the plains south of here, using the woods as a refuge from marauding landsharks. The Pharriads organise expeditions to Saltpine to cut and move much needed wood to take to the Fens for building materials. A Pharriad lodge is located at the centre of Saltpine, manned by a small community of lumberjacks.

Two Hills

Two Hills was settled in 1157R when the Sardellan built a garrison for marines on southern coast. Two Hills was chosen after pilots chartered a deep-water channel through the reefs that could be used by the Sardian Colossus class warships, which had a larger draft. The garrison became disused after the Kinstrife. The Sardian navy had kept the navigational charts through the reefs a close secret and knowledge of the passage was lost after the Empire collapsed. It has been rumoured that the notorious pirate captain, 'Blade', has discovered old sea-charts and has used the Two Hills facility as a base of operations for attacks on merchant shipping in the Sea of Souls.

Vallarad Heights

This is a small range of low mountains south of Arimand. There are several sites containing ancient Elven buildings, making the Vallarad Heights a sacred and taboo place for the Pharriad people.

West Dormos (Overview)

The main population centre in west Dormos is the old town of Port Skyle, followed by the large villages of Dutley and Farhill. The landscapes throughout the west consist of gentle rolling plains, broken by beautiful wooded glens, the most famous (and largest) being Tripper's Wood. Other significant geographical features of the west include Oakstop Hill, the Horseflat Plains and Goldback Mountain Range, which divides the entire island into four regions. The fertile land is ideal for farming, with the main crops that are grown being wheat and barley, while smaller farms produce high quality greens, fruit and mixed root vegetables.

The larger farms of this area are G'Hart Farm and the Capart Farm, whose families trace their roots back to the original settlement of Dormos by colonists in 700R. Both farms grow excellent quality wheat and barley and use the mill at Taskmar Ford for grinding their grain harvest. Raben Hilfore, the mill taskmaster is paid by Talben Trillip, an influential merchant of Port Skyle..

Capart Farm

Capart Farm is a large sprawling farm that has been in the Capart family for generations. The Caparts grow wheat, mixed vegetables and run a herd of a hundred Greenshank sheep, a hardy breed imported from Rhenfara in 1805R.

Dutley

Dutley is a small village on the Marble River, midway between Skyle and the quarries of the Goldback Mountains. It is a centre for stone masons, where skilled artisans cut and shape the raw stone that is quarried from the nearby mountains and brought to Dutley by cart, using the steep mountain trails. After the stone is prepared, the finished slabs are loaded on a barge and sent down to Port Skyle for building projects (e.g. the extensions to the Phelltar Monastery) and for export. The lower section of the Marble River is much calmer than the dangerous rapids flowing into Dutley from the mountains.



Farhill

Farhill is a small village near Robin Grove Forest, settled by workers who were supposed to build a wooden fort on the coast. When the plans fell through, the workers decided to settle and farm the region. However, their excellent skills in carpentry were also in demand and they supplemented their income by harvesting wood from the nearby forests to create furniture and chests. Farhill sends these goods by wagon along the highlands road, through the mountain passes and directly to Port Skyle.

G'hart Farm

G'hart farm is a large farm holding that belongs to the G'hart family. The G'hart family grows wheat and has a large goat-herd, from which they produce milk and their famous, "G'Hart Green cheese. They recently established a large olive grove for export to the markets throughout the Sea of Souls and are using locally produced pots to transport their goods. The G'harts are the wealthiest land owners on Dormos.



Milson's Point Beacon Tower

Milson's Point is a small rocky outcrop of land on the NW coast. The point itself can be traversed in about ten minutes. It is sparsely vegetated with coarse grass growing down to the seashore; elsewhere green lichens cling to splintered stone outcrops. Deadman's Crag is a geographical feature located along the west side of the point where several dangerous shafts plunge into the eroded sea channel. Plumes of spray often burst into the air at change of tide.

White Beach is a narrow shelf of fine sand accessed by a small cliff trail. There are many sea caves in the cliffs of Milson's Point and they can be accessed by boat at low tide. When the tide comes in, the causeway that provides the only access to the beacon tower is covered by 1' of water every hour until the high tide of 8' is reached.

The beacon tower is a stone lighthouse, built on the edge of a cliff on the point. It is pivotal in providing a point of reference for navigating safe passage through the dangerous shoals that run along the northern shores of the island. For over a decade the lighthouse has been unmanned and is said to be haunted by the ghosts of a young boy and his murderer.

The stories about this place are many fold. There are strong rumours of a great treasure buried at the location, supposedly buried there by the Quinn family. Early during the Sardellan Kinstrife, Lord Darius Quinn came to Port Skyle, fleeing the troubles of his homeland. He was a wealthy man and built a manor house at Milson's Point. His family became entrenched in the point for some 300years, until 1862R when the manor burned down in a sorcerous experiment by Turgor Quinn, a wizardly descendant. Years later, the beacon tower was erected and maintained on the spot (until recent events drove the keepers away).



NALARAINS

The Nalarian people have wandered the lands of Eldoria for generations and are the equivalent of our gypsies. They maintain a belief that nobody owns the land; it is there for all to use. As a consequence, they have always moved from place to place, living a hunter-gatherer lifestyle; at times, of their own volition, and at times, under the threat of local authorities.

As regions of Eldoria became more urbanized and it was difficult to find food by traditional methods, the Nalarians began to barter their skills with established communities in return for money or supplies. They have always been adept at such crafts as woodcarving and tapestry work and they have found a market for their creations, wherever they travelled.

Whereas gypsies in our culture are often treated with suspicion and hostility, Nalarians are always welcomed by the common-folk, for their craft, their knowledge of ancient medicines and their colourful entertainments.

Their only opponents are draconic officials who do not like their 'disrespect' for regional boundaries, taxes and bureaucracy.

Horseflat Plain

This is a wide grassed plain that is the breeding grounds for the wild Rathwynn. These magnificent black horses are highly prized as working animals for farms as they are powerful beasts but are difficult to catch and tame. However, once tamed the Rathwynn work tirelessly.

Port Skyle

Port Skyle is an old Sardellan town and is the only deep-water trading port on the island and has extensive warehouses to store manufactured goods that are ready for export. The town is administered by Harrasen Lorne, a senior Guilder, who has been appointed by the Dormosian Council. A recent addition to this locality is a new temple and hospice run by Esmian healers.

Robin Grove Forest

Robin Grove Forest is famous for its migratory robins which arrive in the March of Shadows to breed before migrating to nesting grounds in Leezeria, in the Eldarwood forests.

Taskmar

Taskmar is a small central community where the flow of the River Goldspill has been blocked by a large wood and earth dam, creating an artificial lake in the valley to the south. A spill of water falls from a sluice gate in the middle of the dam and this water powers the mill-house. Outlying farmers bring their grain to be crushed at the dam mill, owned jointly by Talben Trillip and Kasmar Thrinn (wealthy merchants from Port Skyle).

Tripper's Wood

Tripper's Wood is located west of Taskmar. Most of Tripper's Wood is covered by deciduous mixed forest with abundant wildlife and crystal-clear streams. This wild area is home to a group of Nalarians. A community famous for intricate woodcarvings, using fallen forest wood. They are well liked by most residents of west Dormos and their midwifery knowledge makes them very popular with birthing mothers. The Nalarians are led by C'charka, a tall olive-skinned man.



The Nalarian camp located deep in Tripper's Wood

Plot Idea: Finding the Light

This is an outline of an adventure plot located on Dormos for a GM to develop based on the following premise:

The Dormosian Council recently debated building a new beacon tower for the island but found itself bogged down in minutiae and unable to reach a decision. A wealthy merchant called Talben Trillip was able to win votes to block the building of a new tower, arguing both against the unwarranted expense, as well as the indignation of bowing to foreign concerns. Unknown to most, Trillip bribed key members of the council to win their votes. The merchant has become wealthy over the last six years, selling Two Hills wines and locally brewed ales to the Dormos Inns. Trillip wants to maintain the status quo by ensuring that no foreign product reaches the island.

But reopening trade with the Guild of Gold was not all a lost cause; one of the newer members of the council spoke eloquently against Trillip, a man called P'tar Cartwell. Cartwell was instrumental in persuading his colleagues to reopen negotiations with the north, despite Trillip's machinations. Cartwell personally led a mission to the city state of Tempest and achieved a degree of success. The Guild of Gold would reopen merchant traffic to Dormos during the next March of Air; the first ships being sent through the western channels by night as a deliberate test of Cartwell's assurances to correct the problems with the beacon towers along the Dormosian coastline.

It is now essential to have the beacon on Dormos operational by the March of Air. However there are still problems at the Milson's Point lighthouse. Ghostly tales of the point have existed since the great fire destroyed Lord Quinn's residence there in 1862R. It has always been difficult to find someone to operate the Milson's Point beacon on a permanent basis since that time. Things took an ever-worse turn in 2148R after Caedar, the lighthouse keeper of that year, is believed to have murdered a travelling tinker called Wynn and then to have tried to dispose of the body on the beacon fire.

Locals also maintained that Caedar murdered his young son and then met with an accident and his body was taken by the sea. But there was no evidence to support this. Caedar's body and that of his sons disappeared and were never found. Some said the villain fled to sea in a skiff after stealing Wynn's purse, settling in nearby Eriana. Another tale has Caedar and his son drowning at sea. No-one knows the truth. What is known is that the charred remains of Wynn were found in the brazier of the beacon, identified by his distinctive boots that had been purchased from the Nalarians of Tripper's Wood.

Caedar's replacement was a man called Dralin who stayed at the beacon tower for a year, with his wife Illona. Illona was said to have been driven mad by voices in the tower and cast herself from the tower's summit. It is said she often talked to 'a child' who visited her late at night. Dralin, despondent at the death of his wife, hung himself a few Marches later.



TEMPEST

A City of Eldoria

Tempest is a city-state located at the heart of the Greater Inner Sea, built on three, small neighboring islands and on a vast network of platforms that have grown up over the sea separating them. Tempest is Eldoria's mercantile heart.

In 1580 the City-State of Tempest was founded on the Lonely Isles and by 1751, limited space resulted in platforms in Tempest, extending the size of the merchant city. Tempest's platforms link all the Lonely Isles, covering an area of one square mile.

The City State of Tempest is by far the economic giant of Eldoria, its merchant houses dominating trade throughout the Human realms, under the auspices of the influential Guild of Gold. Mercantiles from every land have warehouses in Tempest and benefit from the Guild's liberal taxes and duties. The Guild produces its own coinage, the Tempest Trade, which is the preferred tender of all merchants who operate out of Tempest and is the measure against which all other currencies are valued.

Eldorian Location – West Dormos

Then two brothers, Albin and Trill, took over but after six weeks Albin was found dead – his face a mask of horror. Trill left and never returned to the beacon tower but could often be found wandering the Point – his hair white and his mind unhinged, repeating the words, “I haven’t got it! I haven’t got it.”

The last attempt to man the lighthouse involved the commission of Captain Vallius Cordwin, a veteran town guard leader from Port Skyle. Cordwin took two trusted soldiers with him. They managed to stay for nigh on a year until Cordwin was found dead at the foot of the tower – his neck broken. There was no trace of the two soldiers although all their gear and money remained.

After that, nobody could be convinced to work the lighthouse at Milson’s Point.

The first of the Guild of Gold ships due to make navigational checks off the coast of Dormos is due to pass Milson’s Point on the evening of the 23rd March of Air. P’tar Cartwell is determined to make sure everything goes well and will hire a group of adventurers to go to the location and make sure the beacon fire is burning that night. Talben Trillip is equally determined to thwart Cartwell’s plans.

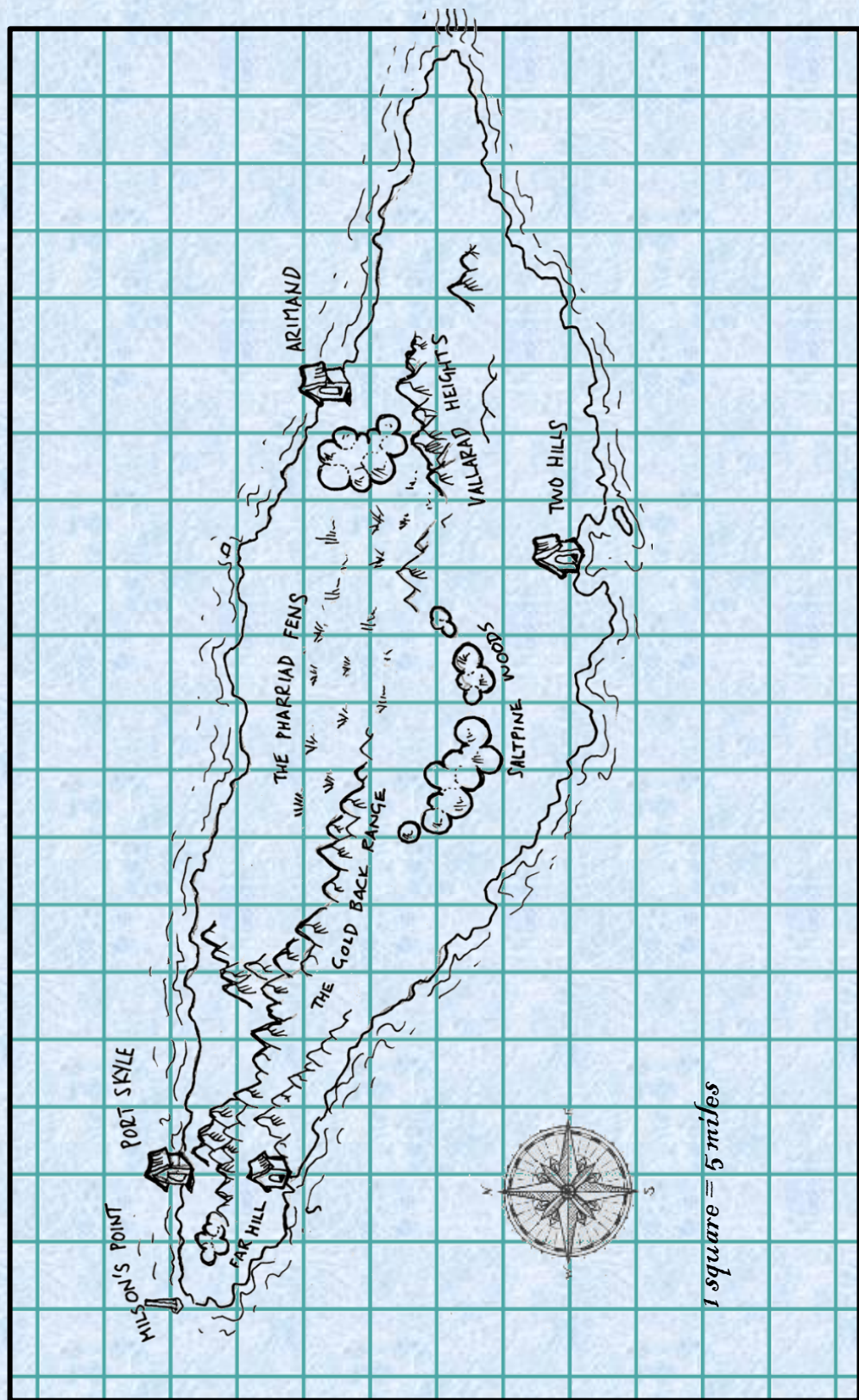
Armed with this back history a GM will be able to create an adventure for a group of players. Alternately, look out for the FOE publication “Creatures of the Light” which will be available soon and fully details our own spin on this tale.



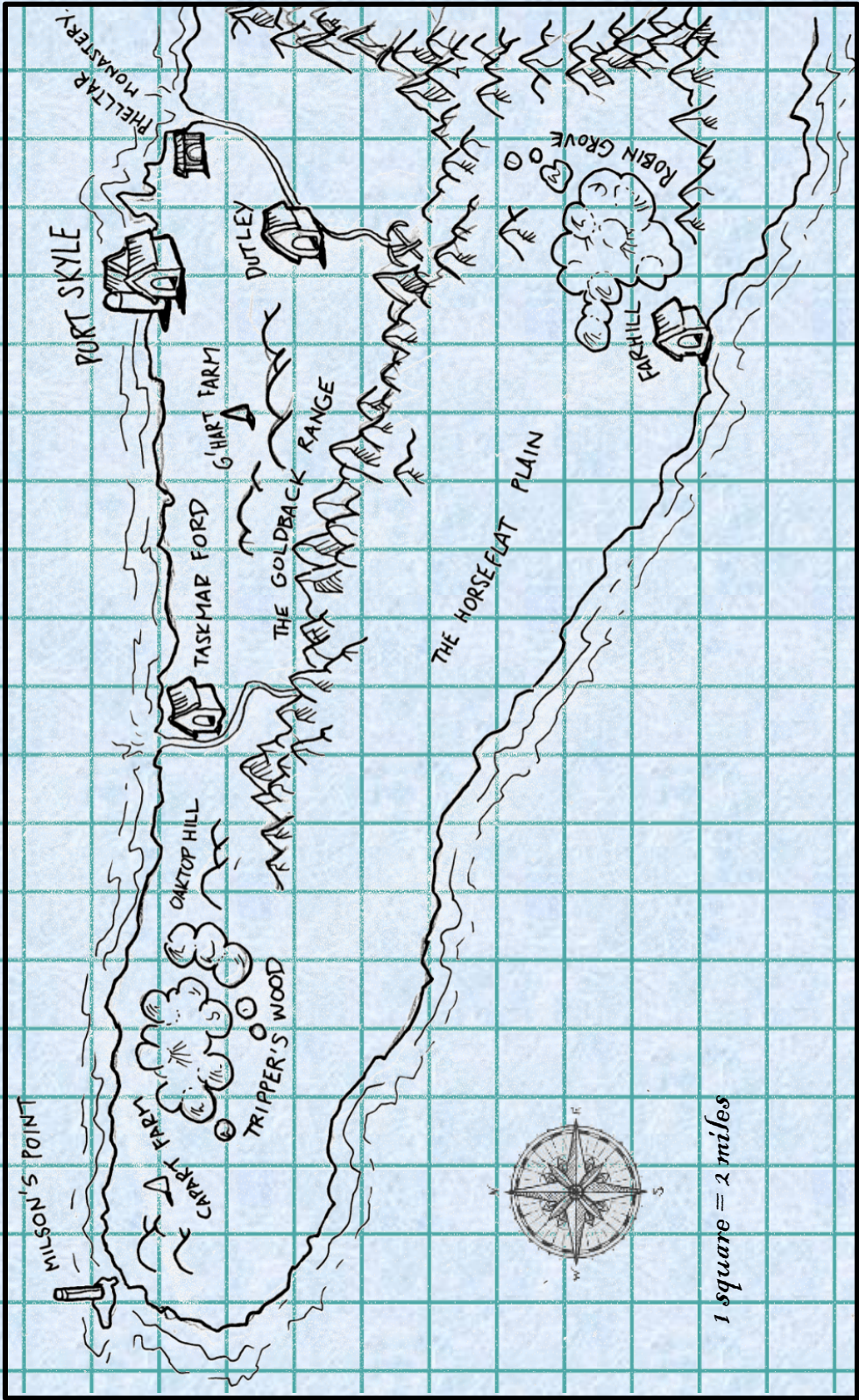
Maps



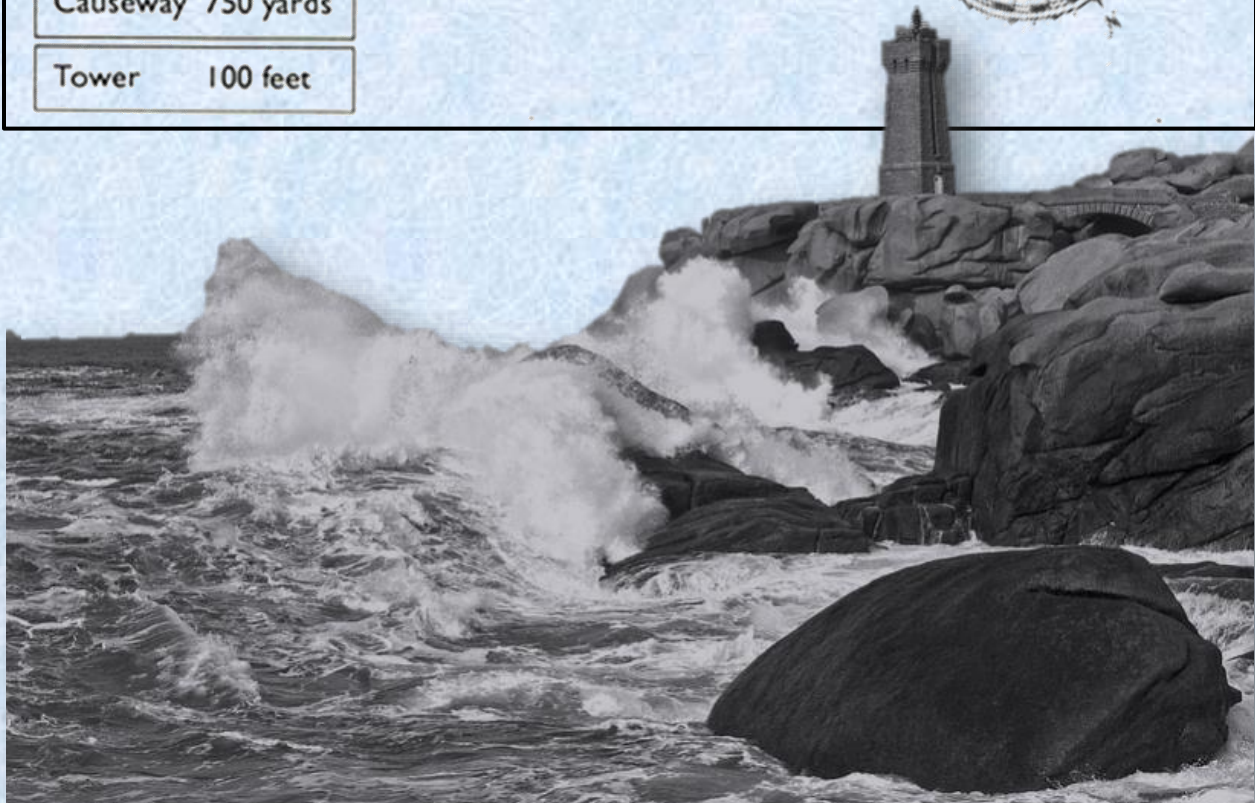
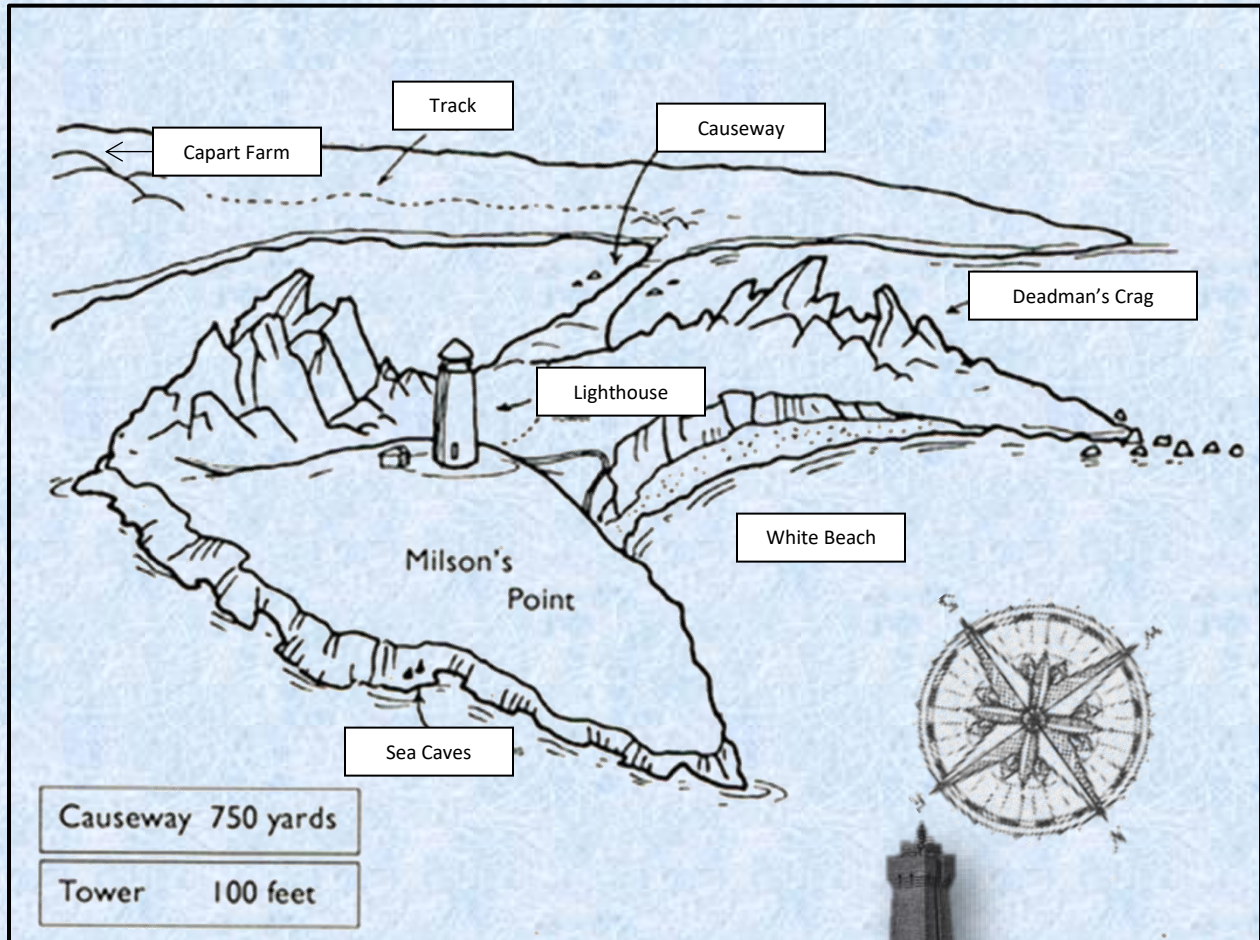
Dormos Island



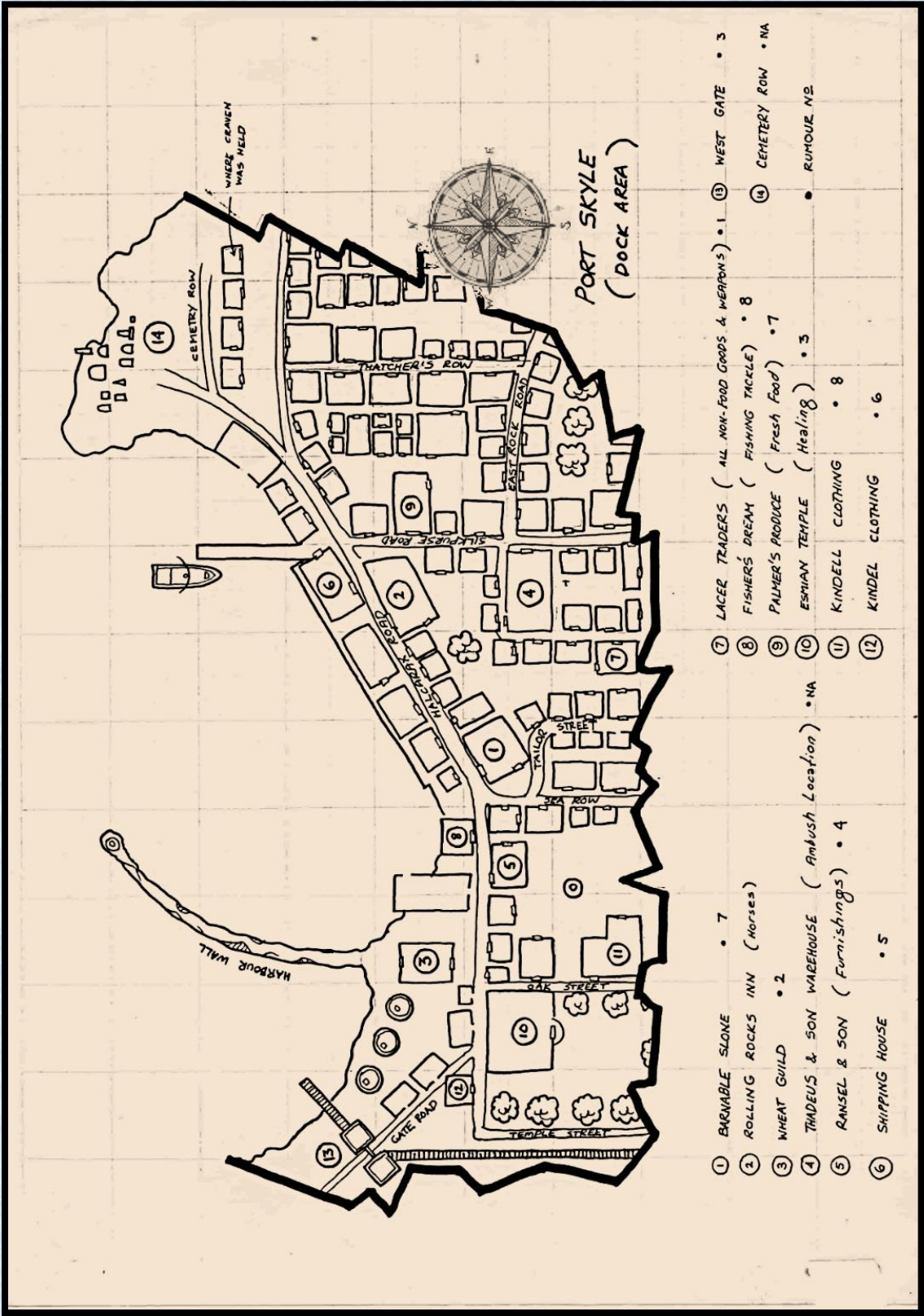
Maps (West Dormos)



Maps (Milson's Point)

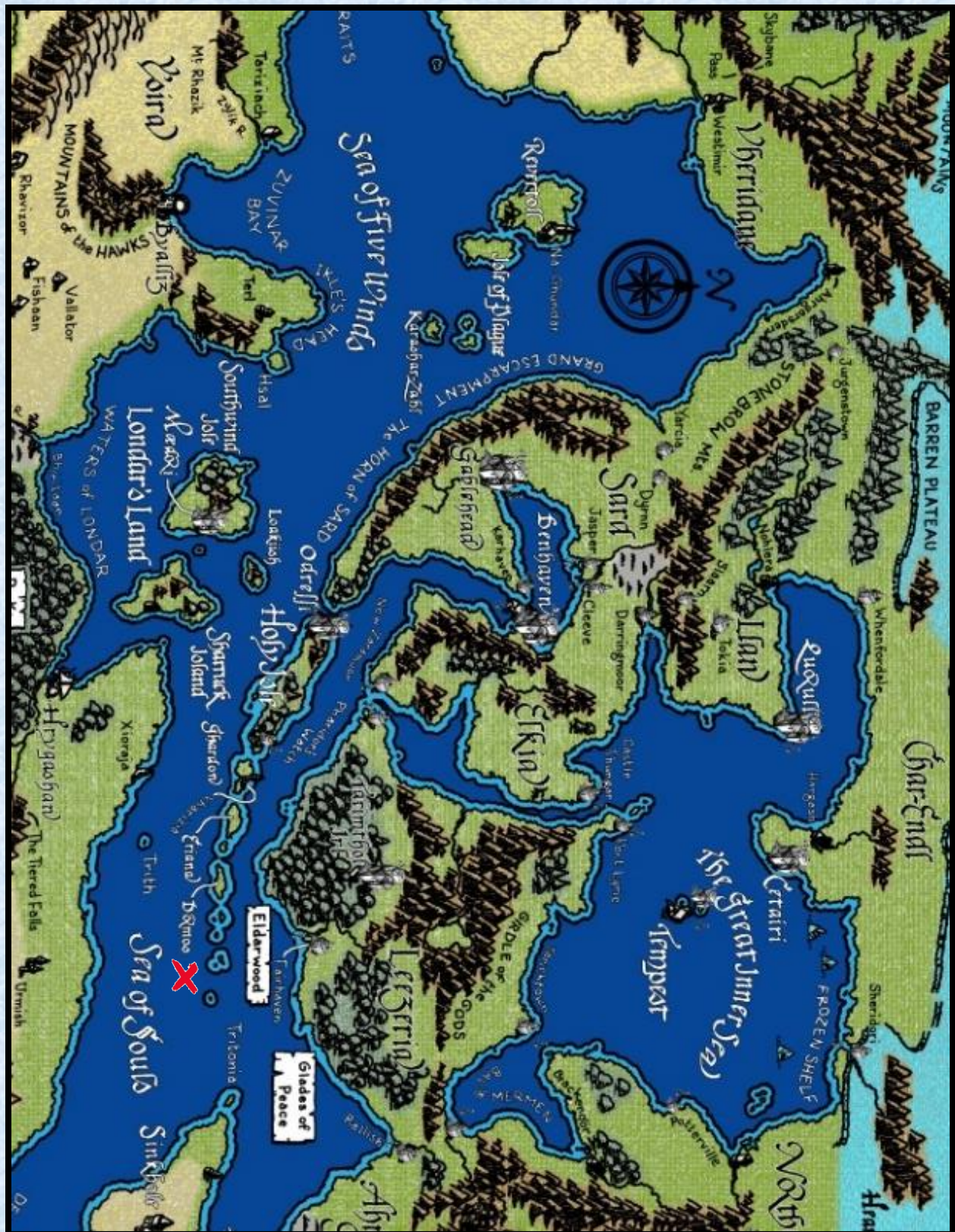


Maps (Port Skyle)



Eldorian Location - West Dormos

Maps (Location of Dormos)



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Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here:

<https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and find additional information:

<https://www.facebook.com/groups/358804577530186/>

Support us on Patreon and unlock the Secrets of the Vault, many unpublished secrets of Eldoria.

<https://www.patreon.com/Eldoria>



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Sanctuary (d20 adventure) Auran Pty Ltd 2002

Encyclopedia Eldoria (d20 campaign setting) Comstar games (2005)



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Eldorian Location

The Island of Dormos

"Jewel of the Sea of Souls. It may be a small island but mighty of heart."

Sister Tarian Handhealer Esmian Priestess)

Leave the mainland and sail the temperate waters of the Sea of Souls. Navigate the dangerous reefs, and the beacons of Dormos Island will guide you to an island most fair.

Have you ever felt pressure and frustration when sailing the high seas and you wish for and island distraction? Then *Dormos Island* is the answer to your dilemma. It is a detailed area description of a picturesque Island that you can drop into your own campaign, complete with locations, history and plot hooks. Weave this resource into your own Eldorian Campaign game or use any setting – Dormos

Eldorian Locations is an exciting new line of products from the Friends of Eldoria guaranteed to breathe life into your RPG campaign. Each publication gives the GM resources, area description and ready to use maps for their game.

This is an information pack requiring the GM to design aspects of the adventure

