



Marvellous Maps 2

5 maps: Island of Murhl, the Territories of East Elkia, The Last Isle, Northland and the world of Eldoria.



Cartographer
KEITH DONE





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Credits

Cartography – Keith Done

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Artwork- Pixabay

Layout Artists – Angela Caffery

About the Cartographer

Keith Done is not only an author but a talented artist who has been producing maps for over 40 years. He has also worked for Auran for many years and has had a number of modules and resources previously published including the Encyclopedia Eldoria, the Dark Awakenings Series, Shades of Grey, Sanctuary and Mindbane. He is currently working on **Encyclopedia Eldoria 3rd Edition** for release in 2018 and the **College of Arcane Science**, a reference book on Eldoria's principal center for the education of schooled Wizards.

FoE Publishing (Friends of Eldoria)

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

"We're all pilgrims on the same journey of a thousand miles, blessed with a single map, hundreds of roads and one fragile heart."

Solink Twine

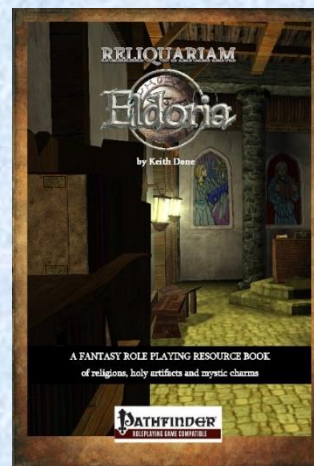
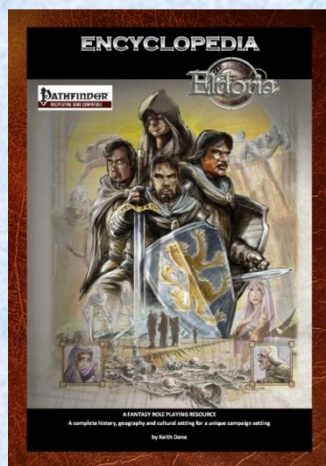
Llanish Profit

Five complete maps: The Island of Murhl, the Territories of East Elkia, The Last Isle Northland and the world of Eldoria.

Have you ever felt pressure and frustration of finding a quick map when faced with impromptu designing of the surrounding area? Then the Marvellous Maps series is the answer to your dilemma. They can be used as a player handout or GM reference material. Hand drawn, detailed cartography of a variety of areas from world, country and area are available in this reference material. GMs can use these maps for their own campaign, or as a supplement for 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 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*.



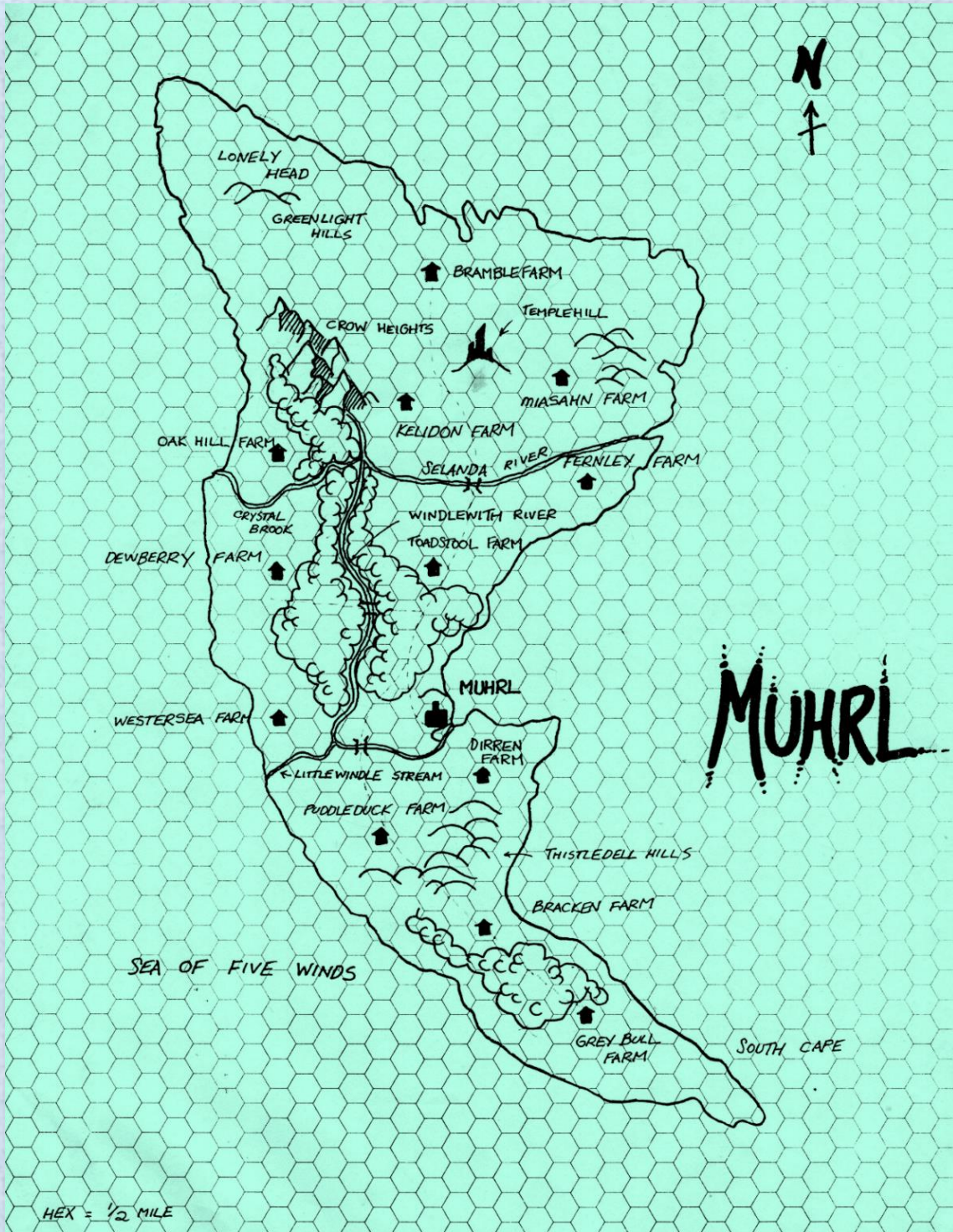
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Maps

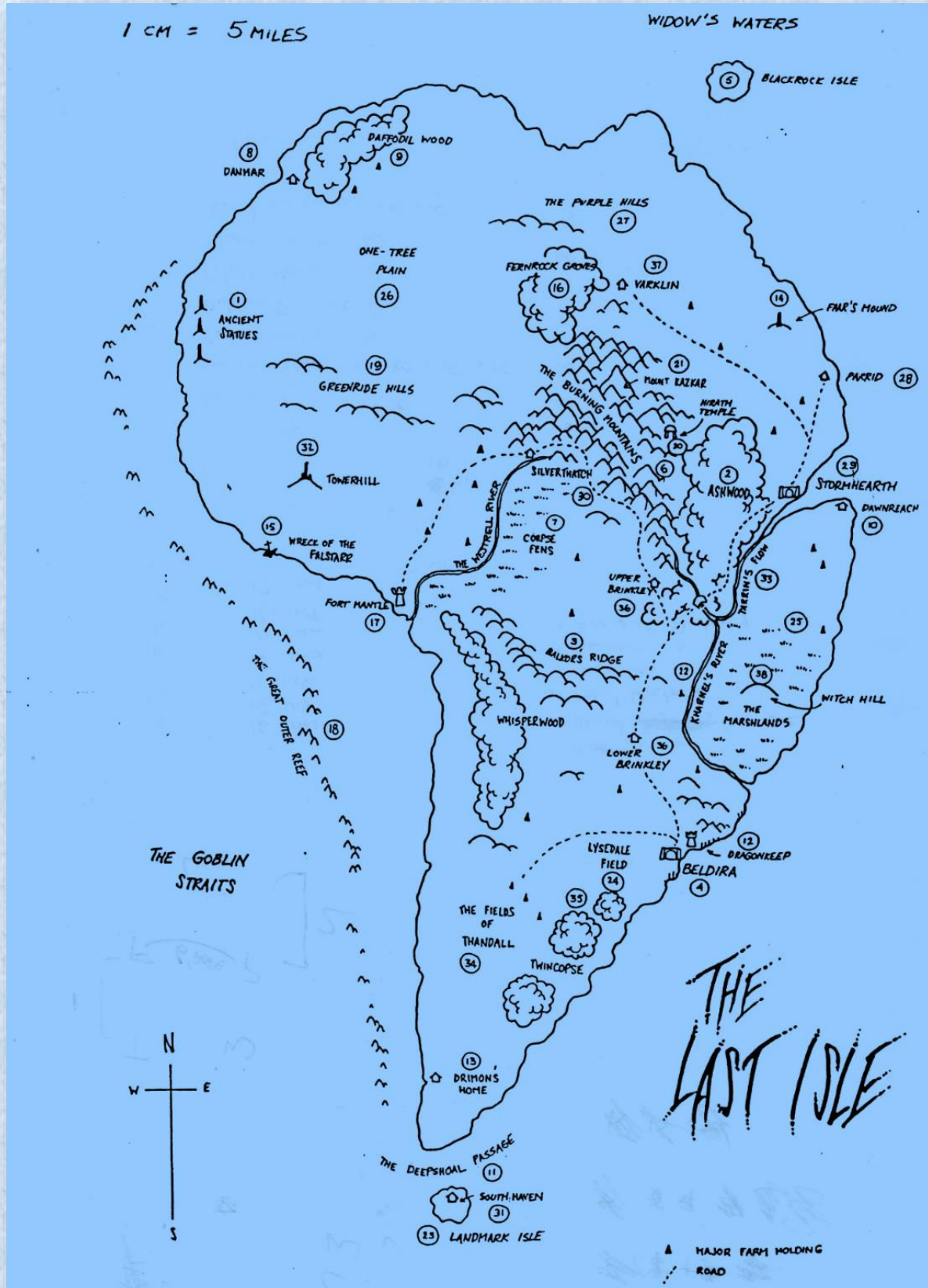
Island of Muhrl



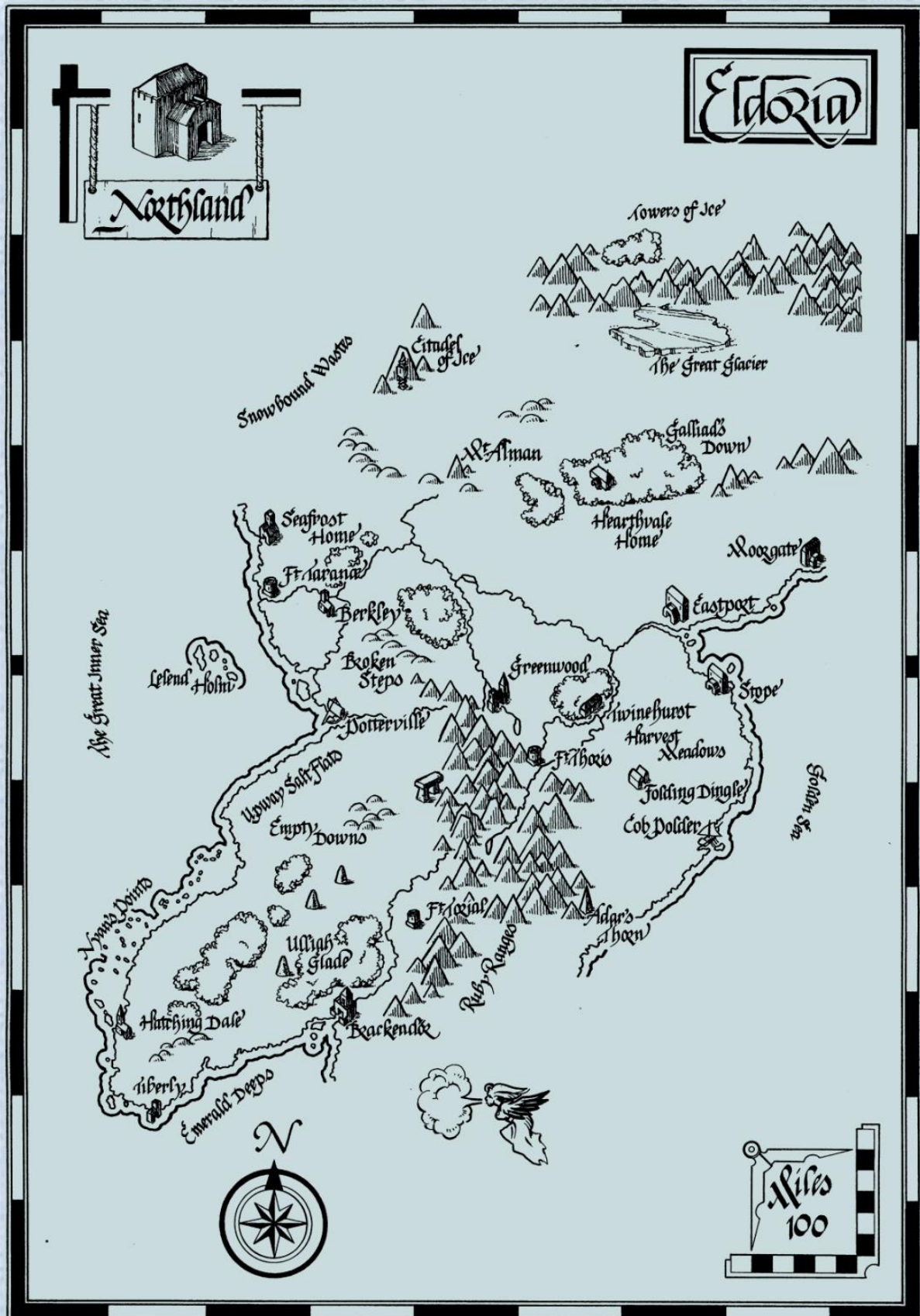
Territories of East Elkia (Kingdom of Sardell)



The Last Isle



Northland



Eldoria



Brief Descriptions

Island of Murhl

Location: Sea of Five Winds close to the country of Sard. This small island is part of a series of islands near the Horn of Sard and the Grand Escarpment. The closest island to Murhl is Zarhasar-Zabl. Largely self-sufficient Murhl trades regularly with the neighboring islands.



Picturesque Murhl, located in the Sea of Five Winds off the Horn of Sard.

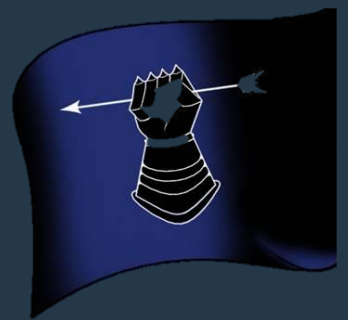


SARD

The country of Sard lies west of its rival, Elkia, the two protagonists facing each other across the waters of the Lesser Inner Sea. The realms share a common border in the north but this is a virtual no-man's land, created by the territories of the Imperial State and the inhospitable terrain of the Porgruu Bogs. The long east-west running chain of the Stonebrow Mountains effectively divides Sard from the forested highlands of Llan; control of the passes through the Stonebrow has always been a source of conflict in the region.

Along with Elkia, Sard was once part of the Sardellan Imperial Homelands and is a mountainous land, rich in mineral wealth.

It retains a strict feudal-like system of government, with lands divided between powerful lords, most of whom give patronage to the Church of Trezkillian (God of War).



For more details see [Encyclopedia Eldoria 2nd Edition](#)



DRAELINGUS

(First Ruler of Sardell)

Draelingus I was the first ruler of Sardell and he spent most of his life closeted away in council chambers in Jasper, appeasing the factions that had been brought together to form his kingdom. His successors invested the Ormocean Church with a great deal of administrative power and concentrated on expanding their realm. They gradually began to annex new lands surrounding the kingdom, with one of the earliest successes being the occupation of all the passes through the Stonebrow Mountains.

KING GADWYLL 1

(2nd Ruler of Sardell)

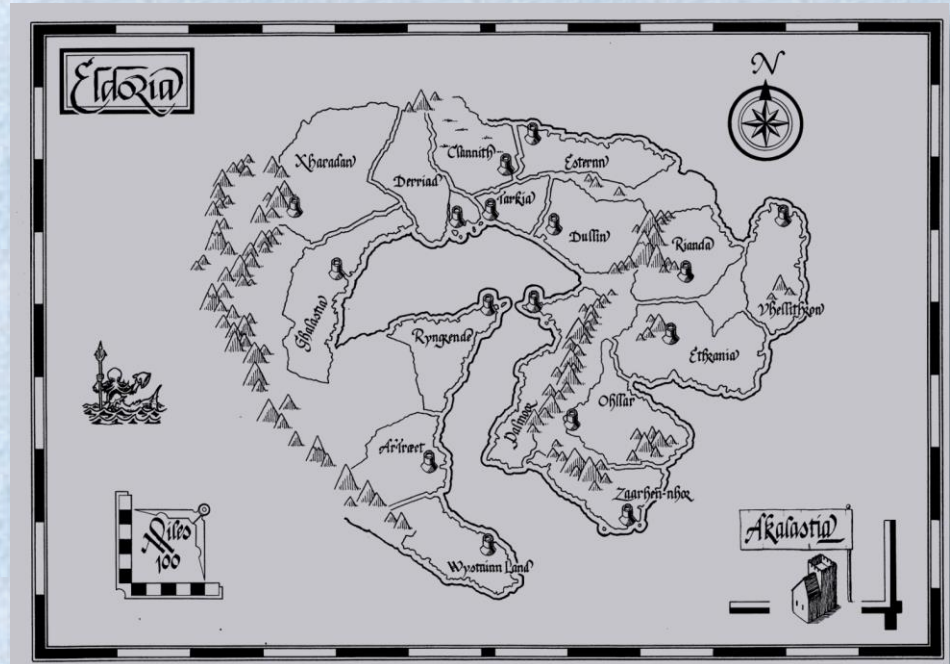
King Gadwyll I secured Thurindor, the key route into central Khalast in 493R. Gadwyll had his lords who held land in the north build defensive forts and watchtowers to guard the passes. Around 530R, King Aldynn I of Sardell approved the upgrading of the northern forts to full-scale garrisons, capable of maintaining sizeable forces on the border of Khalast. This was in response to a number of skirmishes with Khalasian war bands active south of the Stonebrow Mountains.

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

The Kingdom of Sardell

Location: Ancient Eldoria

The Kingdom of Sardell encompassed the majority of human populated Eldoria before its fall and by 1000R, the empire of Imperial Sardell was created.



The lords of the states of Akalastia were worried by the consolidation of power in the north and this is perhaps one of the contributing reasons to the success of the Ormocean Church in creating the united Kingdom of Sardell.

The Rise of the Sardellian Empire

The power and might of Sardell, at its height was almost absolute. It was the rise of the Empire that convinced the Leezari to look beyond their forest kingdom and forge alliances to help them in their battles against their Goblinskynd enemies.

Most countries found themselves influenced by Sardell, during the five hundred years that the Empire dominated affairs in Eldoria, whether they had been peacefully integrated into the Empire or suffered forced occupation. Its legions were the finest trained and equipped soldiers and were led by the most brilliant tactical leaders of that age. Where the legions went, the missionaries of Esmia and Ormocea would follow, bringing a social revolution to the lands that had been conquered, instilling laws, healing halls, education and a common language. As a result, nations in contact with Sardell found themselves adopting aspects of the culture that had contributed to the success of the Empire.

While some countries defied Sardell and fought furiously against their invading armies, in many cases life was improved for the general populace of the conquered nation, once the fighting was over. The Churches of the Holy Trinity made a concerted effort to introduce beneficial institutions into all corners of Eldoria and the testament to this remains today. The laws of Ormocea are entrenched throughout most Human lands and the Sardellan tongue is the chief language used across Eldoria. The Empire may now be divided and fractured, but its unifying influence remains.

Sardell was born out of the ashes of the old Akalastian kingdoms in 428R, after the unification of Sard, Clannith and Elkia. A succession of rather uninspired monarchs reigned, who were mainly occupied with bringing dissident tribes on the mainland, into the Kingdom. The early rulers of Sardell were under the guidance of Barons loyal to the Ormocean and Trezkillian faiths and remained totally under control of the Churches for many centuries.



The flag of the Sardellan Empire flew over many cities of Eldoria as her legions conquered all those who opposed them



The Last Isle

Location: Golden Sea, Eldoria

Capitol: Belaira

Located off the coast of Eastern Eldoria, the Last Isle is reputed to be the final home of dragons in Eldoria. Dragons are said to be extinct in the world and one of the scholar's theories as to why they died, is the havoc caused by the eruption Mount Kazkar in 1005R changed the unique climatic conditions maintained by the Kingdom of Dragonhome and this led to the gradual decline and extinction of the species.



The last Isle has had a colorful history, considered a prize conquest in the Golden sea by exterior forces such as the goblinkind form Ahr Ganiz. However, not all trouble came form outside. In 2012R there was a Civil War on the Last Isle, between the then current monarchy, when Prince Altrand tried to unsuccessfully seize power from his brother Rhannald.



Location of the Last Isle in the Golden Sea

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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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Web of the Widow (Harnworld adventure) Columbia Games 2000

Shades of Gray (electronic d20 download) Auran Pty Ltd 2001

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Dark Awakenings: Shadowland (d20 adventure) Auran Pty Ltd 2002

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Marvellous Maps 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 ready to use maps for their game.

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

