



# Marvellous Maps 3

**5 maps: Greenwood Area Map, Village of Birchley, Birkley Area Map, Northland and the world of Eldoria.**



Cartographer  
KEITH DONE







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## Credits

**Cartography** – Keith Done

**Editor** - Angela Caffery

**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 3<sup>rd</sup> 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. These maps are from his campaigns.

## 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

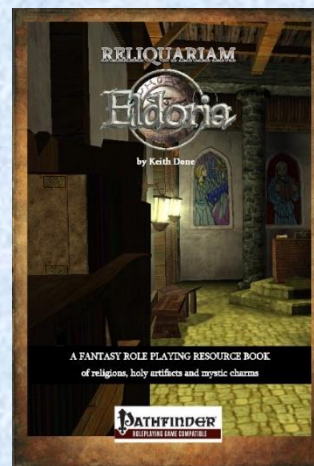
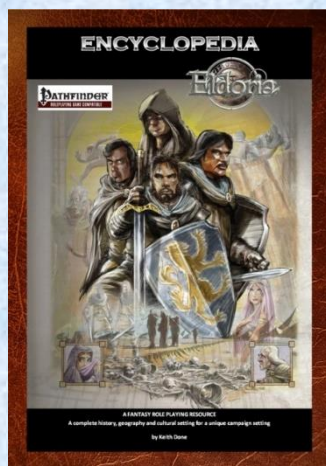
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Four complete maps: Greenwood area map, the village of Birchley, Birkley area map, Northland and the world of Eldoria.

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

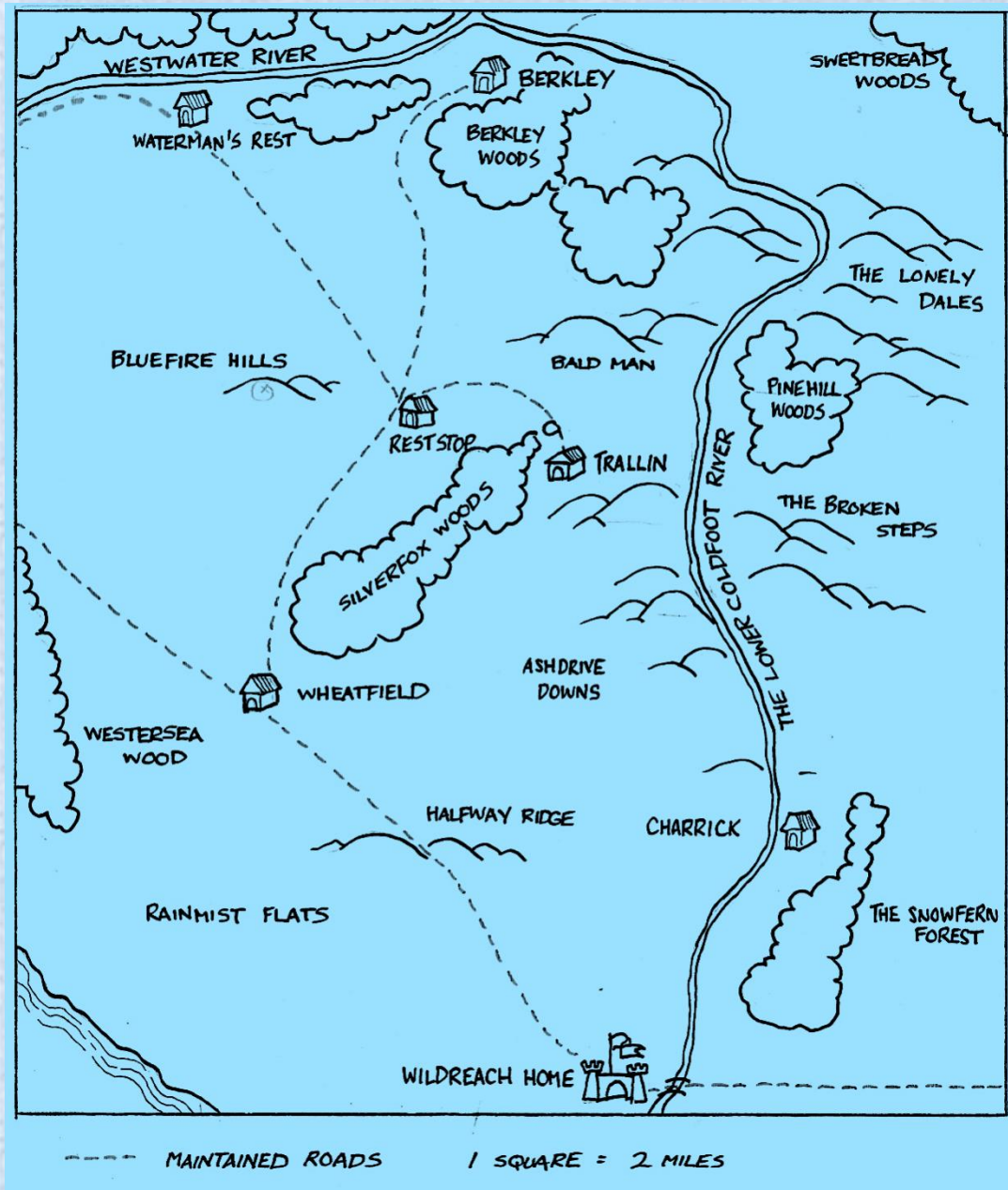
## Greenwood Area Map



## Village of Birchley



## Berkley Area Map





Eldoria





## DIAMONDWOOD

One of the building materials unique to Eldoria is the timber from the Diamondwood tree, a species unique to Southwind Island, the main land-mass that makes up Londar's Land.

Highly prized for its hardness; it is far-stronger than the best steel, yet retains the lightness of most woods. It is a difficult medium to work with and the remaining glades of the Diamondwood Forest, on Southwind Island, are maintained by an Order of Druids, the Diamond Sisterhood, whose duties are two-fold; they protect the Diamondwood from those who would seek to steal it and they regulate the supply of the wood to those able to afford its exorbitant cost.

Diamondwood is one of the materials used in the construction of Pre-Redemption magic items that still has a reasonable supply in Eldoria. It can only be acquired from the Diamond Sisterhood at a cost of 200gp per pound.

Diamondwood has a Hardness of 22 and Hit points of 50 per inch. Its binding with the Tas also gives it a save against magic with a +7 bonus to all Saves. It is the premium construction material - light-weight, extremely tough and resistant to magic.

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

## Brief Descriptions

### Greenwood and Surrounds

**Location:** Northland, Eldoria

The region of Greenwood is very picturesque, with rolling hills, woodlands, fields and numerous farms. Lightly, populated there are only two main areas of more urban living. The city of Greenwood and the village of Tollway, both with thriving local markets.

The city of Greenwood is located near the aptly located Greenwood forest. The forest itself dominated locally by ash although birch, elm, hazel and oak occur in groves. Tollway is a small village located near to Old Mill Bridge and has a market day once a week.



*Old Mill Bridge provides safe travel when crossing the Sorrow River. Located on the road from Tollway to Three Shoes Inn, is used by locals women to make flour.*

Legend has it that there is a diamondwood tree amongst one of the forests in this region, planted by an elf who settled in the area many hundreds of years ago.



*The road leading to the village of Tollway. Staunch supporters of Faar, the goddess of agriculture, their small chapel holds regular services for locals and surrounding farmers.*

## Village of Birchley

Location: Elkia, Eldoria

A walled Elkian village located on the Shamcora River. Birchley is an affluent but small village whose main income is derived from passing boat men and travelers using the river, or locals needing the services of a Justicator. Many folk using the waterway, stop over during the day for hot food at the *Pot of Stew* eating house or the *Beer and Boor Inn*. There is also a well-equipped store for river folk to replenish their stores.



*The Stominkle River folk of the Shamocora River are a nomadic people who live on the streams that feed the great river. They trade in freshwater fish and reeds and can go weeks without touching land*



*Bell tower of the Birchley Hall. The bell was donated by the Ormocean church in 2125R and is inscribed, 'Let Justice Rule'.*

The villagers are strong devotees of Faar and very law abiding. The permeant Justicator who resides in the village, hears cases three times a week in the large hall sponsored by the Ormocean church. The tower bell on the top of the Birchley Hall rings one hour after dawn to signal the start of hearings and again on the conclusion of a case

Birchley also has a working forge well frequented by river folk and nearby farmlands and serviceable well-maintained jetty.



## FAAR

### Goddess of Agriculture

Faar has four different incarnations that she adopts as the seasons change. As Widow Winter, she is an elderly pale-skinned woman, robed in white fur. Long tresses of ashen hair fall to her ankles and snow swirls about her as she walks. As Daughter Spring, she becomes a young teenage girl with unruly saffron hair. She wears a green slip and runs bare foot in the fields, awakening the flowers from their Winter sleep. In the guise of Lady Summer, she takes the form of a shapely woman with ochre colored skirts. Her hair is long and braided and her face freckled from the sun. She carries a bundle of sheaves and a sickle. Finally, as Mother Autumn, she is a matronly woman with a brown hood and cloak. Her skin is the weathered color of cinnamon and leaves wither and fall from the trees at her passing.

The church exists to give spiritual support to farmers and assist with the maintenance of the harvest, which is the backbone of life. Without the bounty of the field, the Saahn are quick to turn upon each other and undo the work of generations. The God Kharic-Ohrm, the Bringer of Famine, is the chief enemy of Faar, for famine brings with it instability and war, threatening the very fabric of society. Faar worshippers are encouraged to work the land and offer sacrifices and praise to the Goddess who will reward them with her rich bounty.



For more detail see

Reliquarium Eldoria



## NORTHLAND

(An Eldorian Country)

Northland is the sleepy backwater of the world, a tranquil agrarian society that has been sheltered from the wars that have affected the rest of Eldoria. This, at first, appears quite extraordinary when you consider Northland shares a border with the Goblindynd nation of Ahr-Ganiz. It is a testament to the resourceful nature of its people that the country has remained largely unmolested by their savage neighbors for over 700 years.

Eastport is the capitol of Northland, a small town in comparison with the cities of western Eldoria. It appears as a large sprawling village built around two central hills, by the sea. The royal palace, called the Castle of the Rising Sun, stands upon the taller of these hills. It is a picturesque keep, built for appearance rather than defense.

Queen Rose is the much-loved monarch of Northland. In 2150 R she is having to deal with a separatist movement that is led by Trezkillian nobles, ex-Sardellan military whose families stayed on in Northland after the Kinstrife.

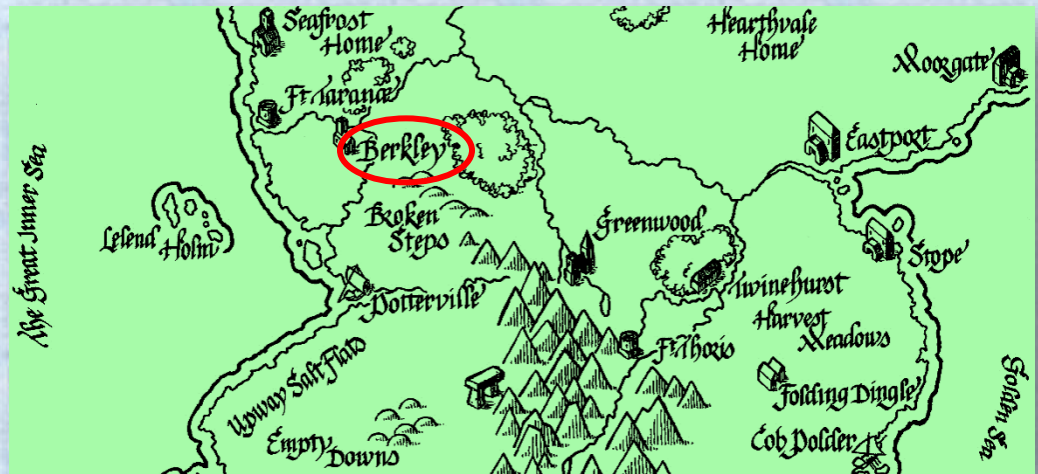


For more detail see [Encyclopedia Eldoria](#).

## Birckley and Surrounds

**Location:** Northland, Eldoria

Birckley is a Northland rural community, located 100 miles from the Great Inner Sea to the west and views to the Broken Step Mountains to the east. The closest major town is Sea Frost Home some 200miles away. Fort Tarana is 100 miles to the east.



Location of Berkley in the country of Northland



Broken Steps Mountains

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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

**Dark Awakenings: Guardian** (d20 adventure) Auran Pty Ltd 2001

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

**Sanctuary** (d20 adventure) Auran Pty Ltd 2002

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



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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

