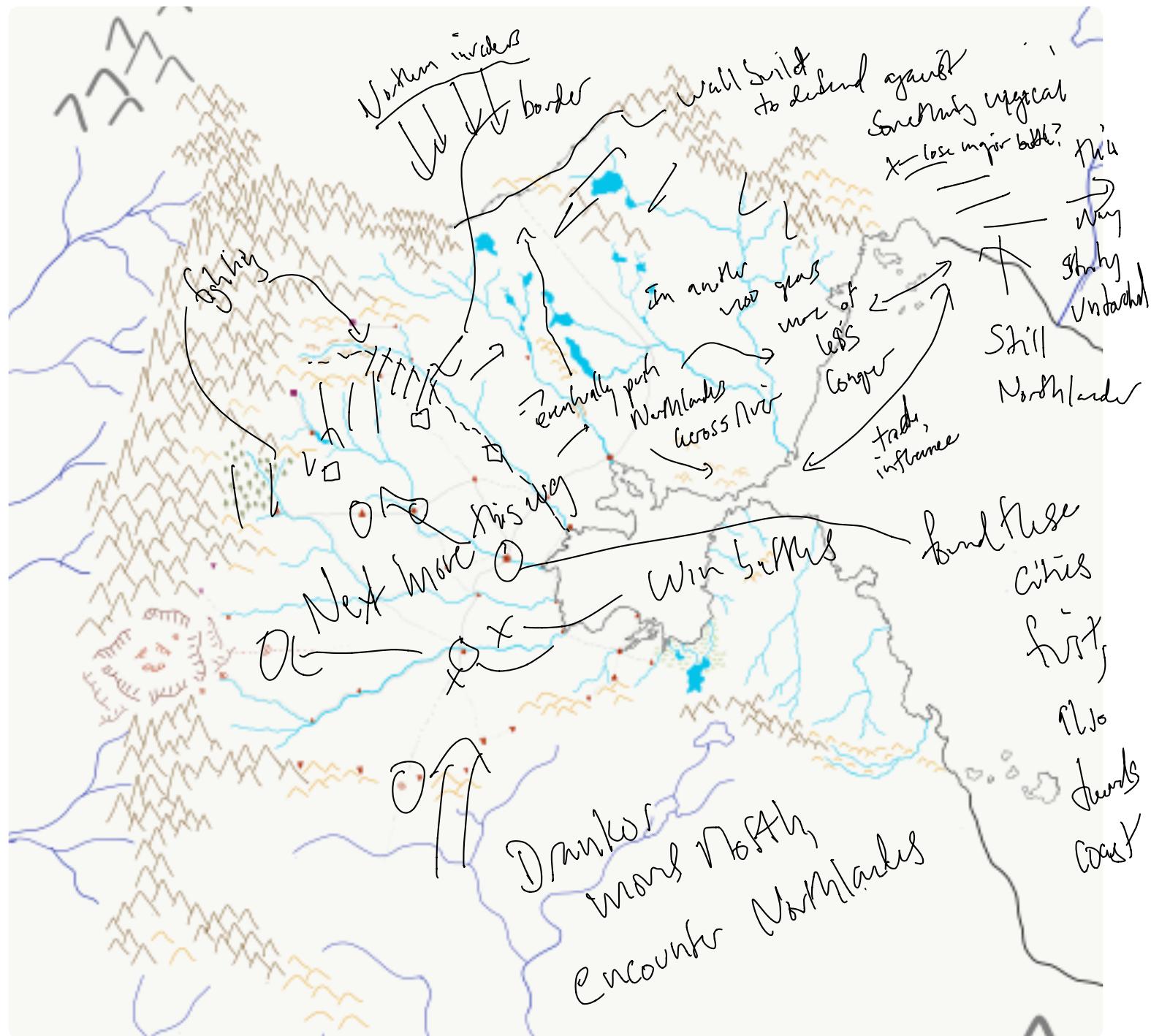
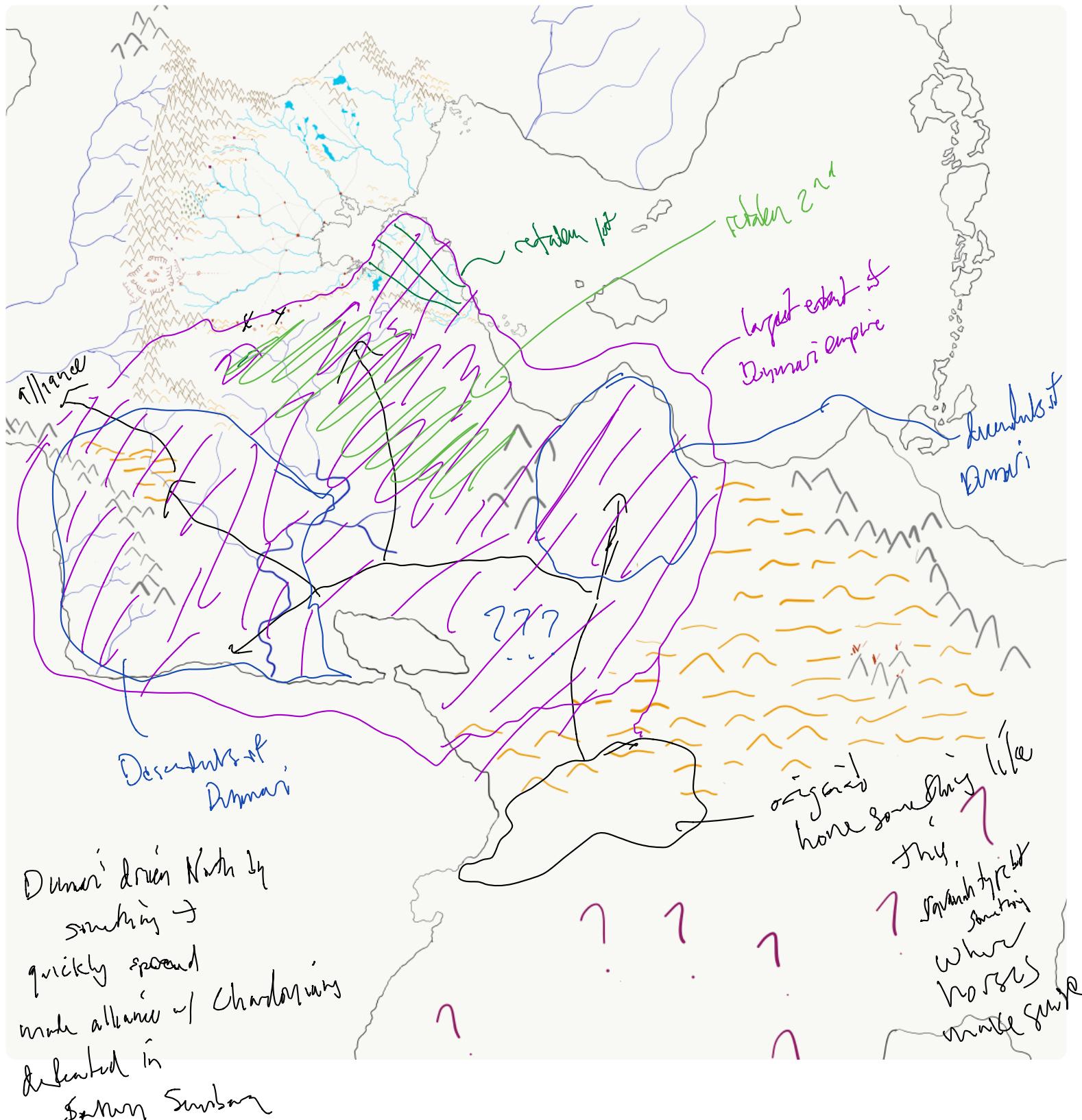


Notes on Taiping/Hanban map → draft crossing



Dunmari Movement



Steppe to steppe (campaign → Rohan) = "pure" Dunmari

East over = mixed w/ Natives, Dunmari influenced;

* Think about trade routes, especially very long distance, e.g.

SvK found = 8000 Km

→ but fewer long distance ports but N-S as
E-W for long distance only?

A rough history of the W. Inner Sea:

Before Drankor:

- Scattered tribes of humans, some small kingdoms
- Elves: dwarves dominate the land

End of Elder Days, Fall of Hkar, upheaval → non-humans decline

Founding of Drankor: settlers from Hkar land and found city, then empire

→ spreads North on both sides of mountains

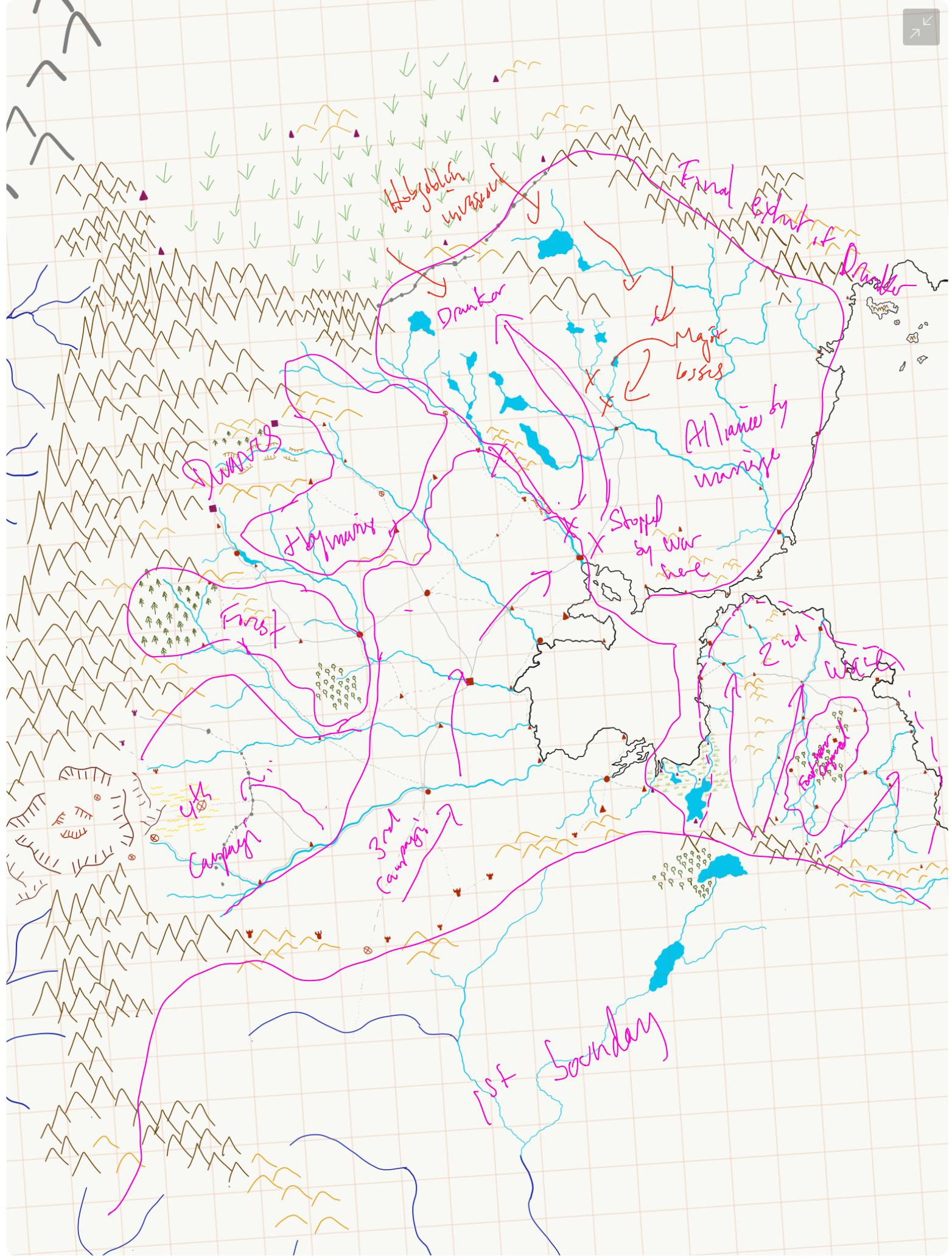
- Fews on E. side:

Quickly pushes N. to current borderlands

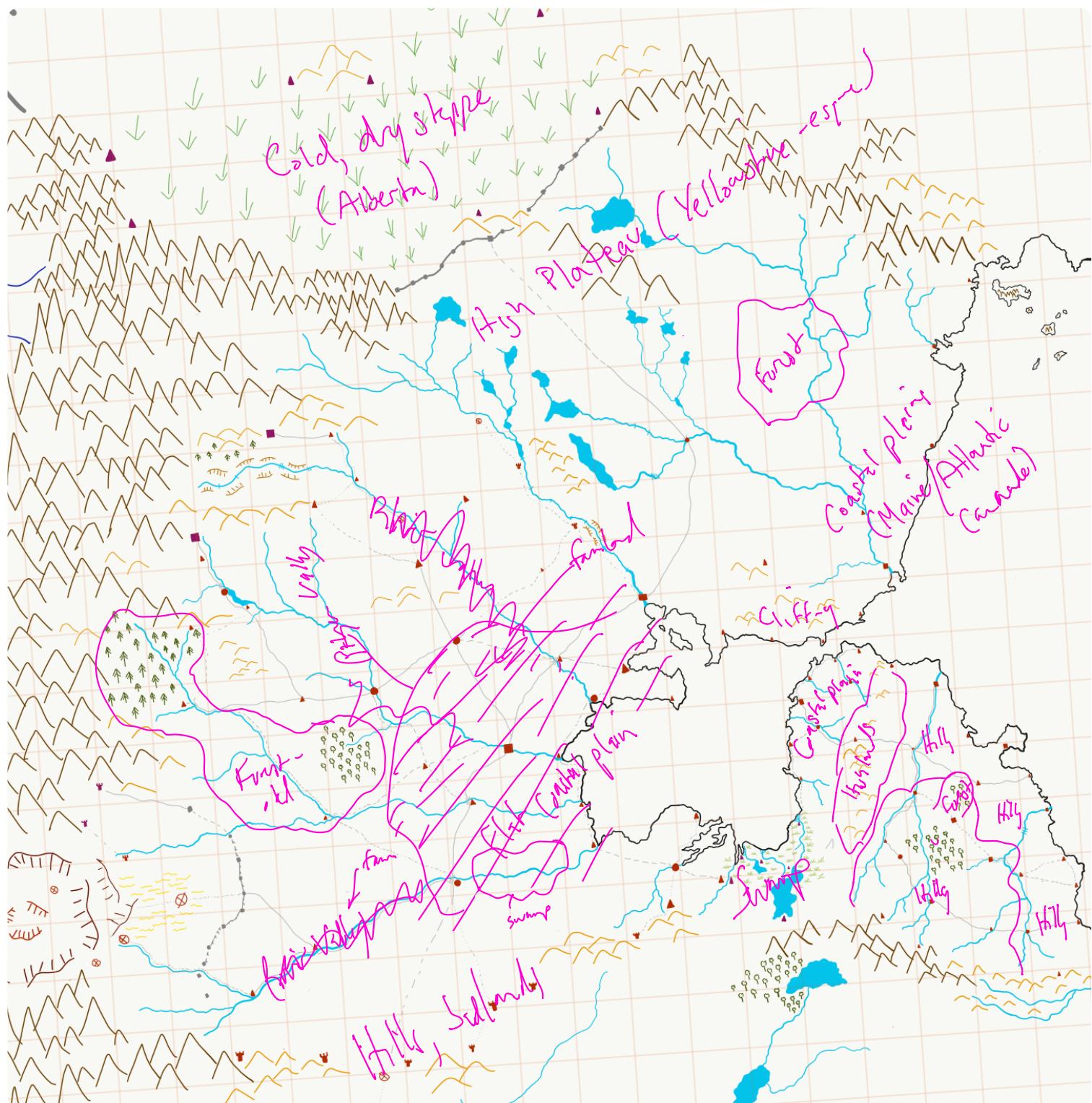
Subsequently move across riverlands over several campaigns

Eventually control by conquest or marriage to N. mountain

→ something bad and evil on N. plains, build well. Hobgoblins? Something worse?
Doesn't matter
for now



Brief notes on climate/ terrain



[Sunburst]: low coastal plain near sea - wide fertile land, to river valleys cascading from Mts. contain old forests, some mysterious and magical
 hot summers and cold winters in the mountains, milder towards the coast
 N. of capital, more like NE (capital ~ NYC)
 S. gets warmer, big cities in g. = DC
 Near Coast rivers meander and some get swampy

[Semborn - politics]

Feudal monarchy but with some power in Dukes/Nobility

Historically several kingdoms - at times have also controlled parts of

[Eruin] & [Conor]

Kingdom #3 culturally distinct; King #3; #5 similar but related to each other

King #4: Core most culturally unified

} Castles/palaces

