

The Gold Coast

Located on the western coast of Doriant, the Gold Coast gets its name from a thousand-mile stretch of sandy beaches and the tawny-hued dried grasses in the height of the summer.

The region is home to five primary kingdoms.

The Kingdom of Vacuria

The largest of the four kingdoms, both in geography and population, is the mostly-human country of Vacuria, ruled by a hereditary monarch. It is bound to the north by the Enía and Wakefield Rivers, to the south by the Alomere and Wirbelini Rivers, and to the west by the Eknapata and Redwick Rivers. A few of the many places of interest include:

Ellsport: The capital of Vacuria and its largest city.

Bulbancha: The southernmost coastal city of Vacuria, a city on the edges of the Bara Taria Swamp that is rife with piracy and smugglers.

Arbor Felis: A picturesque coastal city.

Redwick: A fortified town on the northeastern edge of the kingdom, guarded by the mighty Fort Wakefield.

Lynelon: The northernmost coastal city in the kingdom, Lynelon is technically two cities with the same name on either side of the Enía River. The larger of the two is on the southern bank, under the dominion of the Kingdom of Vacuria. The smaller city on the northern bank falls under the jurisdiction of the elven kingdom of Enía.

Oracle of Mynovasia: Atop a mighty tepui on the northern edge of Vacuria, in a great tower, lives the Oracle of Mynovasia. Adventurers and powerful kings alike have consulted with the Oracle for generations, paying precious coins for the Oracle's wisdom. (Though the oracle is generally referred to as "she," no one is entirely certain if that's accurate, as the Oracle usually takes a different form for each visitor.) The Oracle's advice is often cryptic but usually deemed to be true in the end.

Siamsa Isle: An island resort and playground for the rich and powerful, it technically claims independence from any kingdom, though Vacuria is the closest to it. The resorts are famous for their casinos, gladiator arenas, and spectacular entertainment like the famous Pixie Aireal Ballet.

The Kingdom of Enía

The elven kingdom of Enía, located north of Vacuria, is significantly smaller in population and size than its neighboring kingdoms. It is governed by a monarch advised by two political bodies:

the Council of Adept Mages, and the People's Assembly. The Council of Adepts consists of those archmages and adept mages able to cast the most powerful spells. The People's Assembly includes a hundred citizens elected throughout the realm.

Major points of interest include:

Arynnor: The capital of Enía, called the "city of glass." Here, elves pioneered glassblowing techniques both for ornamentation and practical purposes. This includes a technique to make glass nearly as strong as steel, which has allowed the elves to safely cover their towers with brightly colored glass domes.

Sather Academy: To the north of Arynnor, Sather Academy is an institution of higher learning with academic classes of all sorts, from history to astronomy, poetry to accounting, but it is most famous for two things: its Bardic Colleges, and its Arcane Academy for the formalized study of wizardry and arcane lore.

Lynelon: The coastal city on the northern bank of the Enía River, Lynelon is a bit smaller than the Vacurian city of the same name on the southern bank.

Firessí Temple & Yréas Kóltyn Village: Towards the southern edges of the Firessí Forest lies an ancient henge of standing stones erected to honor the elven gods, the holiest place in all of Enía. The Archdruid of Firessí, the most powerful religious leader for the entire kingdom, resides here in the village that provides services and support for pilgrims visiting the temple.

Tampuwari Ruins: Deep in the Firessí Forest lie the haunted ruins of a people so ancient, they disappeared long before the elves moved to the area. The ruins are best to be avoided.

Taenya Island: The small island is home to a few small villages of wood elves hardy enough to survive the rough, wild island environment.

The Kingdom of Travi

The kingdom of Travi covering the eastern plains of the Gold Coast region consists primarily of small farming villages and a few cities, none as large as those on the coast. The largest of these are Wilgenz and Tuncaster-on-Beck, both in the southern part of the state.

Travi's eastern border runs up against the Eknapata Desert, a region where warlords compete for control over shifting loyalties and indeterminant borders. There are a few major cities and villages along the Eknapata River, and others sprinkled around whatever water sources can be found, but much of the desert populace lives in semi-nomadic tribes that migrate seasonally.

Kingdom of Gongodûr

To the south lies the mostly subterranean dwarven kingdom of Gongodûr. The capital, called Gongodûr Keep, can be found in the Gongodûr Mountains, where the Kôndalim Mines can also be found.

On the northeastern side of the kingdom, the Hollinrood Hills is home to tiny villages of gnomes who long ago swore fealty to the Kings of Gongodûr in exchange for their protection.

Drakenfôld

On the southern edge of Gold Coast lies Drakenfôld. The realm is ostensibly governed by the Lords of Vez Draka, an ominous tower in the Dynaal Mountains. The lords mostly keep to themselves, allowing Drakenfôld communities to self-govern while keeping foreign kingdoms from invading primarily from the Lords' fearsome and mysterious reputation.