

The Kingdom of Enía

By Kevin Goebel ("Royal Scribe")

The elven kingdom of Enía is the northernmost coastal kingdom in the Gold Coast region of Dórian. The human Kingdoms of Vacuria and Travi lie to the south and east, respectively. Enía is significantly smaller in both population and geographic size than its neighboring kingdoms. The kingdom's borders are marked by the Enía River along its southern border, and the Firessí River and edge of the Firessí Woods along its eastern border.

Enía is governed by a hereditary monarch who is 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 Woods: Much of the realm is covered by a mighty forest, the Firessí Woods. The woods are home to numerous tiny elven hamlets along with a few notable features. Towards the southern edges of the Firessí Forest lies an ancient henge of standing stones, the **Firessí Temple**, erected to honor the elven gods. It is the holiest place in all of Enía, and the seat of power for the Archdruid of Firessí, the most powerful religious figure in the kingdom. A small village, **Yréas Kôltyn**, provides a home for the elves who tend to the temple and provides accommodations for the temple's many pilgrims. To the northwest of the temple lies the **Tampuwari Ruins**, 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. Farther to the north, **Lathalas Glen** is a town built up around a monastery of the same name.

Taenya Island: The small island is home to a few small villages and hamlets of wood elves Just to the north of the island among rocky reefs, **Eilân Danaäd** is a harbor village of sea elves with homes both above and below the waves.