



THE TIR THELANDIRA CODEX

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20 MILES

40 KM

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ABOUT TĪR THELANDĪRA

Tir Thelandira is an island that can be inserted into a fantasy RPG campaign setting. There is a map of the island on the previous page with 12 locations marked on it, each of which has a separate map of its own.

There is lore for all this as well. I recommend starting with the History and Lore Overview on the next page, which describes the people of the island, their history and recent events. It also gives short descriptions of the 12 marked locations. There is expanded lore for all of the locations available as well, some of which is included here.

You can find all the Tir Thelandira maps at milbysmaps.com/tir-thelandira. If you're interested in supporting my work, you can do so at patreon.com/milbysmaps. Hi-res, annotated and alternate versions of the maps, as well as DM notes with expanded lore for every location, are available to supporters.

ACKNOWLEDGEMENTS

No part of this would exist without over 400 patrons who enabled me to create it. Their support allowed me to work on this full-time, drawing and writing all the maps and lore over the past several months. I am genuinely grateful to all of you.

I'd also like to thank Shawn, Magpie and Silas, whose excellent ideas became the Tower of the Moon, the Hall of the Bearded Men and the Valley of the Five Mages.

TIR THELANDIRA HISTORY AND LORE

ABOUT

Tir Thelandira is a remote, heavily-wooded island that, for centuries, has been populated almost entirely by wood elves (or “wild elves”). In recent years, explorers from the far-away city of Dhasra discovered gold on the island and established a colony to begin mining it.

This led to considerable friction between the elves and their unwelcome guests, which finally boiled over into open conflict when the elves burned the Dhasran colony to the ground.

But the Dhasrans were not deterred and returned to the island to rebuild, this time with two large mercenary companies in tow. So far, neither side has moved on the other, but the situation remains tense and no one expects the current peace to hold for long.

HISTORY

Tir Thelandira is named for Thelandira, the elven goddess of the hunt and the primary deity worshipped by the wild elves who populate the island.

The elves first came to inhabit Tir Thelandira thousands of years ago. For most of that time, their society was made up of a number of tribes who, with some exceptions, largely co-existed in peace. But, 200 years ago, a threat emerged on the island that would cause major changes to the elves’ way of life.

No one knows the origin of the Demon Bears of Greytimber, but their appearance two centuries ago caused over a thousand deaths on the island. These bears, which stood over 25’ (8m) tall, traveled as a pack and tore their way through the elven tribes, falling upon their camps at night and killing dozens as they slept.

The elves were skilled hunters, but arrows and spears had little effect on the bears. Magic was effective, but it was never enough. The bears moved fast and could climb trees, leaving no safe place from which to make a stand.

In the island’s history, no disease, disaster or war had ever claimed so many lives. Some tribes lost over half their people. A few smaller ones were almost wiped out entirely. After a few years, people began to lose hope and discussions about leaving the island began.

A conclave was held among all the tribes who could be contacted. Those who came shared what little they knew about the building of ships or the outside world. A few wanted to stay, but their courage found little support.

On the second night of the conclave, a hunter arrived. She dragged a great, black mass of bloody fur through the gathered crowd and, saying nothing, heaved it into the fire. The elves were stunned to see the severed head of a demon bear smoldering before them. They sat in silence for a few moments and, when they finally began to speak, there was no more talk of ships.

The huntress was named Niamh and she was the last of her tribe. After the bears killed the rest of her people, she vowed to bring them vengeance. She had spent three months stalking the beasts and had finally managed to isolate one from the pack. She brought it down with a javelin through the eye. Niamh had a plan for the rest, but she would need help.

The crowd listened intently as she spoke. Her plans were elaborate, involving traps of extraordinary size built around the island. They would dig great pits over 50’ (16m) deep to entrap the beasts. They would tie snares to great boulders, heaving them over a cliff once a bear was entangled. They would burn entire groves around them. Some elves would construct the traps, others would lure the bears toward them. It was a complicated plan, but one they could believe in.

Over the next three years, the demon bears met their end. One by one, they were drowned, crushed, burned and broken.

As the beasts fell, the legend of Niamh the Huntress grew. Some said she was sent by Thelandira herself. Others said she *was* Thelandira herself. When the last bear met its fate, the elves of Tir Thelandira looked around them and saw that everything had changed. The tribes had been living, working and fighting as one for years and they no longer saw themselves as separate. They were one tribe— a united people.

Niamh would continue to lead them, eventually

becoming Queen Niamh several years later. A few smaller tribes remained independent, wandering the forest as their ancestors did, but most joined this new society as they rebuilt their communities and their way of life.

In the 200 years since, the elves of Tir Thelandira have gone from a nomadic lifestyle to a largely settled one. Small villages with buildings of wood and even stone have arisen throughout the forest, replacing the tribal camps of the past.

Tir Thelandira is still primitive compared to most of the world, but their society and technology are well ahead of where they once were. Some have even begun to speak of exploring the outside world. While Queen Niamh has not yet approved the construction of ships, it may only be a matter of time before her people venture out into the seas to discover what lies beyond the horizon.

THE WHITE CITY OF DHASRA

Located far from the island of Tir Thelandira, the White City of Dhasra is among the wealthiest cities in the world. Built over the delta of a river known as the Golden Serpent, whose ample deposits of gold have enriched the city for centuries, Dhasra's elaborate marble and limestone architecture are a sight to behold.

While the Golden Serpent provided for all of Dhasra's needs for many years, the supply of ore began to grow thin and the Raja of Dhasra sought to find a new source of wealth to replace it.

A treasure fleet was assembled and sent out to explore every distant land they could find, paying particular attention to anything of value. Fifteen years ago, the fleet landed on the isolated island of Tir Thelandira. The ships landed at the mouth of a river to the east of the great forest that dominated the island. Here, in the river, they would find what they were seeking at last: gold. Flakes in the water were followed upstream to a rich, open vein of ore.

Later that year, several ships full of colonists were sent to the island to build a mining camp and begin extracting the precious metal.

CONFLICT

The elves were aware of the colonists soon after they

arrived. While they would have taken great offense at an outsider settlement being built in their forest, the colony was on the grassy plains on the island's eastern side, which the elves had little use for.

The gold itself was of little interest to the elves as well. The practice of mining was very new to them and they preferred harder metals, such as iron, which were better for making tools and weapons. The soft, yellow metal was much less useful.

Thus, the Queen decided to allow the colonists' trespass, at least for a time. They were to be watched and their intentions discovered. If the outsiders wished to stay and colonise the island further, they would be dealt with. But if they simply wanted the yellow metal, they could have it.

Trouble first arose when the Dhasrans began logging the elves' forest. Having harvested most of the larger trees from the unoccupied eastern woods, they turned to the great forest to the west for thicker timber. This was the elves' home and they would not allow it to be logged by outsiders. A warning was given that this would not be tolerated. The Dhasran loggers, not wishing for conflict, apologized and left.

But, a few weeks later, they were sent back. Timber was required for both the mines and the colony. The wispy trunks of the eastern woods would not suffice. The workers were reluctant, not knowing how the elves would respond, but weapons were provided to them in case any trouble arose and they were reassured that a few acres of trees would be no loss to a forest so large.

The wood elves did not see things in this way. The Dhasrans were uninvited guests in their land. The decision to tolerate them could only last if the outsiders recognized that this island belonged to the elves. Cutting down trees after having been warned suggested that the humans did not recognize this. Perhaps they thought it was their island. Or perhaps they simply did not respect their hosts. In any case, a decision was made that it was time for them to leave.

Queen Niamh gathered a hundred rangers and headed for the outsiders' settlement. When they arrived, the overseer approached them to see what they wanted. Before a full sentence could leave his mouth, the Queen fired an arrow through his neck.

The elves moved through the settlement, killing everyone in sight. About a dozen colonists escaped to the small ship docked nearby, but most were slain. The buildings were burnt, the mines were collapsed and the Queen and her rangers returned home.

THE DHASRANS RETURN

Upon hearing of the fate of the mining colony, the Raja of Dhasra was enraged. He ordered a new settlement to be built, this time under the protection of soldiers. Two companies of mercenaries were hired for this task: Glaver's Regiment, a highly reputable and heavily armored infantry company; and the Blackboots, a far less reputable cavalry company known primarily for their cruelty and disdain for the rules of honorable conduct.

Several months have passed since the Dhasrans returned and the new colony has recently begun mining operations once again. The forest is logged by workers under the protection of the mercenary regiments, but, so far, the elves have given no response. Some colonists believe the large mercenary force will be enough to keep the elves in their place, but most believe the forest dwellers are preparing some form of retaliation. They can only hope that, whatever may come, the mercenaries will be able to handle it.

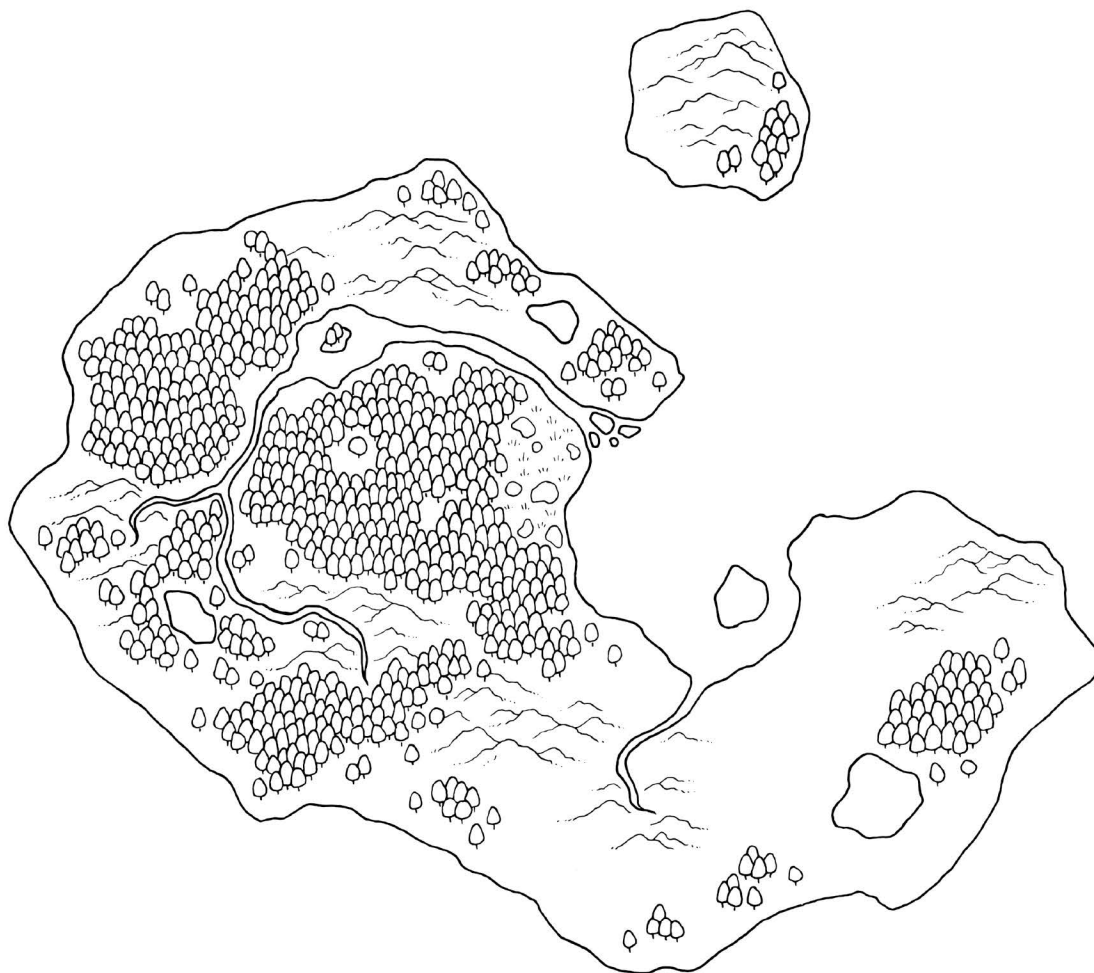
LOCATIONS

OAKENHOLD - This huge, wooden fortress built among the branches of an enormous oak tree is Queen Niamh's seat of power and the closest thing the elves have to a capital.

GILTWATER - Giltwater is the charred ruins of the original Dhasran gold mining colony.

NEW GILTWATER - The new Dhasran mining colony of New Giltwater produces large shipments of gold which are returned to Dhasra regularly. The colony's overseer is Jasveer os Yahar, commander of the Dhasran Royal Guard.

GLAVER'S REGIMENT CAMP - Glaver's Regiment is a renowned, highly professional mercenary company that has been hired to protect the colony of New Giltwater. The regiment has a long-held grudge against the Blackboots, who stole their regimental standard several years ago. This encampment is not a fixed location



and the regiment may move elsewhere.

BLACKBOOTS CAMP - The Blackboots are a mercenary cavalry company who are, in many ways, the opposite of Glaver's Regiment. They have a reputation for cruelty and disloyalty and have been known to change sides. They have been hired by the Dhasrans to protect their woodcutters as they log the great forest. As with Glaver's Regiment, this camp is not a fixed location.

FIACHNA'S KNOLL - Fiachna's Knoll is a small, elven riverside town known for its large temple to Thelandira. The residents of the town were once part of a tribe that split apart years ago. The rest of the tribe remains nomadic and attacks their settled former brethren on a regular basis.

FROG'S HAVEN CRANNOG - Frog's Haven is one of many small, wild elven villages that can be found around the island.

STONESTEAD - Stonestead is the first large-scale stone structure the elves have ever built. It is a fort designed to defend a gap in the great forest from the Dhasrans. The hunters that garrison it are led by Kieran Faenred, one of Queen Niamh's most trusted rangers.

CAVE OF THE SUN - Druids from around the island visit this sacred cave once a year to commune with the goddess Thelandira.

TOWER OF THE MOON - This wooden tower is the home of a wild mage named Selaira the Moon Witch and her apprentices. Selaira takes in wild mages from towns and tribes across the island and teaches them to better control their powers.

HALL OF THE BEARDED MEN - This ancient ruin was built by a race of people who lived on Tir Thelandira before the first elves arrived. The elves know little about them and refer to them only as the "Bearded Men" based on the statues within. Most outsiders would easily identify the ruins as dwarven.

VALLEY OF THE FIVE MAGES - Located on a small, largely uninhabited island to the north of Tir Thelandira, those in the valley have no contact with the elven society nearby. Five mages have come here from far away to study a strange hole in the ground that radiates an intense, magical energy. They believe there may be some sort of entity within the hole, but they know little of its nature or origins.

NOTES

The elves of Tir Thelandira know how to mine and shape metal, but their knowledge of metalworking and mining are still primitive and metal tools and weapons are highly valued. In many places, stone tools are still common.

Outsiders have visited Tir Thelandira before, but it is a rare occurrence. The island is fairly isolated and most traders consider it to be too far out of the way to make the journey worthwhile.

The elves here have not seen a dwarf in generations and they are widely regarded as mythical creatures who may no longer exist. The elves refer to them as the "Bearded Men."

The elves of the island may or may not speak any language other than Elvish. Before deciding whether this is the case, consider how much of a problem it would cause for your campaign. If none of the party speaks Elvish, it could be a serious issue.

FIACHNA'S KNOLL

ABOUT

Fiachna's Knoll is an elven village in Tir Thelandira. The village center is built on a hilltop with an inner and outer palisade to ward off raids. A temple sits at the top of the hill, whose High Druid serves as the village elder.

An elevation guide is included with this map.

FIACHNA'S KNOLL

Fiachna's Knoll is named for an ancient druid who once lived alone atop the hill on which the village was built. The village itself is only about 150 years old, having been established by the Cliodh tribe a few decades after Queen Niamh united most of the island's clans under her leadership.

Most tribes left their nomadic lifestyles and became settled at this time, but a few continued to wander. For the Cliodh tribe, this was a particularly contentious decision, as the druids of the tribe wanted to settle, but the hunters did not. A certain level of disagreement was common in other tribes as well, but for the Cliodh, tempers ran especially hot, eventually ending in violence as half of the clan turned on the other. After a week of fighting, a third of the Cliodh lay dead.

In the end, those who wished to settle did so and those that did not went their own way. The druids and their followers built the village of Fiachna's Knoll and the rest disappeared into the forest.

Anger remained high for several years, but as the

settlers' village grew, they began to think more about their future and less about the past. They were building homes, farms and a temple to the goddess Thelandira, which they imagined might be the finest on the island. And then the nomads returned.

They arrived in the night with torches, setting the village alight as the people slept. The villagers woke in time to save themselves, but too late to save the village. Nearly all the buildings were lost, including the nearly-finished temple.

The villagers were consumed with anger, but they were determined to rebuild. Before anything else, they constructed a palisade around the hill. After a few difficult years, they managed to rebuild everything they had lost.

Eventually, the nomads returned again, firing flaming arrows over the palisade into the thatch roofs of the village. But this time, they only managed to destroy two houses before the watchman raised the alarm, waking the rest of the villagers, who drove them off with arrows of their own.

The attacks continue to this day, although the elves of Fiachna's Knoll are much better prepared, with several watchmen keeping an eye out for raids at all hours. Bitterness between the two sides has become deeply entrenched and the villagers have thought of the nomads as enemies for so long that they hardly remember the time when they were kin.

These days, Fiachna's Knoll is a fairly prosperous settlement and has become a common stop for traders from other villages along the river, who often come to visit the local temple and receive Thelandira's blessing.

NOTES

The palisades around the village are 10' (3m) high, as are the towers beside the gates.

Some of the buildings here are made entirely of wood, while others are traditional huts made of wood, mud and thatch.

The longhouse is a community gathering place, where the villagers congregate to drink and celebrate holidays and other events.

The temple is dedicated to Thelandira, the elven goddess of the hunt.



OAKENHOLD

ABOUT

Oakenhold is the home of Queen Niamh, ruler of the wood elves of Tir Thelandira. Located in an open clearing in the middle of the island's great forest, the wooden fort is built upon an enormous tree in the center.

Ascending the levels of the fort requires climbing two rope ladders, a set of rungs mounted into the trunk of the tree and several staircases.

One of Oakenhold's more unusual features is an aerie for giant eagles, which serve as mounts for the cavalry stationed here. In addition, there is an archery range and a cargo crane on the fourth level, as well as a large garden at the top.

For more information on Queen Niamh, see the notes on Tir Thelandira.

NOTES

Oakenhold is built on an oak tree, but it is a strange oak tree. Its size and shape have been altered by druids in order to accommodate the fort. These druids care for the tree daily, keeping it nourished and treating any blights or pest infestations that may affect it.

One of the primary jobs of Oakenhold's mages is to cast and maintain magical wards on the tree and the fort around it. These wards protect against fire and, while Oakenhold is not completely immune to flames, setting it ablaze would be very difficult. At your discretion, fire magic may be less effective within the fort.

The shrine on the uppermost level is dedicated to Thelandira, the elven goddess of the hunt, after whom the island of Tir Thelandira (meaning "the land of Thelandira") is named.

The Queen's Rangers are Queen Niamh's personal guard. Niamh, who is a ranger herself, has known many of them for decades or longer and considers them close friends. She drinks, dines and hunts with them regularly. Outsiders may find it strange that a monarch would be so unreserved with her guards, but the elves of Tir Thelandira, who have never had

any other monarch, have no preconceptions about how a queen should act.

The tree upon which Oakenhold is built is about 150' (45m) tall. The bottom section of the fort is 60' (20m) high, the middle section is 80' (25m) high and the large top section is 110' (35m) high.

The fort's living quarters have meditation mats for the elven residents. However, if you are using the map as the home of a different race, or if you are using a setting in which elves sleep, the meditation mats are simply beds. A version of the map without beds/mats is also included.

Oakenhold has empty rooms on the 5th and 6th levels, which you can use to customise the map to the needs of your game.

