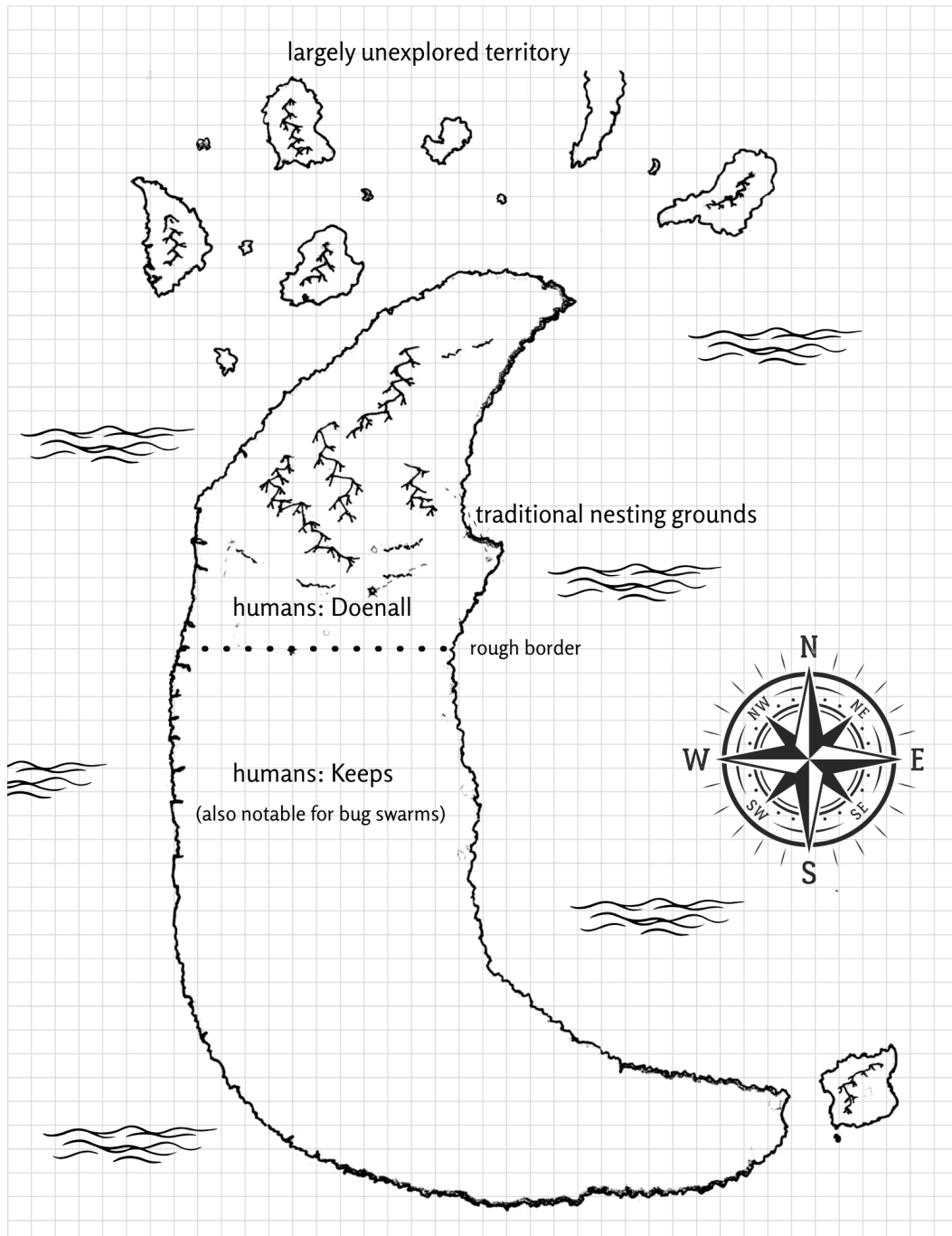


From the Draconic Library

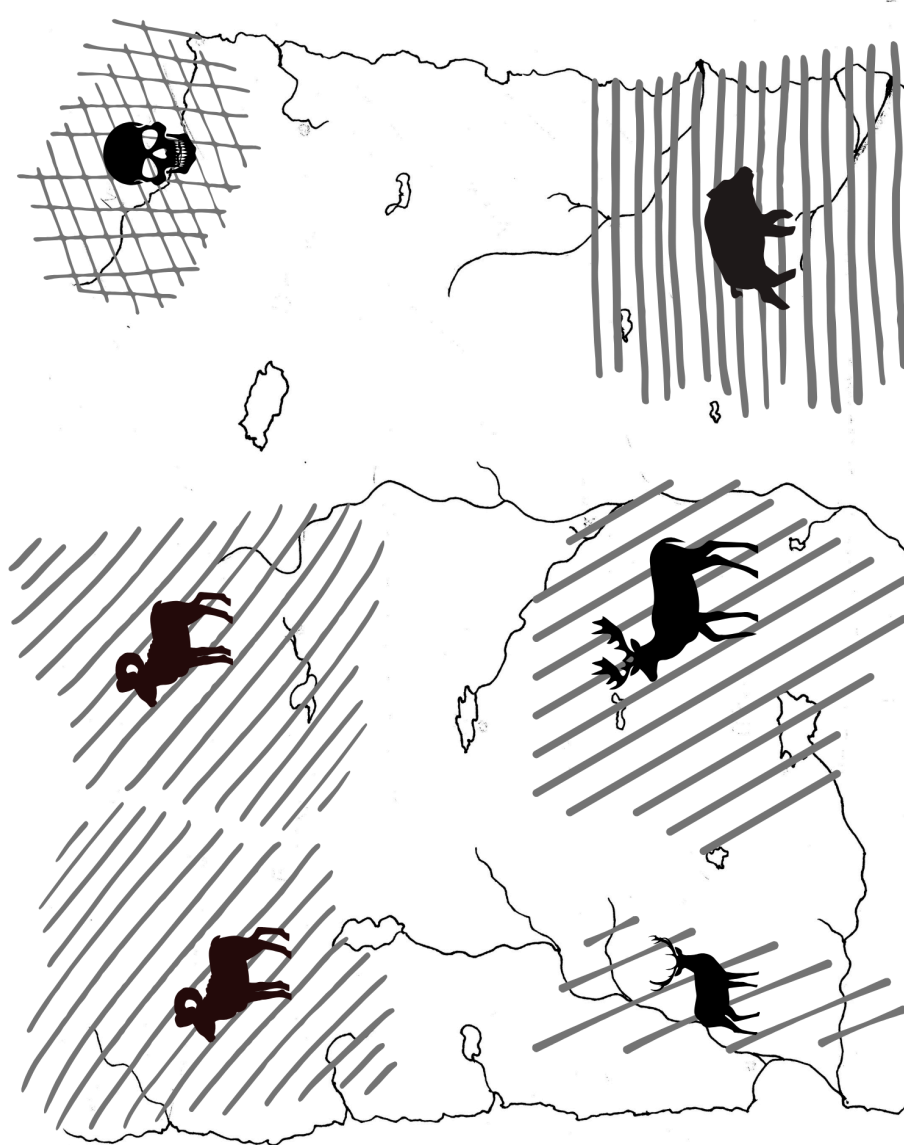
A map of the isle

[Note: I have included a map or diagram for each section, as possible. We begin with the dragons' perspective of the isle on which the Doenallians and Keeps live. On this document only, I have added some few notes of my own for clarification purposes, as dragons rarely labeled their maps.]



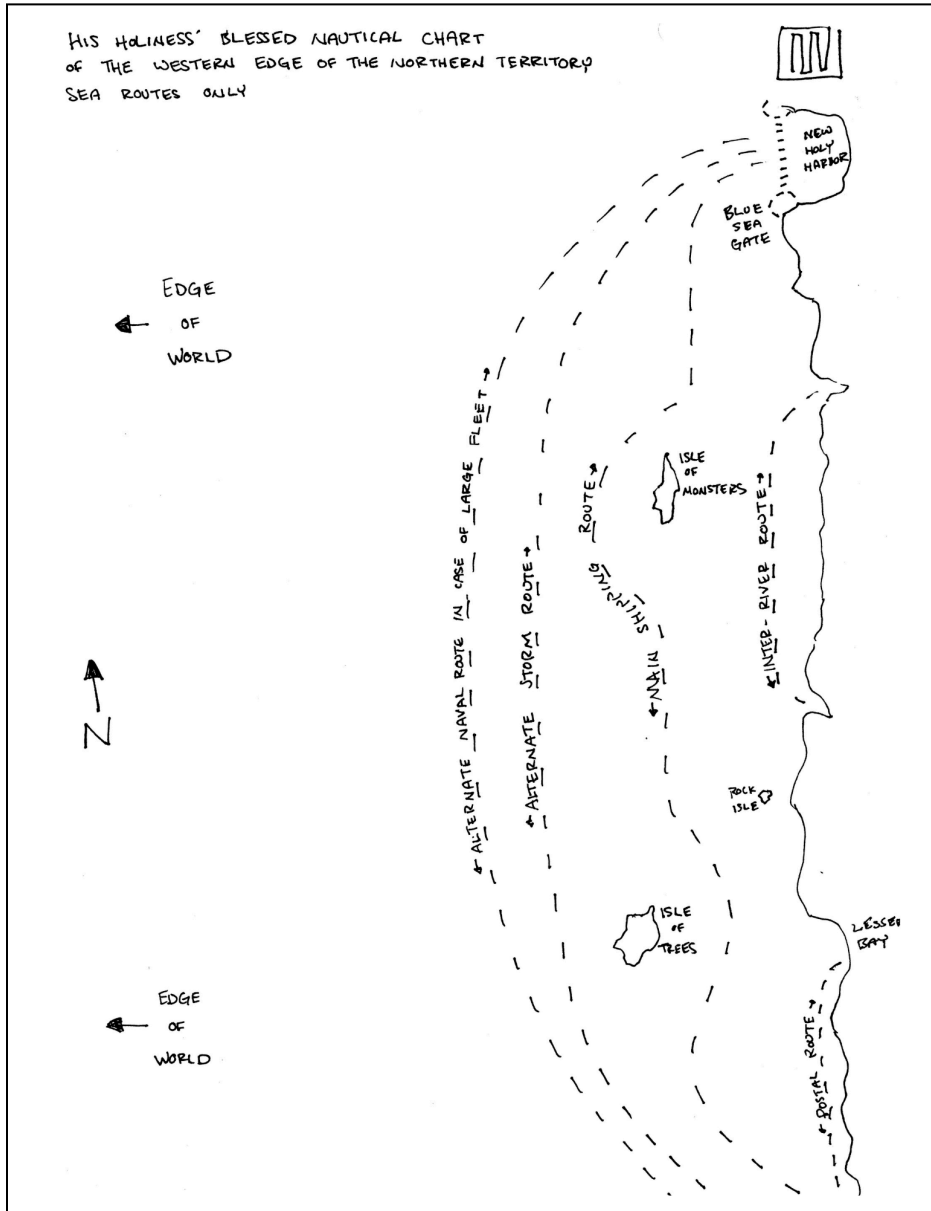
*From the records of the Temple of Saint Hylfa
A map of Doenallian hunting grounds*

[Note: Like the dragons, many Doenallians did not label their maps—in their case, likely because many could not read. However, I trust that the pictorial nature of the labels makes their meaning clear. The skull in one corner denotes a “do not go” area, as dragons nest on that coast. Note also that for the sake of space, I have included this map sideways; it demonstrates the rough shape of Doenall as seen by its citizens.]



From the records of the Temple of Saint Dylm
A map of Keep nautical routes

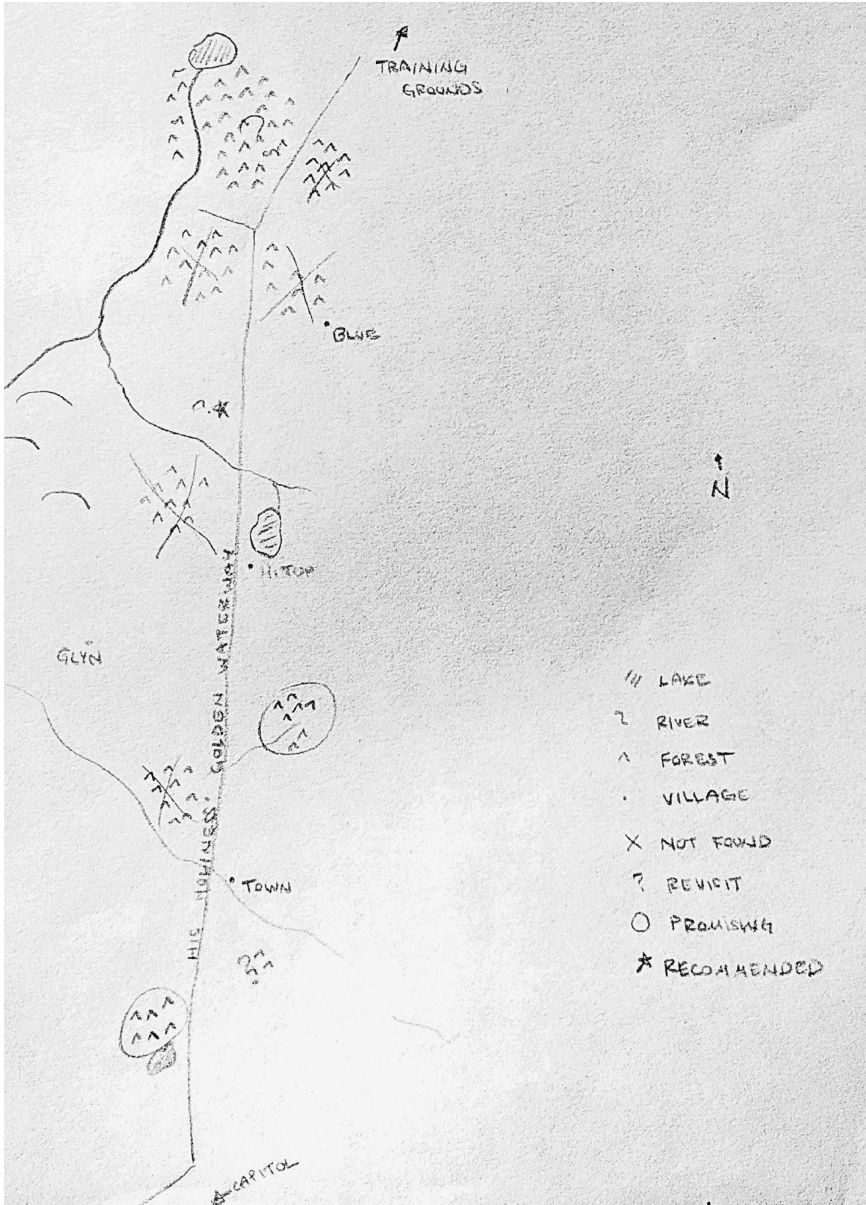
[Note: Unlike the dragons and the Doenallians, the Keeps did label their maps. This particular nautical chart was kept by a Doenallian temple located at a port which the Keeps had constructed during their initial foray into Doenallian territory.]



From the travelogue of Celsus Fait

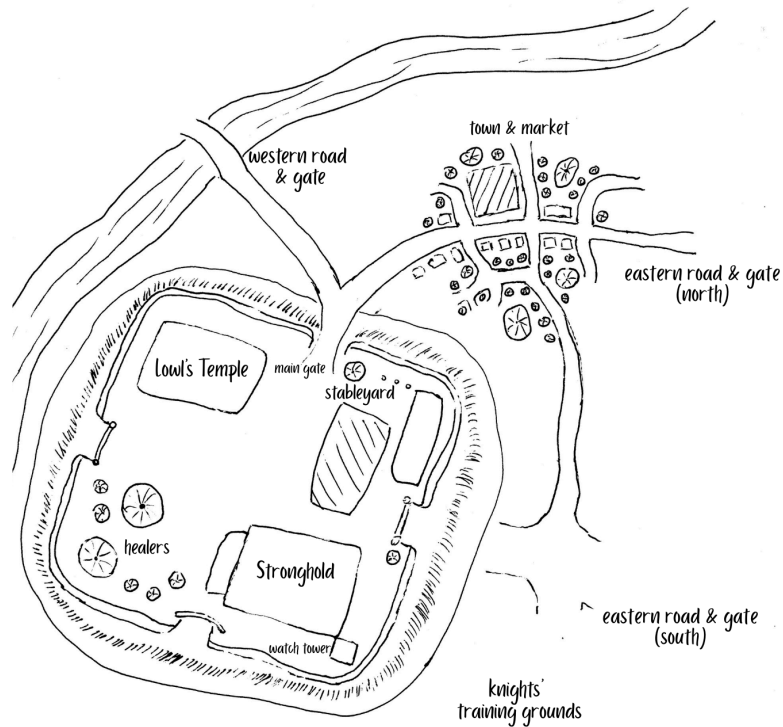
A map of explorations along the old waterway

[Note: The adventurer Fait will be introduced properly at a later date; for now, note that his map—though of poor quality, having been damaged on the road—displays the Keep tendency to label landmarks, and tracks the course of a stone canal built under Keep direction during their time in Doenall.]



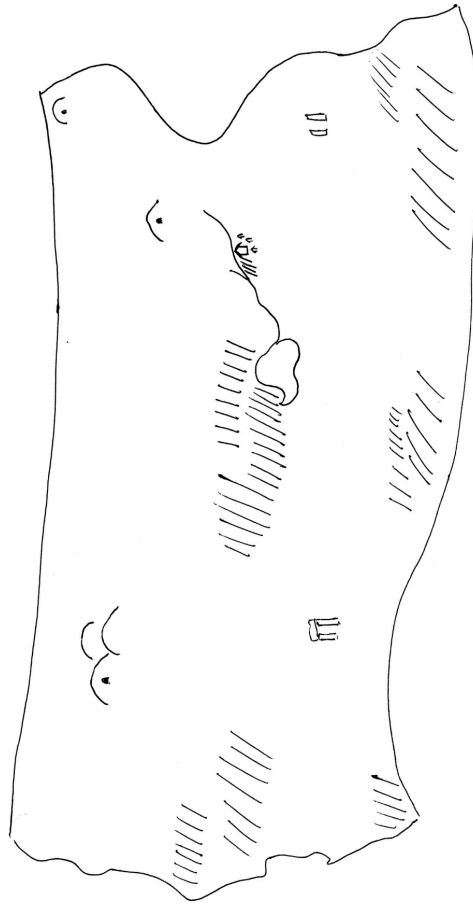
*From the records of the Mormaers Baih
A map of the Doenallian Citadel*

[Note: Likely, this map was included in some correspondence to the mormaer at home. The handwriting does not match any known members of the family, however. Also note that the map's creator has drawn in the ditch and wall surrounding the "Stronghold," often referred to as the "inner wall." but has left off the "outer" gates and fortifications on the roads into town, which were likely earthen works or timber constructions.]



*From the records of the Mormaers Fynsen
A map of Otherfolk within their territory*

[Note: Little from the Mormaers Fynsen survives, but this particular map may have been saved because of the dire nature of its contents. Like the map of hunting grounds, it contains only pictorial labels. In this case, the slash marks likely correspond to their primary farm areas; look instead at the markings representing barrows and standing stones. And the small house, which depicts the Mormaer's dwelling. Like the previous map of Doenall, this one is pictured sideways for practicality (though it depicts only the "highlands" area).]



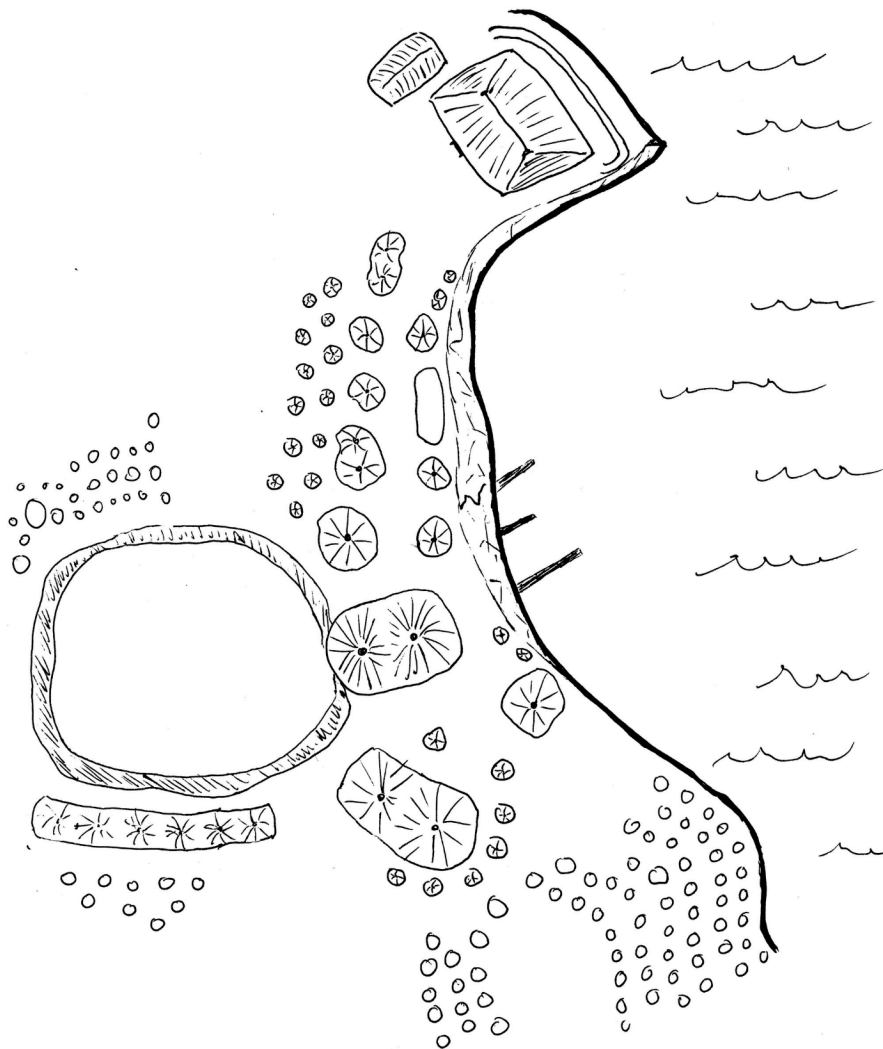
From Spark's Diary

A map of her home and the festival grounds

[Note: the child Spark will be introduced in subsequent documents; for now, this is her drawing of Harbor Blue.

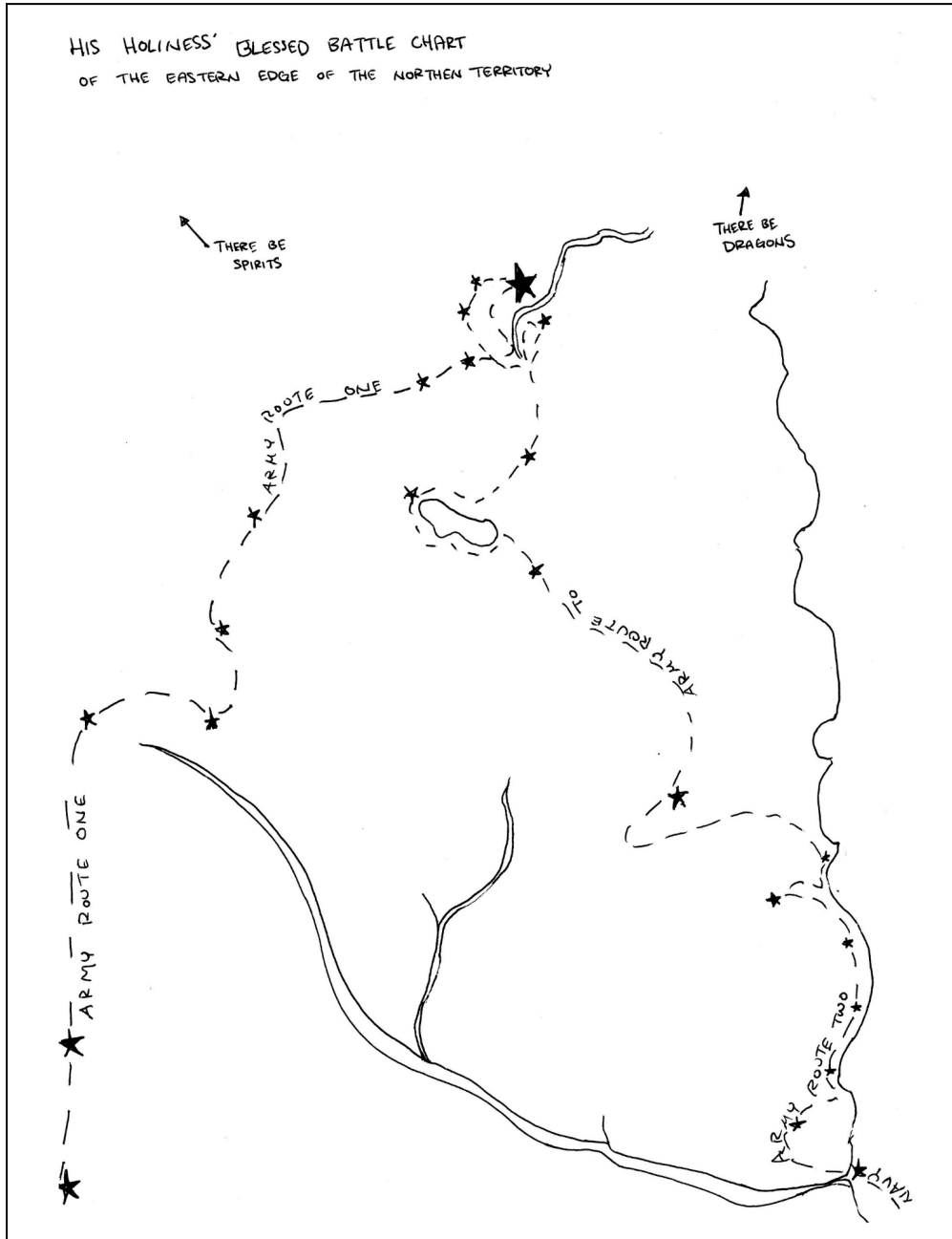
Spark resides in the landholder's house, at top right. Circular buildings could be tents or more permanent

constructions of wood and reeds. The Temple of Saint Cara with its new festival grounds is towards the bottom left.]



From the records of the Keep Court
A map of military progress

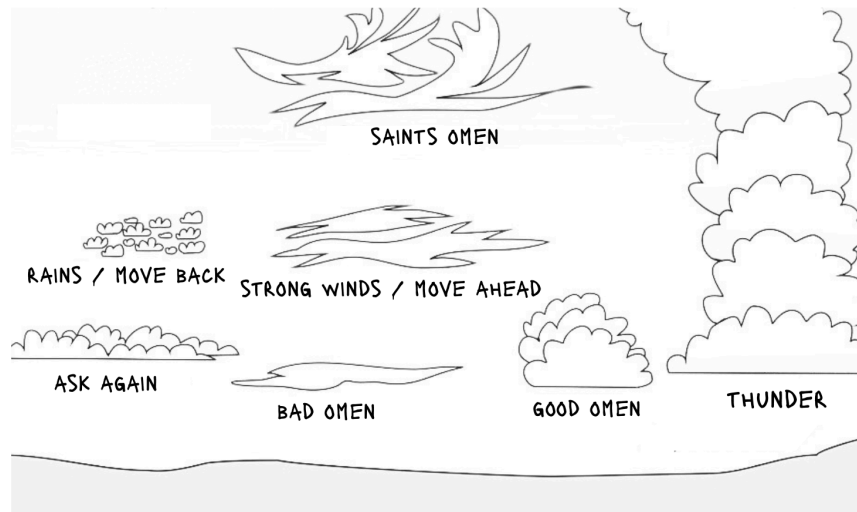
[Note: Keep maps will be familiar at this point; this one depicts the eastern edge of Doenallian territory, and the stars mark reported victories. Many of these would take place during the time described in the following documents.]



From a collection of scrolls amid the Priest of Saint Volta's effects

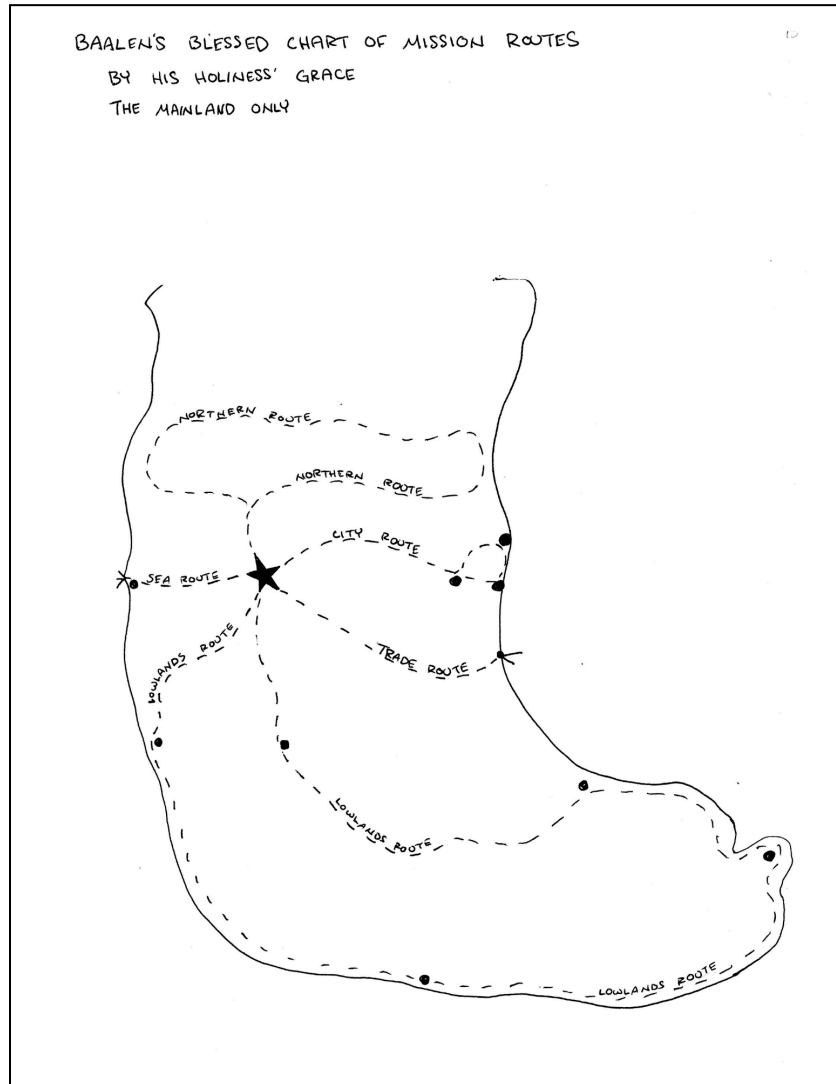
A diagram of weather divination

[Note: The priest himself will appear in the next document; for lack of proper maps of the Baih's land, this diagram is substituted as evidence of the priorities of the Mormaers Baih and their priests.]



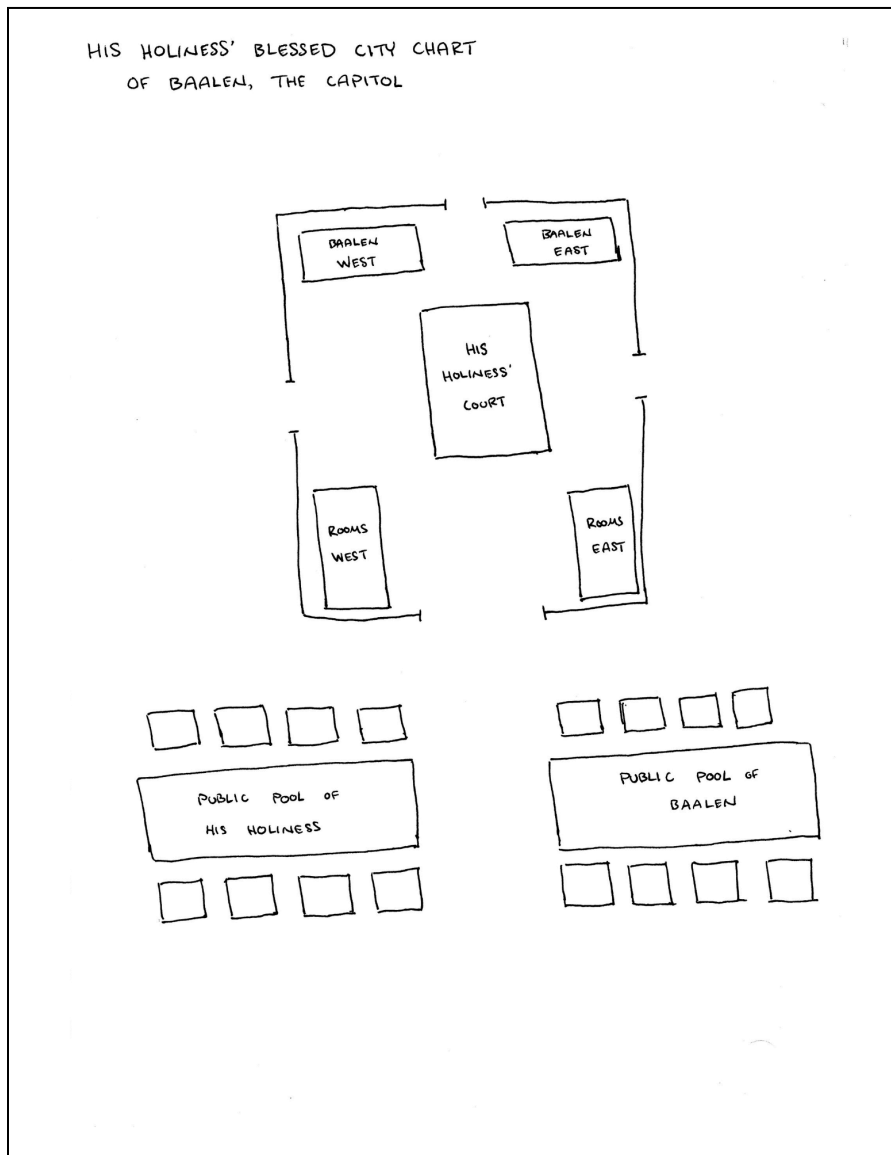
*From the records of the Temple of Saint Baalen
A map of missionary routes*

[Note: All Keep priests were, by default, priests of the Saint Baalen. All were expected to go on a "mission" at least once. Often a certain route would be associated with a minor Saint expected to work in conjunction with Saint Baalen. Note also that, as usual in Keep documents, no border with Doenall is depicted.]



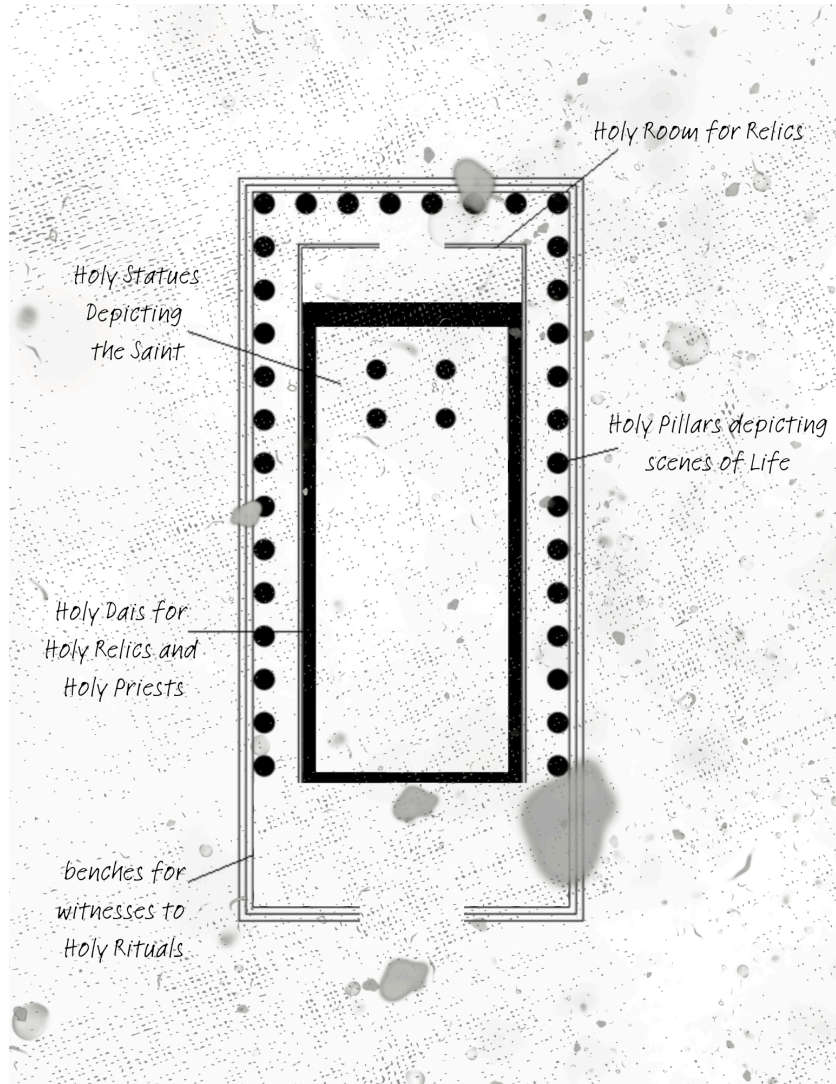
*From the records of the Keep Court
A training map of the Capitol*

[Note: Surprisingly, few maps of the Keep capitol remain, and many are in poor condition. This one is clear in the most important points, as seen from Keep society, but its uneven lines and the omission of roads indicate that it was likely a rough draft or training exercise for scribes.]



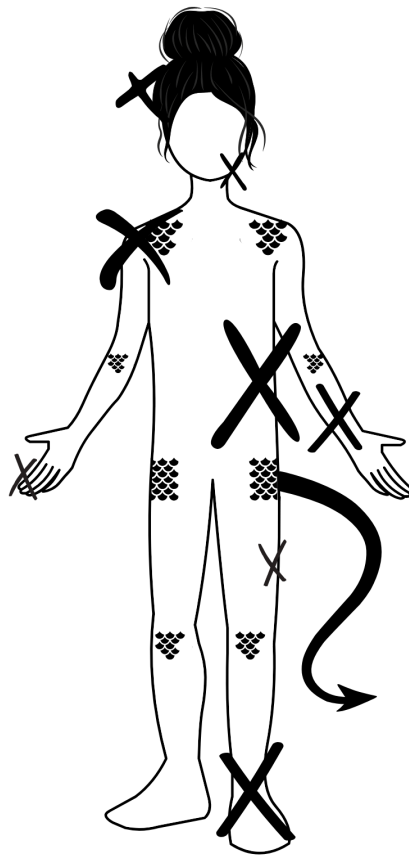
*From the records of the Temple of Saint Lowl
A map of the Temple of Saint Lowl*

[Note: This sole surviving map is heavily damaged, for reasons which will become clear. However, its careful lines and labels indicate that it was the blueprint for a project regarded with special care.]



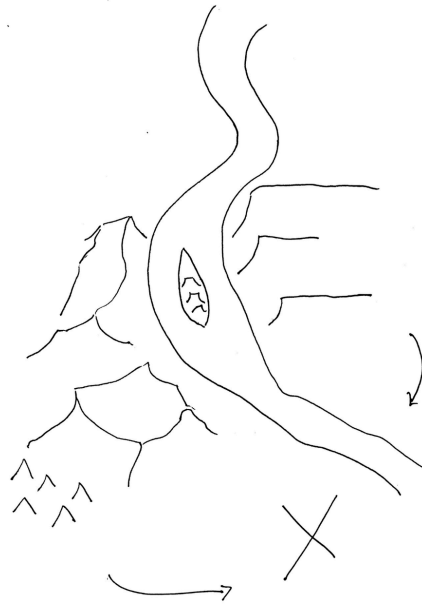
*From the Healer's Log of May Glenninsley
A diagram of injuries*

[Note: Though unlabeled, this is undoubtedly a crude illustration May made as she treated Midnight's injuries. Note her careful interest in the demon's scale patterns, which often correspond with larger bones. The X marks indicate injury-some larger than others. It was not uncommon for Doenallian healers to examine a patient and then take time to pray for guidance as to which injury should be treated first. It is likely that the first time May encountered Midnight, there was no time for such a reflective practice.]



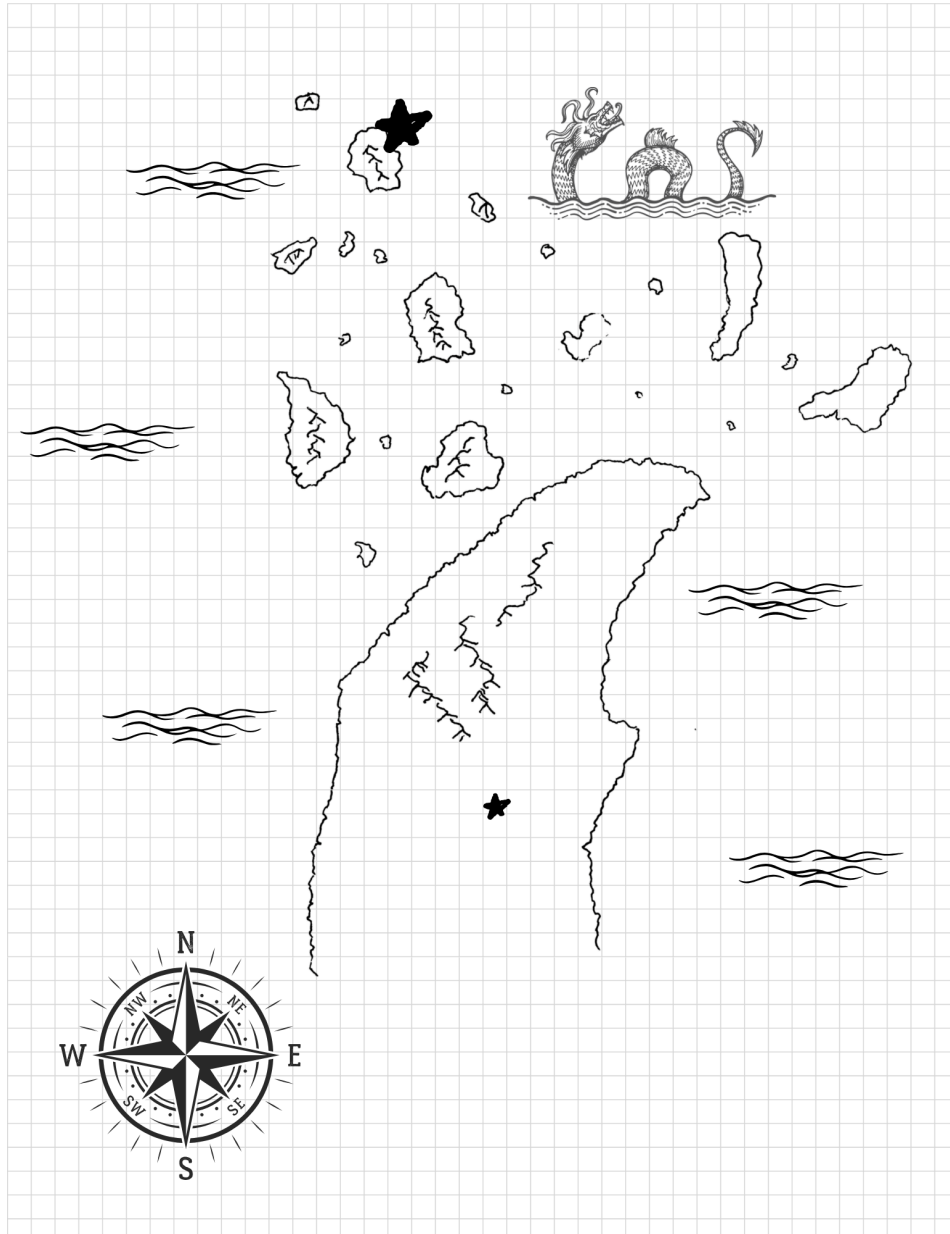
*From the records of the Temple of Saint Lowl
A map of battle*

[Note: This rough diagram was likely drawn by a knight in Ruadhri's service, though it bears no handwriting or identifying features. Though entirely unlabeled, it becomes understandable if one assumes that the central features are a river and an island with towering cliffs upon it, surrounded by further cliffs and an encampment.]



*From the Draconian Library
A map of the Upper Isles*

[Note: The dragon known as Greer contributed this map to the Library in order to add to the collective knowledge. Note that she includes islands not known in the previous draconian map, as well as a few highlights and an unusual drawing.]



*From the Draconian Library
A diagram or pressed flower*

[Note: The dragon known as Greer received a charm from the guardians whose spring Midnight so successfully visited. Though it appears to be only a sprig of heather, keen-eyed readers may notice an adornment. Greer perhaps meant to press this charm in order to keep it, but some magic—intentional or not—has rendered the flower not simply dried but embodied here in ink.]

