

Nordhaven

Summary

Nordhaven is a major continent in the northwest of the eastern hemisphere of the world of Edenya.

Focus of This Setting

To create a backdrop for the various stories that take place throughout history in this part of the world of Edenya.

Major Locations

Nordhaven is a major continent of Edenya situated in the northwest of the eastern hemisphere. [You mentioned the J shape here but later mentioned it again so I figured I'd leave the second mention in situ and adjust this one. I hope that's okay? It just seemed that repetition would be noticed by any readers.]

Western Nordhaven

There are six human nations in Western Nordhaven, four on the mainland and two on island chains.

Dalkland

Lies in the northeast of Western Nordhaven.

Lakeview

The capital of Dalkland. It lies in the northeast of the country and rests on a slanting mesa that juts into Father Lake.

Mother's Watch

A major trade city in the southwest of the country located at the head of the Cursed Canyon, where the two rivers from the Northern and Middle Sisters meet.

Endland

This country is in the southeast of Western Northaven.

Mountainside

Mountainside is a rather unremarkable town. It's only important because it is the hometown of a particular protagonist in one of the stories associated with this setting.

The Citadel

An old fortress built atop the most southern peak in the Foothills.

Theoland

This city was founded in the northwest of West Nordhaven.

Fenland

Known as 'The Fen' by natives. Lies in the southwest of Western Nordhaven.

Plainswatch

The capital of The Fen, it is built upon a rise in the land. A river wraps around a majority of this city.

Southland

The country of Southland lies on the islands just off the southwestern coast of Western Nordhaven.

Oceanside

The capital of Southland and a major trade city.

Iceland

This country can be found on the islands off the northwestern shore, in line with the Wolf Tooth Mountains.

Northern Nordhaven

Five Kanaen nations, called 'clans' by the kanaens themselves, reside in Northern Nordhaven with a large lake at the center of them all. [Author: I don't have names for the clans yet.]

Clan 1

This clan lies in the northeast of Northern Nordhaven.

Clan 2

Based in the northwest of Northern Nordhaven.

Clan 3

Clan 3 is found in the southeast of Northern Nordhaven.

Clan 4

This clan was founded in the south of Northern Nordhaven.

South Gate

South Gate is a border town built at the base of the Wolf Tooth Mountains. It plays a role in the story that takes place on Edenya.

Clan 5

This clan lies in the southwest of Northern Nordhaven.

The Dragon Isles

The Dragon Isles are an archipelago south of the Frozen Peaks. There are four main isles with many smaller ones in and around them. Long ago, several separate groups of dragons inhabited each of the isles. In time they united together and formed the Dragon Federation.

Unity

Unity is the dragons' only mainland territory.

Unity [Can I just check that the city has the same name as the overall territory? That's how it looks here.] **This is correct.**

This large city is the cultural and scientific center of Nordhaven. It also acts as a rest stop for anyone going to or from the Dragon Isles and the mainland. It also holds historical and religious value for the dragons.

The Gateway

A series of fortresses and towers that protect Unity.

Vzritrūts [It might be nice to give readers an idea of how to pronounce this.]

Pronounced: Vzrit-roots

The northern and third largest island, and a major trade and industrial hub for the dragons.

Pilgrim's Rest

In the past, this location served as a rest stop for dragons, humans, kanaens, and gryphons who have ventured from the mainland. It was, and continues to be, the farthest north city in the isles. It has an illustrious history as a bustling trade city where most large trade ships stopped, and continue to stop, to unload their goods to the Isles.

Fstrol [As above, perhaps a pronunciation guide might come in handy?]

Pronounced: Fstrawl

The western isle. The smallest, major island in the archipelago, it is the home of the federation's science and art communities.

Irds Žek and Irds Kek [Ditto]

Pronounced: Ihrds Zhek and Kek

The eastern isle. This is the largest in the chain, and is split in two by a shallow channel. Its sunny beaches and calm and clear waters have earned it the role of a popular tourist spot..

For reference, Žek means North and Kek means South.

Ēčbluek [And ditto again]

Pronounced: each-blue-ek

The southern isle. The cultural home of the Federation.

Dragon Home

The capital of the Dragon Federation, this city is actually built on top of the southern mountain on the island and it rests at around 10,000ft in altitude. This city holds deep religious value to Followers of Weya and is politically significant to most dragons around the world.

Sanctuary

A large cultural city where humans, kanaens, dragons, and gryphons live in peace and harmony together.

The East

I don't have a lot of info yet on the East yet. [That's okay, you let me know when you have more information.] There is the Desert of the Damned in the Near East. It starts just beyond the Frozen Peaks and ends at the Sentinels; a mountain range near the middle of the East. During Zolfiron's Rebellion, many gryphons joined his cause to eradicate humans and kanaens. At the time, many gryphons didn't like being second in the air [Can you say what this means? I'm unclear why the gryphons would feel like second fiddle to dragons.] [Dragons tend to dominate the air at least before technology starts coming into play. They are larger and more powerful than gryphons but less agile. What tips it ultimately in their favor is their fire breath. Gryphons only have beak, claws, and talons. Dragons have their equivalents but can reach out with their fire making it very dangerous and difficult for gryphons to attack or defend against dragons. This allowed dragons to bully the gryphons in the earlier eras.] and had a resentment of the dragons so they joined Zolfiron who promised to give them an equal seat so to speak. When the rebellion failed, the gryphons were banished to the East across the Desert of the Damned. They resided there for over a millennium fading into myth and legend in the West, North, and the Isles.

Explorers had ventured east and found coastlines that are habitable but the desert was merciless. Anyone who ventured past the Sentinels never returned. Some at the time said the world ended, others said there were monsters, and some claimed the gryphons were alive. The latter turned out to be true and the gryphons killed many intruders who ventured into their territory.

The gryphons are quite different from the West. They have several large cities centered on trade but also 'mobile' cities; entire populations migrate in large caravans from trade city to trade city. For quite some time the gryphons had a class system; those who could live in the cities were considered superior to the rabble who were forced to live in the caravans. Even in the cities there was a class system.

The gryphons were a brutal race, having been betrayed by seemingly everyone. Their hatred festered and they began to take it out on their own. The cities often warred with each other and the caravans weren't afraid to plunder their rivals if they got the chance. [Oh dear, so they pretty much turned against one another?] Yes. From early on in history they've been discriminated against as the most 'inferior' of the dominant families. While they are the fastest of the four, and the silent flier, they're smaller and less powerful than dragons and are the only ones who lack thumbs. The cities they have are ruins from the human races they killed when they flew east but they cannot repair them themselves. While the west and north advanced through the centuries, the gryphons remained fairly primitive.

I'm imagining a few large city-states and several smaller city-states. Also, two large caravans and several smaller ones.

Geography

The continent of Nordhaven is shaped roughly like the letter 'J' laid on its side, with its hook to the west. The continent is divided in half, east and west, by a large mountain range. The western half is further divided north and south by a second mountain range.

Updated map available. Still putting the final touches on it though. [\[Good to know. Putting a bracketed comment here so we can go through this profile and add in an image file or link to the map when it's done.\]](#)

Climate

The climate varies widely across the continent, from arid deserts to tropical islands to alpine mountains to frigid tundra. Many of the larger mountain ranges are alpine in nature with temperatures to match. They typically have light to dense forest around their bases which are well-watered by the overall levels of precipitation and snowmelt.

Of special note, the peaks of the Frozen Peaks are perpetually covered in snow due to their altitude. This is what gives the range its name.

Western Nordhaven

The western coastlines are marine with warm and humid summers, and cool and wet winters. The northern interior has cold, sometimes bitterly cold and wet winters, but warm and humid summers. The southern interior has mild and wet winters, and warm and humid summers. The eastern side against the Frozen Peaks is humid and stormy throughout the year with mild summers and winters. The southern islands are subtropical, possibly tropical while the northern islands have mild summers and cold winters.

Northern Nordhaven

The North is mostly cold tundra. The coastlines are slightly milder but the interior and far north are brutal.

The Dragon Isles

A tropical archipelago. Their winters are mild and their summers warm and humid. It rains throughout the year but more heavily during the winter months. [\[That sounds like perhaps they get a rainy season. Would you say so?\]](#)

Eastern Nordhaven

The East varies in terrain and climate but not quite as widely as the West. In the near east the Desert of the Damned dominates the region with its arid climate. The northern and southern coasts are milder with the northern coast being cool and humid and the southern coast being subtropical. The Far East, past the mountains, is temperate grasslands and light forests with warm summers and cool and wet winters.

Landmarks

There are several landmarks of note across the continent, including mountains, canyons and deserts.

The Frozen Peaks

These are the tallest peaks in Nordhaven and divide the continent into East and West/North.

The Foothills

There is still debate over whether the Foothills are their own range or should be considered part of the Frozen Peaks. They are on the western side of the Frozen Peaks and are substantially smaller at around 4-5,000ft.

The Frozen River Valley

The miles-wide valley between the Frozen Peaks and the Foothills. The North and South Frozen Rivers run through this valley.

The Wolf Tooth Mountains

The peaks in this range, that divides North and West Nordhaven, range from 7-10,000ft. They run in a general east/west direction and as they approach the Frozen Peaks they wrap into the Foothills.

The Heartland Mountains

This arching range of mountains rests in the heart of West Nordhaven and has peaks ranging in 4-5,000ft above the surrounding area.

The Sentinels

A short mountain range that averages about 4,000ft. They mark the end of the Desert of the Damned. Even though they are fairly small, they still squeeze a lot of moisture out of

the air passing through and over them, and get rain and snow throughout the year. Many rivers flow to the east, nourishing the areas towards the coast.

The Cursed Canyon

The Cursed Canyon cuts through the Heartland Mountains and reaches over a mile in depth. It gets its name from the savage scars along its walls where giant boulders pummeled its sides as the flood waters from the Catastrophe gushed through. Many of these boulders can be seen downstream of the canyon.

The Ghost Islands

These islands are actually the peaks of mountains from the Frozen Peaks as the range arcs north and west, forming the Gulf of Sorrows. The islands are notorious for their bad weather and their hidden peaks, which have caused many Kanaen and human ships to be lost. Superstition holds that lost souls haunt the waters and try to save other ships and their crews from a similar fate.

The Desert of the Damned

Stretching roughly a thousand miles across, the Desert of the Damned is the largest in the world. While the edges get some rainfall on a regular basis, the heart of the desert can go years without any. It is a harsh and unforgiving land and is generally avoided whenever possible.

Oceans, Lakes, and Rivers

There are several bodies of water of note in and around Nordhaven.

Turquoise Sea

This southern sea gets its name from the Dragon Isles where the waters are often clear and a beautiful greenish blue. This sea stretches all the way from Nordhaven to the Southern Continent.

Endless Sea

While now known not to be endless like once thought, the name has stuck. It is still a rather fitting name as it is about 3,500 miles across at its narrowest point. While various groups of dragons, gryphons, humans, and kanaens have crossed this great expanse throughout the decades and centuries after the Dispersion, it took several millennia for those on Nordhaven to rediscover the western continents. Many explorers never returned

after sailing west into this sea's waters. This is where it got its name as many deemed the sea 'endless.'

The Ice Sea

This northern sea stretches from the pole down to the polar circle. It is frigid and covered in pack ice, hence its name.

The Calm Sea

This sea separates Nordhaven from another continent to its east. It rather predictably gets its name from the calmness of its waters.

Father Lake

A grand lake fed by year-round rain, snow, and snowmelt from both the Wolf Tooth Mountains and the Foothills. The Dalkland River pours out to the southeast.

The Three Sisters

A trio of large lakes resting in the shadow of the Heartland Mountains and fed by Father Lake. The Northern and Middle Sisters flow west into the Cursed Canyon while the Southern Sister flows out to the south into the Bloomford River. The lakes rest in low spots and their bottoms are over a thousand feet deep in several places. These are all that remain of the super-lake that covered the area in the centuries after the Great Catastrophe.

Division Lake

A lake fed by an underground spring between the Foothills and the Frozen Peaks. It rests on a rise and there are three rivers running out of it; the Northern and Southern Frozen Rivers and the Foothill River.

Heartland River

This river starts from the Northern and Middle Sisters and combines just before entering the Cursed Canyon. It flows west into the Endless Sea and divides Theoland from The Fen. It sports several impressive waterfalls as it goes through the Cursed Canyon.

The Frozen River

A large river which rests between the Foothills and the Frozen Peaks. It marks the end of human territories in the east. The river is unique in that it flows both north and south as it

pours out of Division Lake. The river is fed by snowmelt from both mountain ranges so the water is always freezing cold, even in summer.

The Foothill River

This river runs west from Division Lake, through a small canyon in the Foothills, and then further west into the Southern Sister. It is the natural boundary between Dalkland and Endland.

The Dalkland River

A massive river, big enough that large boats can easily sail along its waters. As a result, many towns and cities have sprung up along its shores for trade. The river flows from Father Lake into each of the Three Sisters.

Bloomsford River

The river that flows out of the Southern Sister into the Turquoise Sea. It also divides The Fen from Endland.

Ecosystem

The majority of the biological scientific community use a system akin to baraminology. Every species of plant and animal falls into one of many kinds or families. Every kind or family can trace its lineage to their particular common ancestor from the Creation but there is no common ancestor to all life on Edenya. These kinds/families then diversified before and after the Great Catastrophe creating the various species and subspecies that are now extinct or extant today across Nordhaven and all Edenya. This creates an orchard of family trees.

The dominant beings, to distinguish their higher status over the animals, use different terms for themselves. Kind for animals, Family for themselves. Species for animals, ethnicity or race for themselves.

Dominant Families

There are four dominant families on Edenya: human, kanaen, dragon, and gryphon. They are capable of communicating amongst each other and living in peace.

Humans

[Information to be added here. What kind of information should go here?] I kind of imagine them as just normal humans.

Kanaens

Anthropomorphic human/canine-like beings. They have distinctive canine-like heads, fur, and tails but have a bipedal, digitigrade stance. They have dexterous hands with thumbs. While they may look like humanoid canines, they are actually not related to the canine kind nor human family. While they bear a general resemblance to canines they do not resemble any particular species (wolf, domestic dog, etc) nor subspecies (grey wolf, timber wolf, husky, collie, etc.) In fact, referring to them as a 'dog' is a great insult. [So it sounds like, unlike Earth's canines, the kanaens never went through the selective breeding that led to the various recognisable breeds such as German Shepherds and the like, and instead remained more wolf-or-dingo-like, and probably remained far more homogenous than Earth's domestic dogs. Would you say that's the situation with those?]

Dragons

The largest of the dominant families on the planet, they have a drake-like appearance but are not related to any drake kind nor the larger reptile group. They're bipedal but quadrupedal movement is possible. They have large bodies, medium length necks, powerful jaws, arms, and legs, long tails, and massive wings.

[Ah - interesting! If they're not reptiles, what are they?]

Gryphons

While they are the smaller of the flying dominant families they are also the more agile and their feathers muffle their flapping unlike the dragons' leathery wings. Permanently quadrupedal with bird-like talons in the front and feline-like claws in the back, their sharp talons and claws allow them to perch almost anywhere they please and make them formidable enemies. While they have distinct feline and avian features, they are not related to the feline nor any of the avian kinds.

Plant Kinds

Nothing new here. Still would like help in this area.

[Sure thing. Here are a few bits to help us get started: canines tend to like eating vegetation more often than we think, and the ones that eat grass may simply enjoy the feel of it in their mouths or the flavour. Could it be that the kanaens like to have some plants in

their diets? If so, bear in mind that some plants are toxic to dogs but not to humans, so this could give you some good pointers about what plants to have as poisons and what to have as safe for consumption.

In addition, most living things aside from humans cannot stand members of the onion and garlic family. Could humans plant onions and garlics to discourage kanaens (or even dragons, for that matter)?

Then there are the diets of the dragons. Since it sounds like they're more complex than the usual giant reptiles, I wonder if they might have different dietary needs. And as for them and the gryphons, do they build nests? If so, how and with what? There are many different nest-building techniques if you look around the animal kingdom. Do they build hanging nests, for instance? Or just platforms? Do they use leaves to make their nests softer? Do they make roofs to shelter themselves from rain? Are they ground-nesters?]

Predator Kinds

While Nordhaven has its share of typical predators such as wolves, bears, large cats, and the like across the various lands, there are several unique predators that are worthy of note.

Drakes

Reptilian creatures that span multiple kinds. Their distinguishing feature from other reptiles is that their legs come out directly below them rather than out to the side. They are almost all bipedal and have sharp teeth and claws. They range in size from quite small (around the size of a chicken) to quite large (larger than an average dragon male!)

Wyverns

Flying reptiles that span multiple kinds. They vary in size from about that of hawk to slightly larger than a gryphon. Most eat smaller creatures like fish or lizards but the larger wyverns can go after babies of the dominant families. Wyverns are also persistent scavengers and will torment the sick and dying, even beginning to eat them alive. Usually, the dominant families have little to fear from them directly and view them mainly as pests.

Prey Kinds

Along with the more common prey animals of deer, rabbits, goats, etc there are several kinds of drakes that fall with this category as well.

Drakes

The prey kind of drakes vary more widely than their predatory cousins in size, shape, and number of kinds. They come in bipedal and quadrupedal stances, come with horns or spikes or clubs. They come smaller than chickens to the largest land animals on earth at over a hundred feet long.

Ocean Kinds

Leviathans

Sometimes referred to as Sea Drakes, these are aquatic reptiles of various sizes and kinds are dangerous predators and the larger ones pose significant risk to the dominant families.

Viruses, Bacteria, and Other Pathogens

~~While medical science on Nordhaven is not particularly advanced, many sicknesses are known and have their own names.~~ Here is a list of the more notable illnesses that affect the inhabitants of Nordhaven.

Dragon Related

DragonsBane

A particularly fierce virus that can kill young and old dragons and leave healthy adults stricken for weeks, even months. While its symptoms are similar to a flu, it is most closely related to a plague. A vaccine has been developed but in days past a dragon would simply have to suffer through and hope for the best.

Scale Rot

A topical bacterial infection that eats a dragon's underscales. The scale seemingly rots and, if not treated quickly enough, the scale could fall off entirely and the disease could

spread to the underlying skin and tissues. This is especially dangerous as the scales cover important areas such as the heart and lungs. While there is a cure, before it was discovered dragons would use medical salves to fight the infection. If the scales do not respond to treatment, removal of the infected scale(s) is usually done to prevent spreading. Removed scales can take up to a year to regrow. [And be rather sore while waiting to regrow, I'd imagine?] The skin would be very sensitive at first, like the new skin underneath a popped and removed blister. The skin calluses after a while and the dragon goes on as normal but does need to be mindful of the area as the protective scale hasn't regrown yet.

Wing Mold

A deceptively unthreatening infection which often looks worse than it is. It's really just a minor bacterial infection of the wing membrane that discolors it, making it look moldy. It mostly clears up on its own and recovery can be accelerated with medical salves. On rare occasions, it can cause damage to the wing if it gets severe enough.

Gryphon Related

[For inspiration about gryphons you might be interested to look into common diseases of domestic chickens. While I'm certain your gryphons would look much more impressive, they may also experience conditions such as egg-binding or any of the ones listed here: www.bentoli.com/chicken-proble...]

Kanaen Related

[I'm wondering about kanaen diseases. Domestic dogs are often beset by medical conditions that are specific to one or a few specific breeds, but these are a result of selective breeding and inbreeding (which is done to fix certain qualities into a line of dogs). Since the kanaen are their own people and probably unlikely to breed with family, I'll guess they might be quite vigorous as a population. We can look into potential diseases if you like, though?]

Human Related

[I wonder if picking out human diseases might be tricky as we'd essentially be listing the kinds of diseases we experience here on Earth. With that said, you could do worse than check out common diseases among indigenous communities. Here is one for Aboriginals: healthinonet.ecu.edu.au/learn... and you may also find similar resources for Amazonian tribes, etc. What do you think?]

History

In the beginning, Weya created all of Edenya and the rest of the universe. He created the four families, human, kanaen, dragon, and gryphon, and set them together to live in peace and harmony with one another. This world was much different from the one we know today. It was a perfect paradise. After the fall caused by the dragons, this perfect fell into chaos and sin. Over the next millennia and a half the world became ever more wicked and evil until Weya had had enough. He vowed to wipe the wicked off Edenya and remove all trace of them. There were a small few across the families and they came together and built a massive boat. Animals of the various kinds that would not be able to survive the coming events were sent to them to be saved as well. On the prophesied day, they were all aboard the boat when a massive asteroid slammed into the planet and started the Great Catastrophe.

Nordhaven's history begins just after it's forming during the Great Catastrophe. [I'm just thinking about this - the history of a region surely starts during its formation as part of the planet/the shift of the tectonic plates. Do you mean the history of its peoples? Also, this is a placeholder comment in case you mention what the Great Catastrophe is elsewhere, but we might need to write in what that was.] After their [Who are 'they'?] boat came to rest in what is now the Frozen River Valley, the survivors of the Great Catastrophe settled nearby and they began building a magnificent city that spanned the valley and began to scale the sides of the very mountains. When Weya [This is the first reference to Weya, which I think you removed. Perhaps it's worth adding it back in so that your readers know who and what Weya is?] confused their language and caused the Dispersion, many built boats of their own and sailed in all directions. One group of humans settled in Western Nordhaven, a group of kanaens settled in Northern Nordhaven, a group of dragons settled in the Dragon Isles while others settled on the mainland in the various mountain ranges, and the gryphons remained in the mountains as well. There seems to have been another group of humans that settled on the eastern coast.

The groups grew as the centuries passed and formed multiple tribes that spread across the lands. Nations came and went and territorial lines shifted.

Prior to the early 41st century, dragons had developed a superiority complex. They had their Old Scrolls (then just called The Scrolls) which had been given to them by Weya. They took particular verses out of context to justify their superiority over and domination of the mainland and ruled with bloody teeth and claws. Needless to say dragons were not well liked during this time period.

Then Weya arrived to fulfill His promise but the dragons took offense to His teachings that all were equals. [Ah. Equality feels like oppression when one is used to privilege, right?] Also as prophesied, they killed Him or so they thought. He returned from the dead. With the New Scrolls in claw the dragons began an ideological war amongst themselves. It took until the end of the century but the New Scrolls (now Old and New referred to as simply The Scrolls) won out. The dragon groups united and formed a new federation with the sole purpose of living as Weya had intended for all those millenia.

Suddenly, the dragons pulled back from the mainland and left the humans, kanaens, and gryphons in peace. Of course, not all dragons wanted to give up their old ways and many still remained on the mainland ruling over what areas they could. **The decades passed but the families on the mainland weren't as quick to adopt the New Scrolls. They saw not kindness but weakness from the dragons and began killing them indiscriminately in revenge.**

After decades of this, a dragon, Zolfiron, tired of seeing his kin butchered in unspeakable ways decided to take matters into his own claws. There was no shortage of dragons who resented the new ways for various reasons and he amasses no small army. They waged war against the humans and kanaens, saying they would bring peace to the dragons by wiping the humans and kanaens out. The isle dragons were stunned by the magnitude of his rebellion and sent their own army to stop him and his followers. Zolfiron made a deal with the gryphons, for their help they would be treated as equals in this new world they would form with humans and kanaens as their slaves. The gryphons joined. The Dragon Isles were sabotaged by gryphons and the rebellion turned into a full-fledged war across Nordhaven. The dragons sent messages across Nordhaven telling the humans and kanaens they must all unite to vanquish this new foe. Unite they did and their combined force was enough to defeat Zolfiron and his rebels. The surviving gryphons fled to the east. Zolfiron and his higher ranking generals were banished

During Zolfiron's Rebellion, [\[This is another placeholder comment that it might help to mention elsewhere who this Zolfiron character is. In fact, you mentioned a human king before so I wonder if it's worth having a part of this profile as a dedicated Who's Who. What do you think?\]](#) the common groups united and, when the rebellion was squashed, the beginnings of the modern nations could be seen starting to form. The gryphons were driven from Western Nordhaven to the east where they wiped out the humans on the eastern coast.

Centuries passed and the political lines consolidated into what they are today.

Major Events

Nordhaven itself was formed during the Great Catastrophe as two new tectonic plates slammed into each other. [\[Tectonic plates usually move very slowly, so I'd like to check in with you here over whether something exceptional made the plates shift faster than usual or whether some other event accompanied the shift?\]](#) **I'm using the Catastrophic Plate Tectonics theory.**

The ark of the survivors settled in the southern Frozen Peaks and their city was also built in the same general location.

Nordhaven has played host to several major wars, between internal and external nations.

Flight was first discovered in the Dragon Federation (either by a human or kanaen or mix) after the dragon's unification and welcoming of the other kinds. **The unification**

allowed for human and kanaen scientists to study dragons more closely. They were always fascinated by dragon's and gryphon's ability to fly and many yearned to see the world from their perspective. While some dragons offered their services to fly the others around, for business or pleasure, some scientists wanted more autonomy in their flight. Being able to examine dragon wings aided this and they quickly developed gliders the dragons could pull off cliffs and then release the glider to go on it's way. [Ah. So the dragons became friendly enough with the humans and kanaens to offer this service?] I haven't decided when powered flight comes into existence but I'm guessing it's a fair bit later and done by a human or kanaen on the mainland as a way to compete with the dragons. Now will this be a friendly or violent competition I don't know. [You could have a mix - different individuals / factions can approach competition as a way of building relationships or as a way to dominate at the expense of the other. Does that appeal?] I know that gryphons and dragons don't deal with flight much at first as they already have wings. It's not until the human and kanaen inventions start to fly faster than them that they begin to develop their own version of flying machines. (Side note, dragons also didn't rely on ships early on. They reserved it mainly for cargo ships to transport goods between isles as well as injured dragons who couldn't fly. Other than that, they typically flew. [The idea of dragons using assisted flight is certainly interesting. Do you know what technology they used for this?] I was imagining flight suits that protected the dragons from the increased speeds. A suit that wrapped around their bodies to tuck their wings in (though slower models could use the dragons wings for lift) and had places to hold their arms and legs in close as well as helmets to protect their eyes. Then there would be a set of stubby wings off the body suit with jet or propeller engines for propulsion.

Culture

[Will add an overview in due time.]

Religion

(Note: I would like to move this section from politics to culture.) [Done.]

While there are many faiths and their subsequent religions there are several that dominate Edenya.

The Ways of Weya

The largest faith in the eastern world. It started with the dragons of Nordhaven but has spread to the other dominant beings and large parts of the world after Weya came to Edenya to atone for the dragon's original sin.

Some of the core beliefs are that human, kanaen, dragon, and gryphon are equals among each other.

Food

[Will add an overview in due time.]

Humans

The humans of Nordhaven eat a balanced diet of meats, fruits, vegetables, and grains. They get their meat from ranching on the open plains, hunting throughout the forests and grasslands, and fishing along the coasts and lakes.

The island nations have a higher amount of seafood in their diets compared to other meats as land for hunting and ranching are more limited. [Quick question: at any point in the time frame of Nordhaven that you're interested in, does food become easily available? As in, does it get to and beyond the farming stage of civilisation?]

Kanaen

The kanaens subsist primarily on fishing as farming and hunting are more limited due to their colder climate. The southern clans are able to get more hardy crops to grow in their southern regions however and have a slightly more balanced diet.

Dragons

While a dragon's diet does consist of more meat than humans and kanaens, they do enjoy fruits and vegetables but dislike grains. The dragons, living in an archipelago, live primarily on seafoods like large fish, dolphin, whale [Imagine what hunting those must be like!], and even leviathan. They do enjoy other meats like beef, venison, and the larger poultries but they are delicacies imported from the mainland.

Dragons have large orchards and vineyards [Ah. They produce alcohol?] thanks to their warm and wet weather and you can often find them enjoying their favorite cultural snack of watermelon. Keeping with the abundant sea they also enjoy kelp salads in their diet as well with entire fruits thrown in as toppings.

Gryphons

The gryphons subsist primarily on hunting land and sea creatures. They also enjoy wild berries. While lacking thumbs, they do have a primitive kind of farming involving fruit orchards.

Art

[Details to be discussed and added.]

Language

[We have broad strokes here but I think this information could do with being enriched. This is a placeholder note for whenever we get better inspiration or want to look specifically at this section.]

Humans

Nearly all humans of Nordhaven speak a language originating from the Germanic language family with Dalkish speaking a form of German, Endlish speaking a form of English, Theonites speaking a form of Dutch, Icelanders speaking a form of Icelandic, and Southerners speaking a form of Swedish. The exception is the Fen who speak a form of French.

Kanaen

The kanaens of Nordhaven speak various forms of Celtic-like languages such as Irish, Welsh, and Gaelic.

Dragons

The dragons of Nordhaven speak a language known as Dragon Tongue which has a very Russian sound to it.

Gryphons

The gryphons of Nordhaven speak various Latin-style languages such as Latin itself, Italian, etc.

Social Dynamics

[Details to be discussed and added.]

Handling of Differences/Bigotry

How each nation/culture handles those different from them varies. Some, like the Isle Dragons, are quite welcoming and tolerant while others, like the Theonites and one particular group of gryphons, are quite hostile to the others. [It sounds like this is something worth adding to as you write more of the story and 'discover' more of the individual communities and subcommunities on your world.]

♟ Politics ♟

[Will add an overview in due time.]

Wars

Zolfiron's Rebellion

Date: Mid-4200s

[Again, it seems worth commenting on who Zolfiron is.]

Zolfiron tries to eradicate all humans and kanaens that refuse to bow to him. Many gryphons join him with the promise of a place of prominence in his new kingdom. A bloody war breaks out but he is ultimately defeated. Magicians sealed him away in a secret location in the heart of the Desert of the Damned. [Given that magic exists in this world, is there any possibility that Zolfiron survived through the ages? Killing somebody in this way is a very stark way to seal their fate, but the idea of a buried (and highly vengeful) tyrant buried somewhere where he might be unwittingly released one day is a fantastic Chekov's Gun.] **That is precisely the idea I had in mind.**

The Republican Revolution/Civil War

Story(ies): The Battle of South Gate, Operation Skylark, Operation Dandelion

Date: early 5200s

These two wars were fought back-to-back within Kanaen Clan 4 [Quick note, then: when you come up with names for the clans, you'll want to add the name here too.]. Up to this point, most of the kanaens were ruled by what could be called a dictator more than a king. There was no royalty or nobility but whomever was strongest ruled the land.

Clan 4 [Ditto] had a rather honorable Ruler at this point who truly cared about his subjects. An advisor suggested to him to transition over to a republican form of government like the dragons had done a millennia before. The dragon clans were at peace with each other and they were making great advances in the arts and sciences. The Ruler agreed and they were beginning to make a plan.

However, the Ruler's son didn't want to lose his spot as future Ruler and killed his own father and pinned it on the advisor and the others whom he labeled traitors. While the son wanted to execute them, he instead banished them to South Gate as a large enough population still adored the advisor and the son didn't want to risk a rebellion. He got one anyways only decades later as his own daughter fell in love with the advisor's son and joined in his cause to finish his father's dream.

The rebellion/revolution ended in the Battle for South Gate. Though the Ruler's love of power was strong, his love for his daughter was stronger. When she made him choose his position or her he laid down his weapons. [This is definitely worth examining more closely. In my experience, parents who are hungry for power are often surprisingly willing to put their status over and above their childrens' well-being. Perhaps there is a nuance to kanaen culture that blood is very much thicker than water - more so than for us, or that the next generation is to be honoured?]

The Civil War started almost immediately after as Rebels vied to replace the former Ruler and depose the new President.

The High King War

Story(ies): The High King War

Date: mid-5200s

Theodore Shattershield of Southland marches across Fenland and Endland in his quest to eradicate the dragons once and for all so humans can finally live in peace.

Clan 3-Theoland War

Story(ies): 0932

Date: 6012-6014

Theoland always hated Clan 3 and kanaens in general. It's a rivalry that goes back millenia. Theoland launches a surprise invasion of Clan 3 and brings short ranged nukes to threaten the kanaens into surrendering. A group of brave soldiers stops the nuclear threat which allows Clan 3 to fight back and ultimately reclaim their country.

Alliances

The Dragon Federation

The Dragon Federation has an alliance policy best summed up by Thomas Jefferson, “Peace, commerce, and honest friendship with all nations; entangling alliances with none.”

Law

[Details to be discussed and added.]

§ Economy §

[Will add an overview in due time.]

Major Businesses

[It sounds from your descriptions that most, if not all of the businesses are small - perhaps sole traders, partners, or family/family-run businesses rather than international conglomerates and the like. Would you say that's about right?]

Yeah.

Lumber and Mining

These industries are at their strongest in the mountain areas.

Furniture

Much of the furniture on Edenya is wooden.

Smiths and Jewellers

Many businesses in these sectors exist throughout the lands.

Farming and Ranching

These are the most common around the heartlands and coasts.

Hunting

Hunting occurs throughout all areas.

Leathers and Furs

These materials occur as a natural byproduct of hunting, so an industry exists around them.

Education

Universities exist, however for most people education is basic. [Do particular species have any specialities? For example, do dragons (assuming that your dragons can fly) have better spatial awareness so have better aptitude at physics, mathematics, or something like that?] Hm. Dragons and gryphons would think more in 3D since they fly. Perhaps not better at physics and math in the equation sense but better at 3D conceptualization. I could picture them as builders, sculptors, and the like as they can better visualize what they are creating before they even start. Like a Michelangelo and seeing David inside the block of marble before he ever takes hammer and chisel to stone.

Medicine

For the most part, medicine is primitive. However, magic exists on Edenya and has the capacity to heal. [Can you say more about what the magic on Edenya can do? Can it be used to fight, or anything else?] Those who can wild magic are quite rare in Edanya. Rarer still are those who are trained in its use. Magic here is not a mystical force conjured out of nothing but, rather, is the manipulation of energy. A magician could potentially be called a demi-god because of this. Fire and frost spells are not two spells but one. Taking away energy from one target (frost) and applying it to another (fire). The unskilled magician cannot, or can with great difficulty, control how the energy is used and it creates the equivalent of an explosion. A lot of energy being expended in many forms and in every direction. Great for killing someone by cooking/freezing them alive but quite barbaric and primitive. The skilled magician can focus this energy into a single form like the kind needed to power the human body so it can heal at an accelerated rate or kill it, heat to ignite a fire rather than just incinerate the object, sound as loud or soft as needed, light to illuminate a path or blind a foe or feed a plant, and the most skilled can even create cold-plasma and control its shape and movement (familiars.) Regardless of how magic is used, something must act as a source; taking energy from a fire, a living creature, the warmth of the ground, water down a waterfall. There is a somewhat rare crystal known as resonite that has the ability to capture raw energy and store it safely until needed. Most magicians carry one or

more pieces of resonite on them; it could be a necklace, a ring, a circlet, on a staff or sword, or anything they can keep close to them.

Construction

[Details to be discussed and added.]

Distribution of Goods

[Details to be discussed and added.]

Credits

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