

Welcome to Kumarikandam!

Brought to you by Charles W. Robinson.

I sincerely hope that you enjoy exploring and adding onto the map that I have made.

### What You Need

You will need the core set that comes with CC3+ to view and manipulate this map. The map was made using bitmaps and symbols from CC3+ Overland, Mike Schley, and Herwin Wielink styles (All part of the core set).

### Make it your own

The FCW has been provided through the atlas so that anyone can make this map their own by changing settlement symbols, names, iconography, and more to fit your personal needs and tastes.

### Methodology

The map is in scale with the world map. As such, all measurements done through the software will be accurate. Normally, I would place my mountains down using a 0.4 for regional maps. At this size though, they were way too small. For the map to look good, I

had to bump that up to a 1.5 and only used the small mountains and the mountain chain symbols. As such, distance and symbol scale should be adjusted for regional maps. All other symbols and bitmap scales are based off of the size of the mountains. The hills shown are the large foothills at the base of the mountain ranges and various other hilly terrain in the Gaari and Tolgad regions. Only the main rivers have been rendered. As such feel free to add more streams, hills, swampy areas, and open spaces in the jungles for your detailed maps. Feel free to add plenty of additional settlements, ruins, and temples throughout the continent. I wanted to establish a theme as an “idea generator”, but I also wanted to leave flexibility for mappers to do their thing.

## Theme

This map represents aspects of various cultures: Egyptian, Middle Eastern, African, Eurasian, Indian, and Asian. There is also Greek style ruins of a colony in the north (such as the Greek city states in Asia Minor) and a settlement to the south with a European style Castle. Finally, there are two places represented on the map loosely based on Hindu (Vedic) mythology. Most of the regions are given only a small introduction, but Alaka and Lanka are specific realms and have detailed notes. Otherwise, no empires, countries, kingdoms, etc.... are represented on the map. I leave these to be developed by the mappers (you). As such, I have only labeled the regions of Kumarikandam.

## Alaka

Alaka is an evil realm ruled over by the Dwarf Lord known as Kubera. It is rumored that he is the deformed son of a Dwarf and a Demon! He used to rule the lands of Lanka along with his brother, Ravana. According to legend, in a time before mankind came to these shores, his brother betrayed him and they fought a bitter war for Lanka. Kubera was far more brutal, but Ravana was more wise and a master of sorcery. Both threw their armies of dwarves, humanoids, demons, and dragons against each other. The final battle was among the northeastern mountains and valleys. Despite Ravana’s magic, Kubera’s brute strength and determination kept pushing Ravana’s troops back. Ravana’s troops fell back once more

and yielded the valley floor to Kubera, but they then turned and held the mountain passes against all assaults. Trapped in the valley floor and unaware of Ravana's plan, they had nowhere to run. Casting a mighty incantation, Ravana brought calamitous earthquakes upon the land. The two mountain ranges were pushed apart and the valley floor splintered into chasms spitting fire and ash! Only Kubera and his royal guard survived. Kubera fled and now presides in the coldest of the mountain valleys and rules over the Dwarf hold of Alaka. Over time, the rift cooled and filled with silt from the waterfalls emptying into the rift. This is now the region known as Tasuragdaj.

### Banjar

Banjar is the name of a mountain range and the rocky wastelands that surround it. Very little grows here. Recently, people from foreign lands have settled this region. Nobody knows who they are nor what they are. Evil looking towers have popped up along the coast and a fortress has been built near the coast. Who knows what else they have done in Banjar.

### Gaari

Gaari is loosely translated as raiders. Their tribes go by many names. They are dark skinned, nomadic, and are famous for their light lancers and their swordsmanship. They mostly raid the lands of the Maluk Almayta, but have also conducted limited raids into Tiantang. Many even serve as mercenaries in Maluk Almayta, Tiantang, Kaalejungal, and Gahara Saagar.

### Gahara Saagar

Gahara Saagar is a coastal region between the ocean and the great mountains. They are sailors and fishermen. They are also explorers and pirates. The people of the colony known as Port Digby in Nga-Whenuatoto came from these lands.

### Kaalejanganal

The settlements within the Kaalejanganal hug the coasts of this wild land. The dark jungles and mountains are full of foul beasts and humanoids. As such, the human settlements here are well fortified.

### Lanka

Like Alaka, Lanka is an evil land of dwarves, demons, humanoids and dragons. The volcano here is said to be the source of Ravana's power. He dwells within the fiery mountain and seldom leaves. As such, the volcano is often referred to as Ravana as well. Each of the small mountains that encircle the volcano are dwarf holds and serve as Ravana's sentries. The port of Lanka is along the eastern shore, and there is a watch tower on the southern island. Who knows what other settlements have been built here; either above or below ground. The land is black with ash and fire that rises from cracks within the earth. If the thralls of Ravana don't get you, the landscape will.

### Maluk Almayta

This region is dominated by rocky barren mountains, an abandoned city and pyramids

within a great dune desert, and a rocky desert region to the north. The people of these lands are said to be ruled by long dead Pharaohs who still walk among the living!

### Siqir

The Siqir coast has no particular people who live here. The region consists of the mountain range and the coastal areas. The ground is rocky with poor soil that grows tough long grasses and thorny bushes. It is believed that sources of "wild magic" lay within these lands; remnants of both Ravana's and his demons sorcery. Many would be warlocks and witches have settled here to practice their dark arts. Pirates and humanoids have also settled these lands.

### Tartessos

Settlers from the foreign lands of Artimisia once lived here. For almost a hundred years, Tartessos was a famous trading port. Nobody knows what happened to Tartessos, although many rumors run rampant. All that anyone knows, is that Tartessos was a thriving city full of life and culture one day, and a lifeless ruin the next. So survivors have ever been found and the inhabitants of Artimisia has not returned to re-colonize these lands.

### Tasuragdaj

Tasuragdaj is the name of this ancient battlefield and means "to be torn asunder"! This land is slowly healing and cold waterfalls from the mountains bring life to these lands. The land is warm to the touch, like a living being. Hot springs and geysers fill these lands and small tremors are common. It is believed that this region is mostly uninhabited. Very little grows here and it is said to be haunted by spirits and demons.

## Tiantang

The great plains and forests of Tiantang is full of life. These lands are well watered from many rivers and streams. The soil is rich and the weather is perfect for the growing of crops. Besides mankind, it is said that many of the fey realm also dwell within this region. Raiders and humanoids often harass the border regions while the lords of these lands take stock of the new inhabitants of Banjar. For a land that is often referred to as paradise; mankind still manages to bring ruin, war, intrigue and famine to its people as they vie for power.

## Tolgad

Tolgad is a general name for this region for it means "hills". Tolgad is protected west, south, and east by the largest mountains within Kumarikandam and the ocean to the north. The mountains give way to foothills and from there to a region of rocky hills and hollows with only a few stands of trees here and there. The people who live here are nomadic and their tribes go by many names. They are horsemen and herders. They are famous for their light cavalry with their deadly bows along with their medium lancers. They are a fierce people and share these lands with humanoids that ride giant wolves into battle. These tribes and humanoids battle against their own peoples as well against each other. It is not uncommon to find tribes of man allied with the humanoids against a common enemy; especially against the giants and dragons that come down from the mountains. All fear the realm of Alaka high up in the western mountain range. But, the Dwarven hosts of bear cavalry rarely descends unto the Tolgad.

I am looking forward to seeing what you all do with this. Happy mapping! :-)