The 4e Home Encounters World Map – Elderyn

Elderyn, or "home" in Elven (at least in my homebrew) is a world I came up with a few years ago, during the days of 3.5. I never got much use of it then, so I put it away until 4e came out, when it saw the light of day again.

The map for the world saw various versions of it through the years, but always retained its basic shape, form and names.

The current version of it came about after I stumbled upon a map at the wonderful Cartographers Guild. The map was called Ystraad, and it blew me away. I knew then what kind of map I wanted to create for my eventual world. You can find that map here: http://www.cartographersguild.com/showthread.php?2796-Ystraad-by-Bohunk

I'm not a cartographer. At all. This map was an exercise in both attempting to learn a bit about cartography as well as teaching myself Photoshop, which is the only digital tool used in the map.

The trees and mountains I found in a brush pack for Photoshop. The fonts used are ECUYERDAX and Packard Antique.

The names are all (I believe) mine, and any name which has appeared elsewhere is a coincidence.

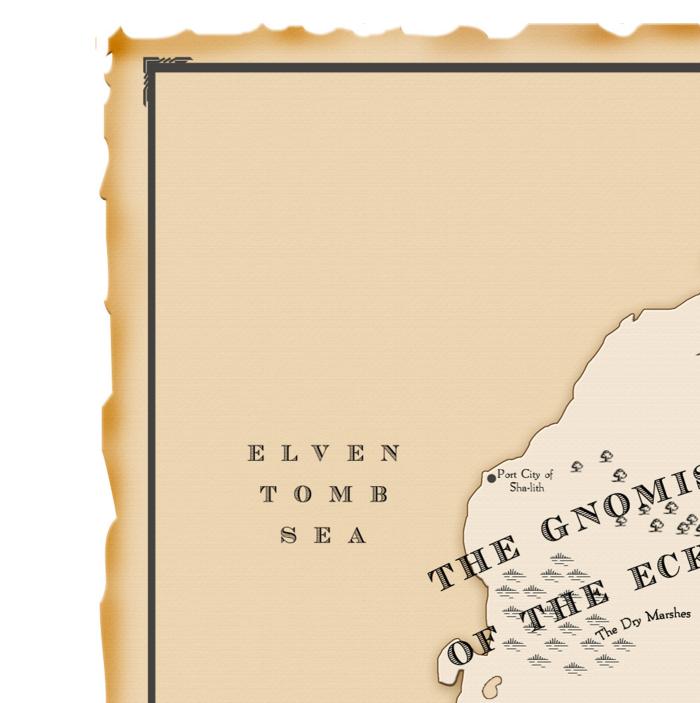
The 4e Home Encounters project is not a world building one. I am only making the map available because I had it, because 4e Home Encounters is set in my homebrew world, and I wanted to share it. There are a lot of empty spaces, and a lot of areas that will have nothing to do with the storyline of the encounters. If you notice, there aren't even any rivers on it. Feel free to make additions to the map if you so desire. All I ask if you do is that you do not attempt to pass it along as your own creation.

Print out the tiles and tape it together to make it a poster. It is a high res file made at 300dpi. I'm a freak like that.

Enjoy, and remember... I am not a cartographer. Don't critique me too hard. ©

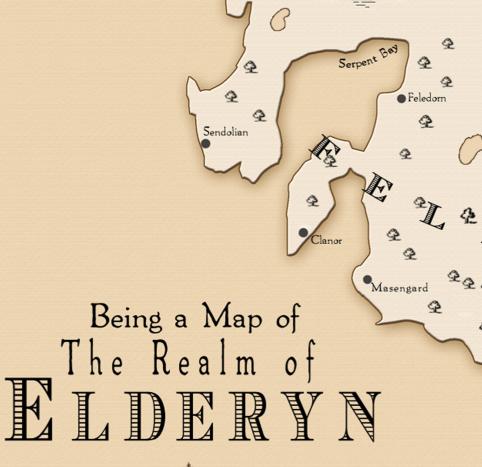
Enrique NewbieDM













one inch = 750 miles



