



The Principality of Kedmere & Surrounding Lands



Kedmere was founded over twenty generations ago by the Scion of House Baelondor to protect trade through the Atrien Straits. The Principality has gained independence from the Witch-Kings and its capital, Belmord, has become a wealthy port along the Golden Route. The people enjoy a great deal of freedom and prosperity and have earned a reputation for adventure because so much of the region is untamed.

Human & Dwarf Settlements

Belmord, population 11,000. This is the new capital and was built 200 years ago by Valian III. after the War of the Witch-King. The city's architecture is dominated by massive stone and brick structures with three separate walls ringing the city. It is currently ruled by the Sorceress Princess Altariel. There is standing garrison of 800 and in times of war this number can be tripled. This is also the port Kedmere's navy calls home.

Varhelm, population 1,500. A dwarven clanhold ruled by Iron-Thane Thoerfel, son of Agmundr. at the head of the Eldabrand River. Varhelm maintains a series of intricate locks on the Eldabrand River allowing trade to flow from the thanedom to Belmord and beyond. To keep this vital trade route open the Iron-Thane has honored the treaty he first signed with Valian III.

Griffon's Claw, population 600. Once an outpost used by raiders, Griffon's Claw has grown into an independent settlement ruled by the Lurien, Lord Captain of the Free Fleet. What law there is within Griffon's Claw is harsh and swift. Most arguments are settled at the end of a blade. While greatly feared, the Free Fleet has been known to aid those attacked by orcs and goblins.

Dunwall, population 300. A small logging village located along the northern forest, it's noteworthy only because it is where the red dragon Velmaxian recently vanquished Sir Isenhardt.

Trevaine, population 1,100. In addition to being a farming community, it serves as home to many mercenaries and adventurers. The local baron relies upon the services of these sell-swords to provide security to the town when threatened.

Other Places

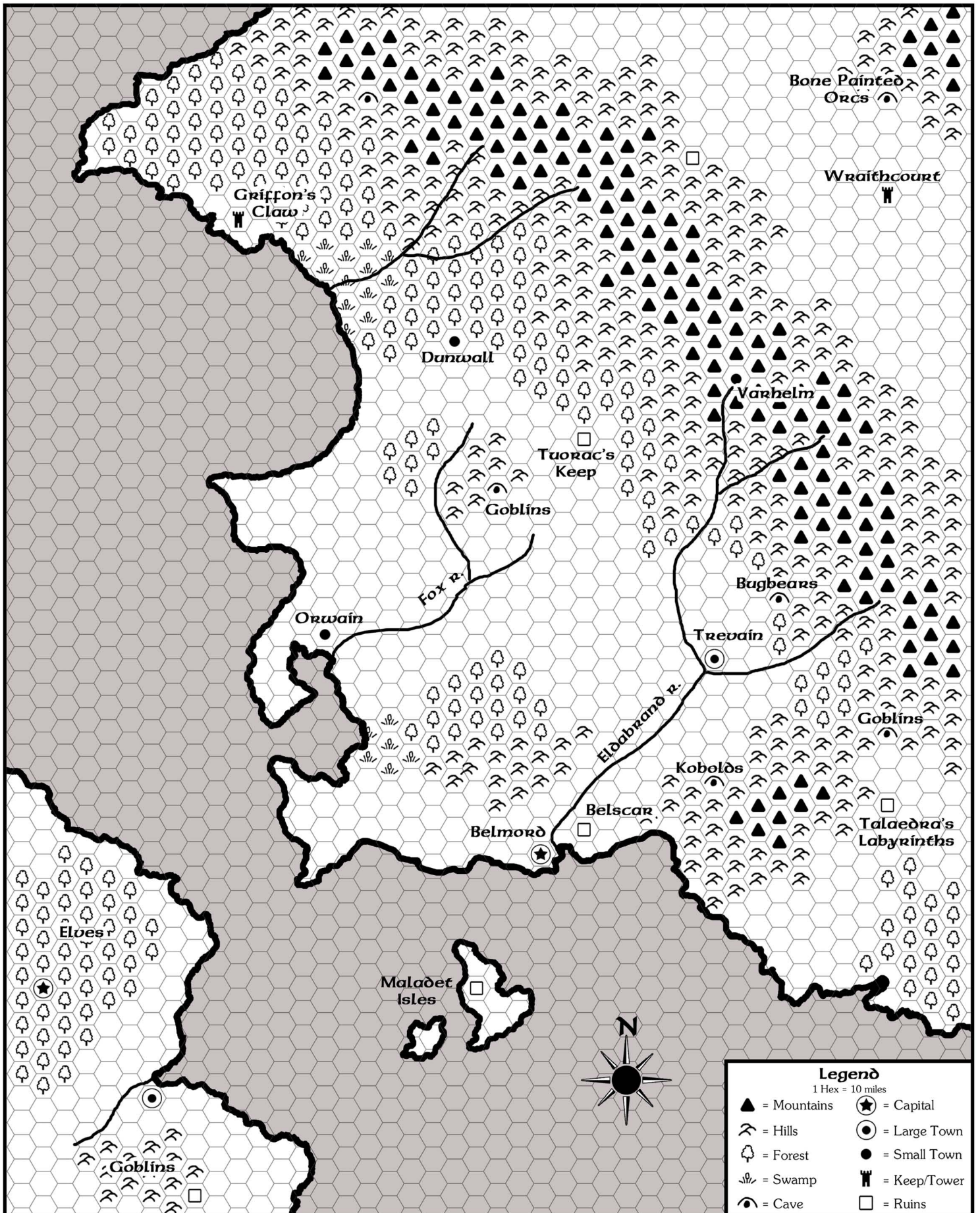
Belscar, the old capital of Kedmere, was razed by the armies of the Witch-King. Small fortifications have been built around the ruins; these are more to keep whatever might be found within at bay than to keep the curious out.

The Maladet Isles were once home to the tower known as Melora's Beacon, it warned ships away from dangerous waters. Fifty years ago a strange violent storm passed over the isles leaving no trace of the fate that befell the inhabitants. Harpies and hags have taken up residence in the ruins and webbed footprints have been spotted on the beach.

Talaedra's Labyrinths were considered to be only a goblin tale until just over thirty years ago when adventurers fell into an opening while giving chase to a troll. Named for the only surviving member of that party who is now the Abbess of the Sanctuary of the Twilight Maiden. This region is riddled with chambers, caves, mazes, secret passages and traps. The original builders remain a mystery because the labyrinths predate any known settlement of the region.

Wraithcourt sits at the heart of a dead land. Once the home of the Ninth Legion, legend says a dark curse fell upon the tower when the legion broke its oath to its sovereign. To this day the outpost is still haunted by the undead remnants of the doomed company.

The Bone-Painted Orcs are rarely found within the borders of Kedmere. Stories told by dwarven traders claim that these savages worship the dread spirits of Wraithcourt.



The Principality of Kedmere, map design, writing, and layout done by Phil Morris and Ray Nolan.