THE LAST MAPMAKER

MINI-SETTING #1

THE INDEPENDENT TERRITORIES OF

BELTHENNIA



FANTASTICAL CARTOGRAPHY

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BACKGROUND

The Independent Territories of Belthennia were established almost 400 years ago, in the year 934 of the Common Era (CE), in the aftermath of a bloody Civil War that lasted over 8 years. Two siblings, Orvar and Ödemin Brynnon, fought over the dominion of the islands, leading opposing factions in the war, until Ödemin was finally assassinated. Their grandfather Odar Brynnon was an explorer, who discovered Belthennia in 857 CE, bringing a wave of settlers who claimed the island for themselves and slaughtered the native population, the Gaud, who called Belthennia 'Gaud'Hmaana'. Although many of them had a deep understanding of druidic and shamanic magic, their military skills and technology was no match for the settlers. Little is known today about their culture and history, let alone their magic, besides the ruins of Gaud'Hlar, the ancient mine of Gaud'Hir, and the toponymy of the North-western part of the main island.

After the colony of Belthennia was established, the Brynnon family quickly consolidated it power and wealth, capitalising on resources and political influence. When Orvar and Ödemin came of age, their different temperaments started driving them apart. Orvars was a natural trader and diplomat, while Ödemin was megalomaniac and slightly paranoid.

There are many legends and stories about the Civil War and the siblings, and historical facts are hard to tell from pure myth.

Belthennia is now a paradise for traders of all kinds, with the self-governed city of Orvarburg at its pulsating heart.

ADVENTURE HOOKS

1. Ships from the North bring strange reports about the Lone Rock lighthouse. The keeper's family is nowhere to be found.
2. A group of fanatics believe that Ödemin had survived the war, was forced to live hidden and in exile. They want to reclaim Belthennia for the East. They call themselves 'The sons of Ödemin'.
3. A group of scholars from the Historical Society of Ödersta tried to access a sealed area of the ruins of Gaud'Hlar. They never came back.
4. There are rumours of an uprising in Skellholm Prison. The authorities in Hammerdock are assembling an investigation team and need bodyguards.
5. An elf customer died while browsing trinkets in Zeno's Emporium. Now Zeno is being accused of murder. He claims the elf was handling a copper brooch from the Gaud era.
6. The trolls from the Troll Spine mountains have been spotted close to Weathertorp. The villagers are concerned.
7. During the last few months, travellers crossing the High Marshes have been attacked by strange creatures. Curiously enough, two weird individuals are offering protection and safe passage for a fee.
8. Metal dealers from Copper Town are trying to set up a monopoly on mythril. The tension rises when representatives from the Trade Guild are attacked by skilled assassins while on their way to negotiate a deal.
9. An admiral of the Belthennian fleet has defected to take up piracy. He and his men are raiding ships incoming Ödemin Bay, and are said to have their headquarter somewhere in the Ödemin Islands. The PCs know the admiral from a previous adventure.

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10. There are rumours of a slaves trade that brings cheap labour to Gaud'Hir Mine.
11. A strange individual has been lurking the Black Sturgeon Inn in Orvarburg for weeks, asking morbidly about the PCs.
12. A herbalist in Folgar needs bark from the Gaud'Htall tree. It only grows on the slopes around the top of Gaud'Himmel.
13. A book collector from Yezda has been looking for the rare illustrated edition of Gaud'Hnuur: Legends and Myths of the Gaud Era. The only known copy is kept in the vaults of the Belthennian Library in Orvarburg.
14. Strange stones with magic runes have appeared in the valley at the source of the river Astik. Whoever touches them get teleported to an unknown location.
15. The lookout at Southgate Keep has spotted a fleet of black ships. They will reach Northgate in 24 hours.
16. An orc scout group has been ambushed and slaughtered not far from Riverside. All bodies were missing the left hand.
17. A thick mist is covering a vast area around the Ödemin observatory, preventing any type of research. They suspect the mist to be magical in nature.
18. A group of giants has settles a few hundred meters from Bodar Farm. They don't seem to be a direct threat, but they are stealing cattle to have as their pets.
19. The last heir of the Brynnon line has been found dead in the Brynnon Estate in Orvarburg. Her forehead was branded with an unintelligible symbol. Linguists from the Historical Society of Ödersta will reveal it is an ancient Gaud word for "genocide"
20. A band of goblins has assaulted Little Copper and pillaged the stocks of nickel. Some alchemists believe the metal to be an important element in necromantic rituals.

NOTES

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