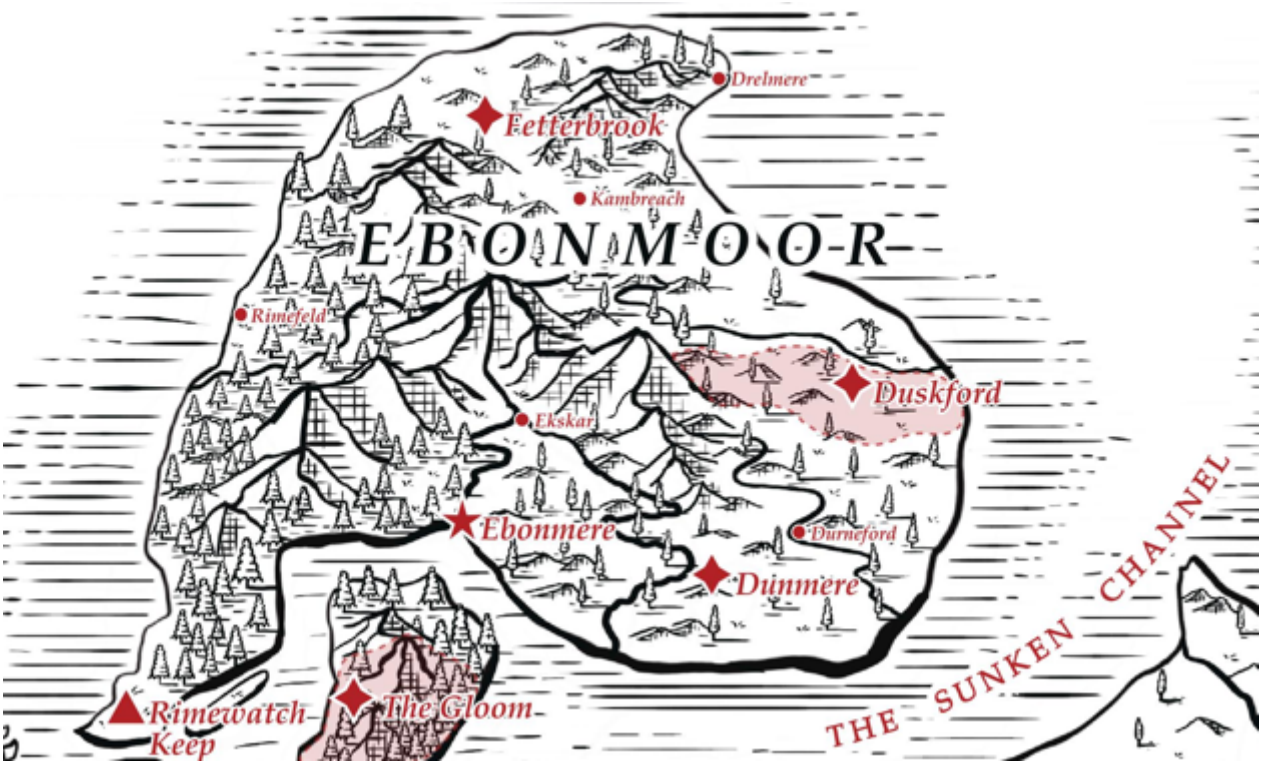
Ebonmoor Overview

Ebonmoor is the island domain of House Wilthorne, separated from mainland Faulmoor by water and reached by a strategically important crossing controlled through Vexenford and Rimewatch Keep. Its misted moors, forests, river valleys, ports, and defensible approaches have made the island both a trading center and a comparatively protected refuge during the Rotmire Blight.



Overview

Ebonmoor's geography has always favored control of movement. The island's settlements depend on coastal and river trade, while its mainland connection can be watched, restricted, or closed more readily than an open frontier.

The island's relative safety is built on controlled movement, making every bridge, harbor, ferry, and grain route part of its politics as well as its ordinary economy.

Before the Blight, that position supported a close political and economic relationship between House Wilthorne and House Valkenmar. Trade, military cooperation, marriage ties, and shared governance helped bind Ebonmoor into Faulmoor's wider political order.

The Blight has made that same geography more valuable. Isolation offers some protection, while the crossing and ports give House Wilthorne influence over who and what enters the island. Maritime commerce, ferry traffic, fishing, agriculture, and the movement of supplies between settlements remain essential to ordinary life.

History

House Wilthorne long served as one of House Valkenmar's principal vassals. Ebonmoor's trade and defensible position made it a major asset to the barony, and the two houses were historically close.

That relationship has become increasingly strained during the Blight. Harsh containment policies, disrupted commerce, and the need to protect local resources have pushed Ebonmoor toward greater practical independence even while the older political structure remains in place.

The destruction of Velmere, now commonly called the Gloom, became one of the island's defining Blight-era events. Its bridges were destroyed during containment, isolating the city and leaving a ruin that still shapes how Ebonmoor thinks about sacrifice and quarantine.

Present Day

Ebonmoor remains more functional than many heavily affected parts of mainland Faulmoor, but the island is not untouched by the crisis. Quarantines, damaged routes, smuggling, closed settlements, food pressure, and shortages shape movement across the region.

Control of the crossing at Rimewatch and the island's ports gives House Wilthorne unusual leverage. That authority is visible at checkpoints and harbors, but survival also depends on merchants, farmers, sailors, ferrymen, and local communities keeping goods moving between places that can no longer rely on old routes.

The island's relative stability is therefore uneven. One settlement may remain productive while another is quarantined, cut off, or dependent on increasingly unreliable supply lines.

Notable Locations

Ebonmere

Ebonmere is the capital of Ebonmoor and the seat of House Wilthorne. Its coastal position and maritime trade make it the island's principal political and commercial center.

Rimewatch Keep

Rimewatch Keep guards the island side of the major crossing from the mainland and serves as one of House Wilthorne's most important checkpoints.

Duskford

Duskford was one of Ebonmoor's principal agricultural settlements before a sudden Blight outbreak destroyed the town and much of its surrounding farmland.

Dunmere

Dunmere is now one of Ebonmoor's most important surviving food-producing settlements, though a severe unexplained sickness among its livestock threatens that role.

Fetterbrook

Fetterbrook is an old forest retreat whose dependence on outside supplies became dangerous after Duskford's fall cut the settlement off from its former routes.

The Gloom

The Gloom is the ruined city once called Velmere. It was deliberately cut off during the Blight and remains one of Ebonmoor's most visible symbols of containment by sacrifice.

See Also

- Faulmoor
- House Wilthorne
- House Valkenmar
- Rotmire Blight
- Vexenford

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