

# KINGDOM OF GONGADÛR

By Kevin Goebel (“Royal Scribe”)

The predominantly dwarven kingdom of Gongadûr is situated in the southeast of Dóriant’s Gold Coast region.

Much of the dwarven population resides in cities and towns that are primarily underground, particularly within the heavily mined Gongadûr Mountain range. The seat of government is found at Gongadûr Keep, an unassuming name that does not adequately describe that it is, in fact, a vast city both above ground and particularly below.

On the northeast side of the kingdom lies the Hollinrood Hills, primarily populated by gnomish villages who generations ago swore fealty to the Kings of Gongadûr in exchange for their protection.

Many of the communities near the northern and northwestern borders have traded hands between Gongadûr and the Kingdom of Vacuria over the centuries. Even today, many Vacurian nobles have dual allegiances, swearing fealty to the monarchs of Vacuria for their Vacurian lands and to the kings of Gongadûr for their lands on the other side of the border.

The Balduhr Mountain range on the southwestern edge of the kingdom is sparsely populated by dwarves save at the fringes. Many dwarven communities there were abandoned long ago, particularly the ancient city of Tondirth, now in ruins and said to be haunted. Dwarves and humans alike avoid the mysterious and dangerous Vale of Dread within these mountains.

To the west of Gongadûr lies Drakenföld, a lawless land of mystery. Drakenföld is loosely governed from the mysterious lords in the tower Vez Draka. Though the communities are mostly self-governed, Vez Draka manages to frighten foreign invaders from attacking their lands.