

Kingdom of Tal' Dorei

A kingdom on the very west of the Isles.

The capital is [Veloth](#).

It is further divided into five regions.

However, there are 8 administrative subdivisions, each overseen by a mayor of the largest city of the subdivision.



Towns

[Gnisis](#)

[Imocki](#)

[Martinbor](#)

[Peshchenica](#)

[Stilben](#)

[Tabor](#)

[Veloth](#)

[Whitestone](#)

Regions

[The Darklands layer of Nar-Voth](#)

[Gun Slinger's Pouch](#)

[Jabuka](#)

[Menagerie Coast](#)

[Othanzia](#)[Rumedam](#)

Tal' Dorei power struggle

Tal' Dorei is an elective monarchy.

A council exists to oversee the country and elect the next monarch. However, it became so divided, it's more of a defensive pact than a unified kingdom.

The honour of king of Tal' dorei currently sits with the mayor of Veloth, though just half a century ago it was the mayor of Stilben.

The council is formed from landowners, heads of religious and academic institutions, as well as guild masters.

The Quakes

Tal' Dorei is riddled with caves and caverns. They connect it to the Darklands below - a collective term for the three layers of cave networks, deep underground.

While the first layer "Nar-Voth", is mostly controlled by Tal' Dorei, the other two are larger expanses filled with strange inhabitants, ambitious empires and ancient dangers.

The kingdom was truly unified thanks to "[The Quakes](#)". A term used for the largest of invasions of the underground inhabitants.

They forced the great powers of the country to work together to defend themselves, promoting unity.

Other countries:

[Cormathyr](#) [Gragala](#) [Elysia](#) [Horugva](#) [Neovisni](#)

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