Kirkmore Island

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by Cyth Wyreth

ear reader,

Let me introduce myself. I am Cyth Wyreth from the Kingdom of Northpoint. When I temporary settled in Kirkmore for two years, I enjoyed the environment, it's local cuisine, have met several people and discovered many locations. This inspired me to write a book about this lovely island. So, let's get started.

he island Kirkmore, roughly two times smaller than a Breton Kingdom, is located west of Camlorn area.

It's climate is maritime temperate and strongly regulated by the effects caused by the Eltheric Ocean and can be compared with the climate of Camlorn area. It's summers are pleasant and not too warm and it's winters are mild. The southern part of the island is slightly warmer than the northern areas.
Because the island is isolated, it never had grazing deer and elk. No wolves, bears and lynxes have roamed the woodlands of Kirkmore. The predators of this island are big Iliac spiders, hunting on large sand crabs, which are able to defend themselves against the spiders when they are in great numbers.
It was with the first Breton colonists, that also rabbits and mice set foot on this island. These small mammal, known for being smart enough to adopt to their environment, soon made this island their home. With the Bretons came their domestic horses and dogs. Some of them escaped and learned to survive in the woods. The dogs became wild and formed dangerous packs, like wolves do on the continent. The horses on Kirkmore became equivalent to deer and elk in High Rock, Skyrim and northern Cyrodiil.

Kirkmore is ruled by a Duke or Duchess and although not under the direct rule, it's ruler traditionally accepts the King of Northpoint as their King. Because of the trade with the continent, mainly with the city Camlorn, Kirkmore keeps healthy ties with this city. Kirkmore exports to Northpoint and Camlorn iron and other valuable minerals from Fyth Craig. From Kirkmore city it exports fish, seafood and small luxuries, and red wood and furniture, like chair and tables, from Moch. Trade to other cities in High Rock does exists, although on a much smaller scale. Once a while a trading ship goes from Kirkmore to Farrun and Jehanna and even a Nordic border town Haafstad.

The island, the Duchy of Kirkmore is roughly divided in six small provinces and counties:

- It's County and capital Kirkmore and it's territory, including the island Ascetic Refuge
- The Green, a big forest which is located west of the county Kirkmore
- The Heights County, a mountainous area with it's town Fyth Craig and the mines
- Kingford, a small area owned by the Duke and/or Duchess of Kirkmore
- Moch County, with the town Moch and the southern part of the Red Woods
- Mallach County, the northernmost area with the town Mallach and the northern part of the Red Woods

Kirkmore, Fyth Craig, Moch and Mallach each have a count or countess, who is the ruler of his or her county and serves their Duke or Duchess of Kirkmore.
Some people of importance and authority but lacking noble blood are called Elder.
They may be priests, noted warriors or rich merchants.
One may notice that etiquette in Kirkmore is not so strict compared to other areas in the main land High Rock and it is not unusual that people of royal blood can be found between the common people and the Elder enjoy the same amount of respect as even a count.

Because the ancestors from the Bretons living here today came from mainly Camlorn and Northpoint, people say this island has a combined culture of these kingdoms (Before the unity of Camlorn and Daggerfall, Camlorn was a Kingdom of her own). And although these two kingdoms share their history of violence and rivalry together, the Bretons on Kirkmore island, live peacefully together.

The first settlers from High Rock, in times when the continent was occupied by the Direnni elves, went to all the corners of this island and colonized the areas which weren't as wild and forested as the Kirkmore woods. These settlers came mainly from Northpoint and brought with them their culture and traditions. But some colonists came all the way from Farrun and Jehanna Kingdoms.

The first settlement was Kirkmore town, back in the day this town was called Kyrekmore, and already became a trader- and fishing town. From there, the Bretons went up north, eventually founded Fyth Craig, because of the iron and other valuable minerals found there, and finally Moch and Mallach, located in the Red Woods.

Slowly this island became a Northpoint colony. The Northpointers brought with them their mixed Breton deities and ancient traditions including old religious practices. These Northpointers were hardened as a result of living in an inhospitable area where nature gives and takes. These settlers were therefore more tied with nature and it's from this background that the Bretons living in Kirkmore today, have the highest respect for nature; even believing that each area is guarded by a local God. Kirkmore by then was still ruled as a collection of clans, each of them ruled by an elder.

After a while more Bretons all over High Rock became aware of the existence of this island, during the 2nd era, traders from the Camlorn kingdom became interested to do business with these Bretons and eventually settled there.
These new settlers really gave this island a commercial impulse and improved the trade, especially between the island and Camlorn.
But with the Camlornites also came a change in the social system of Kirkmore and how this island should be ruled. It slowly turned into a Lordship and the island was divided in five provinces, three of them having an elder, an important person, serving the Lord.

It reached even a point when the Camlorn kingdom became the protector of the island Kirkmore during the 3rd era, when the glory of Camlorn Kingdom was shining. The name of the city Kyrekmore was changed to Kirkmore as more and more Bretons from Camlorn settled there. After the unification of Daggerfall-Camlorn Kingdom, Camlorn's influence started to wane and slowly the city lost it's grip on Kirkmore. Northpoint, never really in good terms with Camlorn, saw the opportunity to expand her power again. Kirkmore became a Duchy and loosely part of the Kingdom of Northpoint, keeping an amount of independency and a profitable tradingsystem with Camlorn.



hat is important to mention is how the ecosystem of this island seems to function.
The island is not just a piece of land with trees and wildlife, but rather be controlled by a powerful force.

This force comes in many forms, like various creatures protecting certain areas in the woods. Nobody knows exactly where they come from and why they seem to serve the trees. Huge living trees, called treants, are sometimes encountered and are known for being peaceful creatures. More mysterious are the spirits of the woods, called Nightweapers, who only come out at night, circling around the biggest trees of Kirkmore, the center of Kirkmore's ecosystem. It is known that these spirits attack unlucky Bretons, trying to chop the Big Tree. These poor Bretons never returned and it is even believed they became Nightweapers as well.
It is believed that The Big Tree in the Kirkmore woods is a Wyrd tree, or closely resembled to such trees, as it seems to generate an overwhelming power nobody really fully understands. Many Bretons don't dare to venture too deep in the woods and especially not near the Big Tree.

True or not, nature and especially the Big Tree and the creatures protecting their environment all play a significant part in the culture of the Bretons living on Kirkmore island.
Therefore they wisely have chosen a guardian, a spiritual Druid, closely affiliated with nature, to watch over these spirits and see to it that nobody and nothing disturbs the, perhaps, frail ecosystem.
Perhaps for many Bretons on Kirkmore it is a way of thanking and worshipping the Big Tree for giving the island a lush and rich forest, with plenty of wildlife and enough ground to cultivate. Because these Bretons know that in the end they are all dependant to what the island offers them, how developed their Duchy is and how well it's trade goes.

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