



(Map: Right of the white tundra just north of Vespia)

Settlement: *The Kel'Maur* (Pop: 212)

Background: Being of a collective force brought together to escape the harsh environment of the tundra climate and withdraw macrocosmic pull of clan warfare, this settlement consists of a primarily nomadic warrior/fishing type of people who live off the land and in tandem with fauna present. Before these people settled together, many of the founders felt as if they were merely outcasts, forcefully removed from their homes due to various reasons. Once these people began to roam the land after they were dropped at the shores, these people would one-by-one find a hidden cave, obscured by snow and stone. Within this cave, magical writing would flash and spark up a wave of emotion, clutching to each person until their minds felt connected with some sort of larger energy. The cave would lead them to a large passage which widened into a very expansive plot of tundra and hidden sections of grasslands. There a large city of mostly odd buildings, etched with various symbols and designs could be seen. These people would then be welcomed into *The Kel'Maur*, a large settlement/civilization that blended nomadic and basic survival techniques with technology found useful and did not impede on one's ability to connect to The Force. Rumors say that these people too came from previous communities where they felt much like an outcast before they eventually found their way to this life.

Cultural Significance: Each *House* (family) within this settlement adorns their Head of House with an animal helmet fashioned after a common fauna on the tundra land mass. Each House would have their animal adorn on their clothing in some fashion whether it be by accessory or stitched details. One particular House (family) of this settlement is specifically separated away from the rest of the settlers to be raised and trained as Force-sensitive warriors in both the Light and Dark aspects. These settlers are typically separated out at the start of puberty to young adult age so that they may dedicate their training specifically to studying the different ways The Force flows. Other Houses (families) take up specific tasks to help the good of the settlement: Fishing and Animal Husbandry, Carpentry and Smithing, and Nurturing and Security. Each leader of the House is a part of a larger counsel that influences the way the settlement acts on issues with each House receiving equal share and representation. Membership within a House may change despite one's family being primarily in one versus another. The only House that does not lose their members for reasons to make representation equal is the House of Bran'dubh, the Force-sensitive. Only members may be inducted and death is the only way to leave. Each House is given in addition to the animal marker a tattoo to signify their clan with a smaller indication what house they have joined. If a person is to leave a house to another, the change will be indicated underneath that marker to show their assignment.

PIN: 15010

Religious Significance: *The Kel'Maur* believe in study of both the Jedi and Sith structures as well as exploring all multi facets of how The Force works. Their routine of work always begins with a group meditation as though not all are able to wield The Force, all are able to feel connected and belong in the flow of the settlement. Children and young adults who were found to have the ability to use The Force have been held as superior ranking members of the settlement though they may never be in a leading role outside of the House that leads their training.